Usenet Newsgroup Archive: comp.sys.atari.st

1999-06 - 1999-09

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Messages included in this PDF: 5,015

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <37539A4E.9ACCE720@SPAMBLOCKbassment.demon.nl>
Source record: 77795

FROGGYlandon@best.com wrote:

> the pre-ship code just rebooted the machine without warning; i added
> the bomb icon scribbler so that at least you knew that *something* bad
> had happened. i'd wanted to do a "sad mac" like dialog, but there
> just wasn't any time
>
> it's theoretically possible to get up to 255 bombs, if things get
> really messed up in the interrupt vector table

I can't believe it.. I'm talking to the person who actually MADE the
famous Atari bombs, prolly the most successful Atari program ever which
has even made it to various Linux screensavers? :)))

Well the sad mac is certainly funny but I must say I'm glad you came up
with something original. :)

Maurits.

2. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753a9ce4f44c81@oden.se>
Source record: 77796

Hi Johan,

on Mon 31-05-1999 23:05 Johan Klockars wrote:
>In article <374de9f2b9ad835@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>on Wed 26-05-1999 10:22 Robert Goldsmith wrote:
>...
>>>68060 chip routines.
>>
>>But I had missed this relationship. That is probably because most
>>'propaganda' harps on the PowerPC connection to IBM, which is a sure
>
>No, it's because it's wrong.

Ok, I'll take your word for it.
So then, _is_ there any relationship at all between them...?

>>The special access requirements for the Falcon's 24bit address map
>>is not something that the PPc was designed to handle. There will
>
>Why would the address bus be a problem?

I didn't speak of the bus, but of the map, which contains a lot of
Atari specific peculiarities. Just to mention one small example:

The lowest 8 bytes are ROM not RAM, and should therefore generate
a bus error at all write attempts. The built in decoding of the
Falcon is not fast enough to tell the PPc about it in time, and
normal MMUs do not have so fine resolution in page size, so some
extra hardware must decode this and generate the signal.

For significant acceleration it also becomes necessary to bypass
much of the Falcon's original decoding, and the signals for that
must also be generated by extra logic. It is not realistic to
say that the PPc just has to be connected to the Falcon bus with
no adaptive logic. That would not give satisfactory results.

>I can assure you that there are many PPCs around with less than
>16 Mbyte addressable RAM.
>The 24->32 bit extension of the hardware addresses can easily be
>handled by an MMU.

Yes of course, that is not the problem.

>The 16 bit bus and eight bit hardware registers may well be a problem,
>though.

That, yes, plus the fact that many hardware registers are based on
triplets of bytes to form 24 bit addresses etc. These are not normal
ways of doing things in a machine with 32 bit busses, such as the
PPc was designed for.

>>That sort of situation can be very unstable nowdays. If no
>>new 'big platform' designs are made based on them, they can
>>rise very rapidly in price as the existing supply runs out.
>>This has happened before with other chips.
>
>The chip used on the Tempest is only a few months old.

Oh, then he was misinformed on that subject too.
As I myself am not familiar with PPc stuff I had no idea about that,
but then I suppose his argument for a really low price falls anyway.
Recently designed chips are usually quite expensive at first.

>According to other posts here, Apple's emulator seems to do about
>four times better than that on a 300MHz 603e...
>(10-15 times a 32MHz '030)

Goody, though it does sound a bit high to me, and it can only apply
to 'raw' CPU power anyway, as even SDRAM has limits in access rate.
I still think we have to wait and see what real benchmarks on the
finished product tells us.

----- snip ----- re: running native PPc code
>>
>>Hoped ? If that were at all likely I think Core would have
>>made no secret of it, and then you would not have to just hope.
>>Such a capability does not come of itself, so if it is not
>>in the current design goals then it will not happen.
>
>How about letting an unimplemented '030 opcode be handled as a
>jump into PPC code? Really simple to do and it will give you even
>finer grained control.

That is one way of doing it, and I can think of others too, but the
big question here is not what can be done. It is: are they doing it ?
When a guy who claims to be well informed on a product only 'hopes'
that it might be done eventually, then I assume that it is not part
of the current design.

>A PPC program that wants to call 68k TOS could easily go via a
>'glue' routine that does the call under 68k emulation.

Yep. There are lots of ways to handle such context switching.
But if the design is not made with this in mind, then it can hardly
be added by just anyone who feels like it, because it would require
disassembling and patching the 68030 emulator.

>>>could lead to a number of much faster programs designed for
>>>the PPc chip that don't use emmulation.
>>

>>I doubt that this will ever become powerful factor for the TOS
>>platform. This is inherently based on 680x0 code, throughout
>
>So was the Amiga market and they seem to like their PPCs.

I never said people would dislike it in the TOS market, but only
that I don't think it will ever be a powerful factor. On Mac and
IBM PowerPC systems the situation is different, because they have
massive commercial support.

>>Native mode might play some role anyway, for superoptimized
>>NVDI drivers and such things, but hardly for GEM applications.
>
>Not any of the commercial stuff, perhaps, but that wouldn't
>bother me much.

I feel the same way, but the other guy did speak of PPc APPs
replacing 68030 APPs in general, which I deem unrealistic.

>>Just developing/porting the tools needed for that would take
>>years. (Compilers, assemblers, debuggers, etc.)
>
>Just do a PPC cross-compiler of GCC and you'll have C, C++,
>Fortran and Ada. ;-)

What good is a raw compiler without the support libs for the
new machine ?

It can be used for developing optimized drivers and the like,
as I assumed earlier, but no major applications. And it is
not just a question of writing new libs, as a PPC APP would
also need PPc compatible system routines, which don't exist.

A hybrid lib is possible, switching back and forth between
native and emulation mode (to use gemdos etc), but it would,
as I said before, be a major development project in itself.
And it would be a nightmare to debug it !

>Debuggers may be a bit of a problem, though.
>
They would also be a major problem, that is true.

----- snip ----- re: running PPc parallel with 68030
>>
>>No, that is hardly possible, for several reasons.
>>
>>1: They all have to access the basic Falcon facilities through a
>> shared 16bits wide databus, and the bus sharing method used
>> for that bus is to halt all bus masters except the one which
>> is currently accessing.
>
>If the bus is not available, another chip that wants access will
>indeed be stopped. There's nothing that stops that chip from running

>along in its caches, though and it seems likely that the local RAM on
>the Tempest can be accessed without touching the expansion port.

Agreed, but what can it do then ? The running software has reached a
point where access on the Falcon bus is needed, so what _good_ does it
then do that the tempest can access internally. It can't even service
any system interrupts, as those arise on the Falcon bus and will be
seen and handled by the old CPU when that is bus master. And that in
itself is a very serious problem, as we want interrupt sevice to be as
fast as possible, which it then will not be.

>>2: There is no way that existing system software can survive
>> parallel use by two independent processors. This would
>> lead to total chaos in the use of system variables and
>> stacks etc.
>
>So, don't allow both to do system calls at once.

It is not just a matter of not making system calls at once.
There can't be two parallel CPU's using a normal gemdos system at all
even if they do take turns. The whole system would have to be rewritten
for parallel use to allow that.

VDI and AES were written to support parallel use. That is why they
have all those APP-specific arrays. BIOS, XBIOS, and GEMDOS were
written for singletasking singleCPU use, and that is not easily
changed. MagiC and MiNT have managed to get around the singletasking
limitation, but they are still not capable of multiCPU usage.

>>3: It would also lead to partly parallel address spaces, making
>> all pointers from ST-RAM to FastRAM ambiguous.
>
>Hmm. I don't think I follow you there.
>Why would the address mapping ever need to be changed (assuming
>no virtual memory). The '030 would very likely not be able to
>do anything with the Tempest memory.

He was not speaking of the old 68030, but of the CPU on other
accelerators, that have FastRAM. That is why I replied as I did.
Perhaps you missed the point where he claimed that old accelerators
could be kept in the system after installing tempest ?

>>I could go on but why bother ? Meaningful parallel processing
>>requires an operating system designed for that, which TOS isn't.
>
>It's very easy to think of parallel processing jobs that don't
>require any OS support at all:
>- compilation (from a non-system RAM disk)
>- image processing/rendering
>- HTML formatting

And how then do you make a CPU that may not use the operating system
at all obey your commands ?

Believe me, trying to let the old and slow processor work safely in
parallel to the main tempest CPU will cost so much extra ST-RAM access,
that all the work savings the old processor can provide will not repay
the losses, and much less gain us anything.

And trying to keep any old accelerator board is a ridiculous idea.
There is no way to integrate all variants into such a system in a
compatible way.

>>Remember, we are not talking of all potential Tempest users here,
>>but only of such users that also have a suitable other accelerator.
>
>But everyone will have their old '030 too.
>Not that it would be terribly useful to run that in parallel with
>the much faster PPC, though.

Precisely. To make the old CPU do anything at all safely will cost
much more time than it will take for the PPc to do the same work.

>>Finally, I believe that the overall system would gain *more* speed
>>by working for optimized integration of the PPc with the Falcon, and
>>that requires skipping any extra accelerators as they would only
>>worsen the 'bottleneck' effect of the interface between Tempest and
>>Falcon.
>
>I'm pretty sure all accelerator boards just supply the original
>expansion port, without any extra hardware involved.

I was not talking of extra hardware here. The mere fact that another
CPU also runs as alternative bus master creates an effective bottleneck.

As the PPc is so much faster than the older stuff, they should not ever
be allowed to stand between the PPc and immediate system access. That
is why I say they should be skipped, to allow the PPc to be 'integrated'
with the Falcon, in the sense of having total control over it.

Think about it.

>>Talk is easy, but development requires suitable tools.
>>We have no such tools today for producing native PPc code.
>>They do exist on other platforms, but not with support for
>>TOS and GEM. Just porting libs would be a *major* project.
>
>The MiNT libs etc are mostly C code.

Sure, but they refer a lot to system calls that do not exist
for PPc. Those libs are no good without a PPc MiNT kernel.

>>the TT has full 32 bit busses for both address and data, and
>>the internal speed of a TT is therefore near four times that
>>of a normal Falcon.
>
>The busses are indeed 32 bit but, IIRC, only the actual processor
>on the TT is 32 MHz. The rest of the system is 16 MHz.

So what ?
It is the CPU which performs the bus accesses and executes opcodes.
As long as that is done at 32 MHz I call it a 32 MHz computer.

Just as the standard Falcon is a 16 MHz computer, even though various
other chips than the CPU use clocks that are higher or lower than that..

>I've certainly never seen a TT come close to four times the speed
>of the Falcon on anything.

Then you have never used a normal Falcon at high VGA resolutions.
(Without a graphics board I mean.) VIDEL steals a lot of time
when using VGA compatible timing.

If VIDEL uses PAL compatible timing, and the TT lacks TT-RAM,
then the factor will likely be far below 3. With TT-RAM
however (which all TTs should have) it will be higher, and
if VIDEL uses VGA timing for high resolutions, then the
factor can be a lot higher than 4.

That is the main design weakness of a standard Falcon, that
VIDEL blocks the CPU not only from updating screen, but also
from accessing anything else in ST-RAM when VIDEL is doing an
access burst, and in high resolutions that happens *often*.

----- snip ----- re: lack of advanced support for our platform
>
>Well, perhaps we could port BasiliskII. ;-)

Actually I'm not familiar with that, but I won't rule it out.

My main point, which you seem to agree on, was that we can't
expect to get 'for free' any Mac or IBM support just because
the Tempest uses a related processor. If anything is to be
ported, it is indeed 'we' (meaning the Atari user community)
that will have to do it.

3. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753a9ce4f44c82@oden.se>
Source record: 77797

Hi Johan,

on Mon 31-05-1999 23:48 Johan Klockars wrote:
>In article <374bba421e47215@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

----- snip ----- re: VDI code marking image source data when it is cached
>
>You understood me perfectly.
>The driver will indeed modify the original data. The alternative would
>have been to calculate some kind of hash (just using the address
>wouldn't be enough), which would very likely be too slow (and/or not
>very reliable).

The latter methods are probably not effective, as they could easily
waste most (all?) of the time gained by caching. Your first method
is effective, but risky. Some APPs will not work well with it.

>The only ways this could cause problems are if the application needs to
>access the first to words for some reason or if the image is modified
>without disturbing those two words.

'for some reason' is a wide range, so let's just agree that there are
cases when the 'marks' will be erroneously used as if they were image
data, and that the APPs that suffer from this are not suitable for use
with this caching method, and the same naturally goes for those that
make partial image updates. (eg: for animation of some image)

>For icon sized images I really don't think this is likely, but for general
>images it might happen. If it does, just turn off the feature and live
>with the slowdown.

That is one way to do it, but if most do this, then the code serves no
real purpose.

>(It would be possible to make this selectable per virtual workstation.)

That would be a better way to do it, although there would have to be some
clever mechanism for making this 'automagical'. Possibly similar to how
WinX allows selection of some AES characteristics based on known APP names.

>>As I see it that sort of thing can only be done by newly defined functions
>>specific to that particular driver, not in any generic GEM drivers, as the
>>modification of source data is a new behaviour that never existed in any
>>traditional GEM drivers.
>
>Well, it's somewhat similar to writebehind disk caches. If you turn off
>your computer directly after the return from a Fwrite you could in that

>case loose data, which couldn't happen with the original OS
>implementation.

Except that computer turnoff is a much less frequent operation than the launching of various APPs, without knowing beforehand if it will 'like' this VDI feature. Your idea of enabling this feature per workstation could be the best solution to this. Then the user can easily eliminate future such problems for a given APP when any such problems appear.

>I agree that there should be a new VDI function to do cached blits, but
>there's little chance that many programs would use it and this way many
>people can get most of the benefits where they are most important.

Good point, and the 'per workstation' idea is probably the key to doing it safely.

>If there is a problem with one of your applications, turn the feature
>off and let me know about it. Perhaps I can devise a workaround.

I think you already are on the right track with the method discussed above, provided that you expand on it a little more.

----- snip ----- re: modern icons are not fixed in their sizes
>
>Ah!
>
>It would of course be very simple to change the caching behaviour of
>the RageII driver to deal with icons of other sizes. Wider icons would
>be slightly more difficult than different heights, but still not very hard.
>I may do something about this at some point.

Free icon sizes do add some complexity, but it should not be very hard, especially in the kind of system where you plan to add caching of all kinds of bitmaps. The added complexity to keep track of image sizes will be needed for that as well.

>>On my homepage you can find an extreme case of 'micro' icons intended for
>>use with the normal Atari 'NewDesk'. These icons are only 1 pixel high,
>
>Icons that small would hardly be worth caching, anyway.

No, of course not. In fact they are not intended to be displayed at all ;-) That one row of pixels is always blank ($0000).

I really wanted a height of 0, so as to get a pure text label without any icon image data. But the desktop routines do not like icons that have zero size, so I had to use a height of at least 1 pixel.

----- snip ----- re: allocating desktop buffer in FastRAM added by Maddalt
>
>That shouldn't matter since the programs in the AUTO folder are all run
>before the AES starts and I'd assume a Maddalt program would run there.

Yes.

>The buffer definitely ends up in FastRAM on an AB040.

Good.

----- snip ----- re: rules for allocation of VRAM memory
>
>I thought you were talking about rules for how applications could
>access the memory themselves.

Not at all. There I agree with you. Memory is memory, and as long as
they keep inside their allocated areas they can access it whichever way
they like.

>>RAM whenever they don't really need it, to give other APPs a chance to
>>improve their performance by using it. This can't be enforced at driver
>>level, since the needs vary for different APPs, so it will have to be
>
>It could probably be handled by some kind of caching scheme.

To some extent it could, but that kind of caching can cost time too,
so really abusive APPs could still ruin the efficiency. And the author
of it might not even realize it. That is where programming rules help,
telling programmers how a specific resource must be used to function
well.

>>enforced through a set of programming rules.
>
>I wouldn't call that rules. Perhaps guide-lines is a better word.

Rules and guide-lines are closely related, but as I see it 'guide-lines'
are collections of good advice, whereas 'rules' are definite orders.

So, "The 'Quit' command should be in the 'File' menu." is a guideline
But, "System vector bending requires XBRA protocol." is a rule.

With this definition any rule is also automatically a guide-line, but
guide-lines in general are not usually rules.

>Anyway, it isn't as if it's likely that a whole lot of applications are
>ever going to use these features. ;-)

Perhaps not, but it only takes two to have conflicting needs.

----- snip ----- re: blitting monoplane images to multiplane destinations

>>That is bound to be less efficient, since it means repetitive CPU code
>>for writing the data to each plane. The method I spoke of means that
>
>I don't think you understood what I wrote above.
>I only write monochrome data once to a register called the 'host port'.
>The mach64 engine is set up to take everything it finds there and blit
>the corresponding pixels in whatever graphics mode I've set.
----- snip ----- re: the rest of the mach 64 blitting example

In other words. Your code writes data to the board once, and the board's
graphics processor does the rest of the work just as I suggested. The

only difference is that I did not mention any 'host port' as I was not speaking of any specific board.

This is a clear case of a mutual misunderstanding, since we both want the job done in essentially the same way, which is to say that the CPU writes data to the board and the graphics processor copies the data into the various bitplane destinations.

>>Well, I'm not so familiar with fVDI internals, or NVDI internals either,
>>but I assume that both support loadable drivers that allow omptimization
>>of such things to be added by third-party programmers. If so, it should
>
>Yes.

Good. Given the present situation on the TOS platform there are a large number of major system enhancements being maintained by single authors or in some cases very small groups of authors, that are obviously having difficulties providing wide support.

Loadable drivers, with freely available specifications, is one of the ways to allow more participants to contribute to such enhancements, with wider support than the original author can provide.

>>only be a matter of getting the necessary programming docs out to those
>>programmers that are familiar with the graphics cards needing support.
>
>Of course. Only such documentation has never been available to the
>public when it comes to NVDI. I have asked for it myself.

That is bad. In fact it is even stupid. If more people knew how to code NVDI-compatible drivers, then all graphics cards for the TT would have such drivers. And then all TT users with such cards would also become NVDI users, which many of them are not today, lacking such drivers.

I fail to see why the Behnes would be against having more customers.

I'm not sure what the situation is with graphic boards for Falcon, but if they won't share the information, then NVDI will only be used for those boards they have time to support themselves.

>>After all, the 680x0 series is also descended from early 8 bit CPUs.
>
>Perhaps in some minor ways, but there isn't much in common between the
>68xx and 680x0 processors.

In details there are very few similarities, because Motorola (unlike Intel) realized that none at all were needed. The great similarity is in the philosophy and general structure although implemented on different scales.

The main similarity is that all Motorola CPUs have been designed to use a set of addressing modes symmetrically for a set of instructions, so as to reach an optimum of usefulness. This is an oversimplification of course, but this is the basic idea.

That is the main difference between Motorola and Intel, who ignored the need for flexible and consistent addressing completely in all their early processors, concentrating instead on complex ways of manipulating the CPU registers.

When the time came to make 16bit processors, Motorola stuck to their idea of consistent addressing, and extended it to also cover internal register access, thereby creating the 68000 CPU model.

Intel on the other hand decided to keep their complex register set more or less intact from the older processors, just adding some more of them and a large number of complex instructions with highly inconsistent addressing modes, both for internal registers and external memory. And this became the 8086, whose weaknesses still handicap more modern Intel CPU's.

So both companies have remained true to their original ideas, although newer CPUs naturally differ a lot in how they implement those ideas, as compared to how it could be done in the early days.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

4. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: a1exh@hotmail.com
Message-ID: <7j0a99$1rf$1@nnrp1.deja.com>
Source record: 77798

> or you might have said: Gee, we only
> have Amberstar available in ST format.

"Gee! We only have Amberstar in ALL formats (Amiga, ST, PC) in ALL languages! (Although some languages are not online)"

> But thanks for the link. Great site.

Cheers, but it is nothing compared to the update sitting on my Hard disk... update towards the end of June!

-- Alex

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

5. Sale Off

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Joerg Hohwiller <j_hohnwi@informatik.uni-kl.de>
Message-ID: <Pine.GSO.4.10.9906011217220.20341-100000@domino.informatik.uni-kl.de>
Source record: 77799

Hi there!

Sorry, I dont now much about this newsgroup - maybe I am off topic here...

I neither have time nor space in my room for my computer stuff anymore

What I have is:

Atari Mega STE (without case)
Atari 1040 ST
Atari 512 ST (without case)
Afterburner with 040 (Cooler,Software)
Atari Junior Prommer + Software
Romport-cardridge Megaripper
Romport-cardridge for Eproms (you can burn with Prommer)
PC-Keyboard-Interface
Amiga 500 (with memoryupgrade -> 1mb)

2 x Jaguar game-paddles
2 x Logitech Pilot maus
1 x Alpha-Data Trackball (super cool - iluminatet spherical)
5 x Joysticks (one of them selfmade with stuff form Arcade systems -
undamageable)
1 x MSTE - Keyboard
3 x TT - Keyboard

Atari 1040 ST (dma-chip somehow damaged - does not read bootsectors, maybe
easy to fix
Atari Falcon (damaged somehow - maybe I will find the time to look for
the problem)
- SCSI intern + extern adapter
- IDE 2,5 -> 3,5

All (exept Amiga) in a selfmade Tower (about 50cm*45cm*40cm) with drawers
for every board, for Falcon all Ports are layed at the backside,
Westernsockets for Keyboards for each comp., Seperate Power switches,
2 Power-supplies, 5x 5.25 Slots at the frot for Diskdrives,CDRs,,...
2x 5.25 interior for HDDs, ...
All made of Multiplex-Wood-Plates (2cm fat) ;-)
I can sent a photo, if you like

VHB 600 DM (if you like you can also have my 500MB SCSI IBM-DSAS -HDD)

Gruss Joerg

6. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <3753B967.CA0AF98C@cs.bham.ac.uk>
Source record: 77800

Ronald Andersson wrote:

> >>>68060 chip routines.
> >>
> >>But I had missed this relationship. That is probably because most
> >>'propaganda' harps on the PowerPC connection to IBM, which is a sure
> > >
> >No, it's because it's wrong.
> >
> Ok, I'll take your word for it.
> So then, _is_ there any relationship at all between them...?

Yes, they dislike the price Intel charge and the power
Microsoft have so they got together to make things better.
It kind of worked ...

> The lowest 8 bytes are ROM not RAM, and should therefore generate
> a bus error at all write attempts. The built in decoding of the
> Falcon is not fast enough to tell the PPc about it in time, and
> normal MMUs do not have so fine resolution in page size, so some
> extra hardware must decode this and generate the signal.

The PPc contains a more advanced version of the 030's MMU
which - according to books written at the time (although I
only know this from an OS course at uni and therefore cannot
comment from personal experience) - is quite capable of
marking off a block of memory down to 1K which, tbh, is not
loosing much from the possible max the Tempest board can
handle ...

Also, I was of the impression that this first 8 bytes were
not rom but were in fact setup on boot as part of the
bootstrap by hardware. Without software to protect it I just
get a hole in my OS (magic) instead of a bus error by
accessing address 0x0.

>
> For significant acceleration it also becomes necessary to bypass
> much of the Falcon's original decoding, and the signals for that
> must also be generated by extra logic. It is not realistic to
> say that the PPc just has to be connected to the Falcon bus with
> no adaptive logic. That would not give satisfactory results.

I agree but don't forget that the PPc is the successor to
the 68K family and can happily use the same design as the
original falcon. Also I suspect that this logic is not

needed as the lower 16Mb of the memory etc (including the
'hole' for the os and memory mapped i/o) is passed via the
slower 030 system anyway or there would have to be
adjustments to the DMA system to allow another DMA device to
request access to the main memory pool...

> >The 16 bit bus and eight bit hardware registers may well be a problem,
> >though.
>
> That, yes, plus the fact that many hardware registers are based on
> triplets of bytes to form 24 bit addresses etc. These are not normal
> ways of doing things in a machine with 32 bit busses, such as the
> PPc was designed for.

Um, the 030 is a 32 bit device - the 24bit addressing is
only because Atari decided at the last min to put an 030
instead of an 020 into the Falcon and a special chip had to
be made up by motorola to fit the socket designed for the
020 ... or at least, that's what I've been told by many
different people.

> >The chip used on the Tempest is only a few months old.

Not quite - it's a PPc 603 - not the new G3 (PPc 750). It's
about 4 years old I think.

> >According to other posts here, Apple's emulator seems to do about
> >four times better than that on a 300MHz 603e...
> >(10-15 times a 32MHz '030)

But we have already mentioned some of the dificaulties -
added to which the Apple system is written into the OS, the
Tempest one won't be ...

>
> Goody, though it does sound a bit high to me, and it can only apply
> to 'raw' CPU power anyway, as even SDRAM has limits in access rate.
> I still think we have to wait and see what real benchmarks on the
> finished product tells us.

Don't forget that SDRam has access rates of 10ns... a bit
faster than the 60ns of normal simms :)

>
> ----- snip ----- re: running native PPc code
> >>
> >>Hoped ? If that were at all likely I think Core would have
> >>made no secret of it, and then you would not have to just hope.
> >>Such a capability does not come of itself, so if it is not
> >>in the current design goals then it will not happen.

It is a goal afaik and always has been. It just hasn't been
mentioned in case it turned out not to be viable.

> >>>could lead to a number of much faster programs designed for
> >>>the PPc chip that don't use emmulation.

That is the idea.

> I never said people would dislike it in the TOS market, but only
> that I don't think it will ever be a powerful factor. On Mac and
> IBM PowerPC systems the situation is different, because they have
> massive commercial support.

Most people accepted a long time ago that it would take a
miricle to bring Atari computers back into the 'lime light'.

> >>Native mode might play some role anyway, for superoptimized
> >>NVDI drivers and such things, but hardly for GEM applications.

I'm not so sure. there are already 040 and 060 compiled
versions of programs and really, if the standard 030 code
can be compiled to work in PPc - even without optimisations,
the speed gain by not emmulating would be great - not much
work for a much faster product ...

> I feel the same way, but the other guy did speak of PPc APPs
> replacing 68030 APPs in general, which I deem unrealistic.

I suggest PPc versions of apps - as I said above, it would
not take much if the compilers / assemblers were available.

>
> >>Just developing/porting the tools needed for that would take
> >>years. (Compilers, assemblers, debuggers, etc.)

I'm not so sure - a Macro assembler for the PPc doesn't seem
such a hard task to me - esp with it's RiSC architecture :)

> What good is a raw compiler without the support libs for the
> new machine ?

What new libs would be needed ? In C everything is compiled,
linked then assembled - write a PPc Macro assembler to
assemble the 68K asm to PPc code and u imediatly gain from
having native as apposed to emmulated code :)

>
> A hybrid lib is possible, switching back and forth between
> native and emulation mode (to use gemdos etc), but it would,
> as I said before, be a major development project in itself.
> And it would be a nightmare to debug it !

The PPc does have all the 030 tracing facilities and as long
as u can read both PPc and 68K asm I doubt it would be that
hard :)

> ----- snip ----- re: running PPc parallel with 68030
> >>
> >>No, that is hardly possible, for several reasons.

> >>
> >>1: They all have to access the basic Falcon facilities through a
> >> shared 16bits wide databus, and the bus sharing method used
> >> for that bus is to halt all bus masters except the one which
> >> is currently accessing.
> >
> >If the bus is not available, another chip that wants access will
> >indeed be stopped. There's nothing that stops that chip from running
> >along in its caches, though and it seems likely that the local RAM on
> >the Tempest can be accessed without touching the expansion port.

The expansion port also supports DMA requests so access to
normal resources will be handled as before but with the PPc
on the spare (one of i think 3 or 4) DMA channels allocated
to the expansion port. Just the PPc would have a higher
priority. Taking into account also that the bus load will be
seriously reduced if the Tempest talks to the Eclipse
graphics system directly and it should all work fine :)

>
> Agreed, but what can it do then ? The running software has reached a
> point where access on the Falcon bus is needed, so what _good_ does it
> then do that the tempest can access internally. It can't even service
> any system interrupts, as those arise on the Falcon bus and will be
> seen and handled by the old CPU when that is bus master. And that in
> itself is a very serious problem, as we want interrupt sevice to be as
> fast as possible, which it then will not be.

The Expansion port holds all this information on it as it
was designed as a processor expansion slot that Atari
themselves were thinking of developing boards for. The 030
is not the bus master anyway, it's just a high priority DMA
device.

> VDI and AES were written to support parallel use. That is why they
> have all those APP-specific arrays. BIOS, XBIOS, and GEMDOS were
> written for singletasking singleCPU use, and that is not easily
> changed. MagiC and MiNT have managed to get around the singletasking
> limitation, but they are still not capable of multiCPU usage.

Magic is 5 times recursive in every level so it could cope
with the duel processor system.

>
> >>3: It would also lead to partly parallel address spaces, making
> >> all pointers from ST-RAM to FastRAM ambiguous.
> >
> >Hmm. I don't think I follow you there.
> >Why would the address mapping ever need to be changed (assuming
> >no virtual memory). The '030 would very likely not be able to
> >do anything with the Tempest memory.

Um, the Tempest memory will simply look like TT Ram if it is
visible to the 030.

> Believe me, trying to let the old and slow processor work safely in
> parallel to the main tempest CPU will cost so much extra ST-RAM access,
> that all the work savings the old processor can provide will not repay
> the losses, and much less gain us anything.

The 030 could happily work as a spooling system etc for the
parallel, serial and networking capabilities as well as
doing dedicated HD Accesss, Floppy access and DSP
communication.

> As the PPc is so much faster than the older stuff, they should not ever
> be allowed to stand between the PPc and immediate system access. That
> is why I say they should be skipped, to allow the PPc to be 'integrated'
> with the Falcon, in the sense of having total control over it.

Um, they're just allocated DMA priorities ...

> Sure, but they refer a lot to system calls that do not exist
> for PPc. Those libs are no good without a PPc MiNT kernel.

The extra system calls are only missing at an ASM level and
the whole idea of RiSC is that u use multiple calls to do
what used to take one. The speed increase is due to the
reduced complexity of the cpu - not the better designed asm
codes. In 68K it will take say one call to do a bcd add, in
RiSC it may take three but the speed increase of the RiSC
chip is say 7 x so u gain overall. A Macro Assembler can
convert the asm codes of the 68K into the multiple codes of
the PPc ...

>
> >>the TT has full 32 bit busses for both address and data, and
> >>the internal speed of a TT is therefore near four times that
> >>of a normal Falcon.
> >
> >The busses are indeed 32 bit but, IIRC, only the actual processor
> >on the TT is 32 MHz. The rest of the system is 16 MHz.

Correct.

>
> So what ?
> It is the CPU which performs the bus accesses and executes opcodes.
> As long as that is done at 32 MHz I call it a 32 MHz computer.

I think a much better judge is the system speed. eg,
increasing the bus speed on a falcon from 16 to 25 has a
much higher effect than increasing the cpu to 25mhz. In a PC
(sorry, only a quick example... <g>) having a cpu speed of
400MHz is useless with a 33Mhz system bus - it's the system
bus that makes the difference.

> That is the main design weakness of a standard Falcon, that
> VIDEL blocks the CPU not only from updating screen, but also
> from accessing anything else in ST-RAM when VIDEL is doing an
> access burst, and in high resolutions that happens *often*.

That is the DMA design of the Falcon and one of it's best features for me is its DMA / UMA architecture - it simplifies things so much. At 1024*768 with Nemisis mys system still runs faster than 640*480 without ...

The real point after all this is that the PPc is faster even under emmulation than an 030. - good point

It may be possible to reliably do multiprocessing - if we can't so what

Developing PPc specific code is hard, compiling old code to not use emmulation is easy and will give speed increase - good point

Tempest gives us serious ammounts of very fast TT compatable Ram - good point

As we seem to be spending most of the time arguing over the minor points of the Tempest board i assume everyone is for it overall :)

Robert.g

(Not a member of or associated to Core design in any way, in case anyone wondered).

7. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753d3eedbb780@oden.se>
Source record: 77801

Hi Johan,

on Mon 31-05-1999 22:05 Johan Klockars wrote:
>In article <374bba421e47216@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>...
>>>Note that I said PowerPC. That is a Motorola/IBM processor family, used
>>>in the PowerMacs for example.
>>
>>Really ? I thought it was just an Apple/IBM collaboration, without Motorola.
>
>I've heard that Apple was involved somehow, though, I don't really see
>that they could have all that much to contribute to a processor
>architecture compared to the other two.

I've never been very involved in this but as I understood it the original
idea was that Mac and IBM PowerPC should become mutually compatible, so
any software could be moved freely between them. That part of the concept
was apparently dropped later, all according to friends more interested in
these activities than I was. So Apple's contribution had nothing to do
with the processor architecture, it was more a case of IBM and Apple trying
to join forces against the common enemy, M$.

Ironic in a way, that M$ gained their current position only because IBM
gave them a totally undeserved near-monopoly on DOS production for so many
years, and now they are mortal enemies.

>>Yes, I agree, but no emulator of this kind has been made yet, so it is very
>>hard to estimate the effective speedup factor.
>
>Well, Apple has made one and that apparently is 10-15 times faster
>than a TT on a 300MHz 603e (according to other posts in this thread).

Impressive, but I doubt that they are going to giftwrap it and hand it
over to Core. And the efficiency of one emulator implementation is not
necessarily related to that of another. That can vary greatly.

>>That would not in itself give a fair estimate of speed in a Falcon, since
>>such a Mac will be optimized for use by that CPU, which the Falcon isn't.
>
>Uhm, if you run Atari programs under MagiCMac on that machine, there's
>nothing that is especially PPC optimized involved (as long as you don't
>try any IO, of course).

But a Falcon has so many peculiarities that are totally missing in a Mac,
and we still have not seen the finished product or the emulator that it
will use. We have no guarantees that it will match the one for Mac.

>>It'll be interesting to see some NemBench files for the Tempest when it is
>>finished, so we can compare it to other accelerators in a meaningful way.
>
>Nembench results for Apple's emulator on a similar processor have been
>posted here.

So they have, but I still say that they only show what is possible, not
the speed that the Tempest is necessarily going to have. It might come
close, or it might not. There is no way to know that yet.

8. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753d3eedbb781@oden.se>
Source record: 77802

Hi Thomas,

on Mon 31-05-1999 22:57 Thomas Binder wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>>
>> I have a feeling that both sides refer to 'standards' that have very little
>> to do with what Atari defined, but be that as it may. Life has to go on
>> after Atari Corp anyway.
>
>So, you consider the AES 4.x docs from Atari to have very little to do
>with Atari defined. Interesting ...

Lets not get silly here, I never said any such thing. :-)

I said I "had a feeling" that the opinions might have little to with what
Atari defined, and that was partly because precise doc references were
not given. "Having a feeling" about something unknown is not the same
thing as "Considering" something about a known document.

Evidently my "feeling" was wrong this time. No big deal.

>The docs clearly state that the enhanced shel_write() parameter block
>may contain a "Psetlimit() value" (1). I guess I'm not wrong to assume
>this means the value given there is directly passed to Psetlimit(),
>especially because there's no note on special values that would be
>handled differently. Reading the manual page to Psetlimit() reveals that
>the value "0" means "no limit", and that's exactly the behaviour you get
>with AES 4.x, N.AES, MagiC, and Geneva + MiNT. Only Geneva without MiNT
>fails here.

This is absolutely correct. I seldom bother to use MiNT specific calls
myself, as I prefer to use coding that works consistently regardless
of whether MiNT or MagiC (or whatever) is used, and that is why I have
somehow missed this info before. But I can see that you need to use it
in this case, as memory limited APP launching can be important under
multitasking systems.

>The next version of Thing will have a workaround, i.e. it won't set the
>"enable Psetlimit()"-bit in the call to shel_write() when the limit is
>zero. This wouldn't have been necessary if Geneva without MiNT would get
>it right.

Even so, it is what I consider a more logical way to do it. Why use a
special mode if the user has not requested one for that application ?

Btw:
Why is it that the default entry can not be given a memory limit ?

(I mean the one with the DFLT line in THING.INF)

That would be really useful, to protect RAM when testing programs with
unknown behaviour. In order to do this now one must always 'install'
them first, to set a limit for each particular program.

>Note that I simply forgot about this issue, that's why I said Thing
>would work flawlessly with Geneva.

I had guessed as much already, and I had a hunch you would write a
followup when you saw our posts about the patching.

>But it's a bug in Geneva, not a problem of not using "special shel_write()
>parameters necessary for Geneva".

That was merely a guess about the reason for this particular problem,
based on experiences I have had with the shel_write modes of Geneva
earlier. They may be compatible in Geneva 6, I'm not entirely sure
about that yet, but they most certainly were not in older versions.

>(1) The docs don't state which of the three possible Psetlimit() modes
> this refers to, but it's at least quite sure it does not mean the
> CPU limit, but one of the two memory limits, as otherwise the
> desktop found in AES 4.1 wouldn't have the option to limit the
> memory for installed applications.

It must be the Malloc limit, at least as Geneva implements it, as the
applications could load and start with a limit of 0.

I have tested it in MagiC too, and it also allows (for example) a 6KB
program to run with a limit of 2KB, so that too implies a Malloc limit.

Finally, I steeled myself for the most dreadful task of all, and did it.
Yes, I did it, and survived to tell about it. I booted MTOS...!!!
(Looking out of my window I then noticed that a herd of pigs flew by :-)

I even managed to keep it alive long enough to make a similar test as
for Geneva and MagiC above. MTOS too implements the Malloc memory limit.

Having tested that I quickly pressed reset to get out of that horrible
environment, and get back into a decent boot setup again. :-)

I'm only partly joking above. MTOS really is a horrible mess.
The only good things about it is that it inspired others into making
more functional implementations, such as Geneva and NAES, and that it
forced Atari to release some specs on how such things should work.
It's just a pity that they never properly debugged their own MTOS.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

9. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7j0i5n$8ra$1@sun27.hrz.tu-darmstadt.de>
Source record: 77803

Hi!

In article <3753d3eedbb781@oden.se>,
dlanor@oden.se (Ronald Andersson) writes:
> Even so, it is what I consider a more logical way to do it. Why use a
> special mode if the user has not requested one for that application ?

Because it save a special if-statement. Thing's internal representation
for "no limit" is a zero, and that's excactly what shel_write() expects
for this. So without this Geneva-workaround, I could just write the
internal limit value to the shel_write() parameter block.

> Why is it that the default entry can not be given a memory limit ?
> (I mean the one with the DFLT line in THING.INF)

I can't recall right now, it maybe had a reason. If not, I'll change
this for the next version.

> In order to do this now one must always 'install' them first, to set a
> limit for each particular program.

Or use MiNT with a suitable MAXMEM-line in mint.cnf ;)

> They may be compatible in Geneva 6, I'm not entirely sure about that
> yet, but they most certainly were not in older versions.

Well, launching GEM apps was never a problem in Geneva, only TOS
programs caused problems when you wanted to decide yourself whether it's
a TOS program or not - only auto-detection worked. This was fixed for
006 after submitting a problem report.

> It must be the Malloc limit, at least as Geneva implements it, as the
> applications could load and start with a limit of 0.

Yes, that's what common implementations use, including MultiTOS. But
from the docs alone, you can't judge that, unfortunately.

> I'm only partly joking above. MTOS really is a horrible mess.

At least AES 4.0. 4.1 (which was never officially released) is a lot
more useable, but also introduced new bugs ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

Vote against SPAM: http://www.politik-digital.de/spam/

10. Last Day: Atari 520 ST, SF314 Disk, SC1224 Monitor, books ($5-$16)

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-0106990900160001@bftzm4a8.ca.nortel.com>
Source record: 77804

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=geastman

11. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j0pmffaq1@nyheter.chalmers.se>
Source record: 77805

In article <3753a9ce4f44c81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Mon 31-05-1999 23:05 Johan Klockars wrote:
>>In article <374de9f2b9ad835@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>>on Wed 26-05-1999 10:22 Robert Goldsmith wrote:
...
>I didn't speak of the bus, but of the map, which contains a lot of
>Atari specific peculiarities. Just to mention one small example:

I see what you mean now.

>The lowest 8 bytes are ROM not RAM, and should therefore generate
>a bus error at all write attempts. The built in decoding of the
>Falcon is not fast enough to tell the PPc about it in time, and

AFAIK, you normally get a bus error if no device 'replies' to an access.

>For significant acceleration it also becomes necessary to bypass
>much of the Falcon's original decoding, and the signals for that

For significant acceleration of accesses to the normal Falcon bus.
Everything else is independent of that decoding, naturally.

>must also be generated by extra logic. It is not realistic to
>say that the PPc just has to be connected to the Falcon bus with
>no adaptive logic. That would not give satisfactory results.

It would not be as good as the CTII, but I don't think any other
accelerator cards do much about this. On the AB040, accesses on the
Falcon bus are significantly slower than using the original '030.

>That, yes, plus the fact that many hardware registers are based on
>triplets of bytes to form 24 bit addresses etc. These are not normal
>ways of doing things in a machine with 32 bit busses, such as the
>PPc was designed for.

No, but as long as it's possible to do byte accesses at all, there
is no real problem.

>Recently designed chips are usually quite expensive at first.

Well, microcontrollers usually aren't all that expensive, anyway.

>>According to other posts here, Apple's emulator seems to do about
>>four times better than that on a 300MHz 603e...
>>(10-15 times a 32MHz '030)
>

>Goody, though it does sound a bit high to me, and it can only apply
>to 'raw' CPU power anyway, as even SDRAM has limits in access rate.

Well, someone posted complete Nembench results and those include cached
and linear memory accesses.

With 16+16kbyte cache, you shouldn't have to worry all that much about
cache misses, anyway (depending on what you're doing, of course).

Theoretically (assuming single cycles access times), a 100 MHz SDRAM
can deliver 800 Mbyte/s, which should be plenty...
(I'm not saying that a 603e can get that kind of speed. It obviously
won't get anywhere near under 68k emulation.)

>>How about letting an unimplemented '030 opcode be handled as a
>>jump into PPC code? Really simple to do and it will give you even
>>finer grained control.
>
>That is one way of doing it, and I can think of others too, but the
>big question here is not what can be done. It is: are they doing it ?

If they aren't, I'll make sure they do. ;-)
Anyway, it would be a simple thing to add at any point in time.

>>A PPC program that wants to call 68k TOS could easily go via a
>>'glue' routine that does the call under 68k emulation.
>
>Yep. There are lots of ways to handle such context switching.
>But if the design is not made with this in mind, then it can hardly
>be added by just anyone who feels like it, because it would require
>disassembling and patching the 68030 emulator.

Again, a simple thing to do (implementing it in the first case, that is,
not the patching), which I'd dare to guarantee will be possible.

>What good is a raw compiler without the support libs for the
>new machine ?

Just about every single library I've seen for the Atari has been
completely (or almost so) C code, so what's the problem?

>It can be used for developing optimized drivers and the like,
>as I assumed earlier, but no major applications. And it is
>not just a question of writing new libs, as a PPC APP would
>also need PPc compatible system routines, which don't exist.

There would be no problem calling the standard TOS routines, as
long as there is a way to switch over from PPC mode to emulation.

>A hybrid lib is possible, switching back and forth between
>native and emulation mode (to use gemdos etc), but it would,
>as I said before, be a major development project in itself.

Why?
Pushing arguments on a stack can be done by the PPC and then it's
just a matter of telling the emulator where to fetch its register
values and run until RTE.

>And it would be a nightmare to debug it !

If the emulator itself works, there is very little more that needs
to be done. I'm not saying that it will be an easy job to get the
emulator 100% correct, though.

>>If the bus is not available, another chip that wants access will
>>indeed be stopped. There's nothing that stops that chip from running
>>along in its caches, though and it seems likely that the local RAM on
>>the Tempest can be accessed without touching the expansion port.
>
>Agreed, but what can it do then ? The running software has reached a
>point where access on the Falcon bus is needed, so what _good_ does it

If the chip really needs access to the Falcon bus, there's of course
nothing that can be done. The point is that you can go for a long time
without needing that.

>then do that the tempest can access internally. It can't even service
>any system interrupts, as those arise on the Falcon bus and will be
>seen and handled by the old CPU when that is bus master. And that in

Problems like that may indeed be difficult to handle.
I wouldn't really bet on the dual processor thing being very useful
even if it works.

>>So, don't allow both to do system calls at once.
>
>It is not just a matter of not making system calls at once.
>There can't be two parallel CPU's using a normal gemdos system at all
>even if they do take turns. The whole system would have to be rewritten
>for parallel use to allow that.

Well, the normal TOS has no concept of more than one running program,
so that's of course not possible.

>changed. MagiC and MiNT have managed to get around the singletasking
>limitation, but they are still not capable of multiCPU usage.

The actual calls shouldn't be much of a problem (just use some kind of
read/modify/write lock), but the process scheduling is of course another
matter.

>>>3: It would also lead to partly parallel address spaces, making
>>> all pointers from ST-RAM to FastRAM ambiguous.
...
>He was not speaking of the old 68030, but of the CPU on other
>accelerators, that have FastRAM. That is why I replied as I did.

Ah!

>Perhaps you missed the point where he claimed that old accelerators
>could be kept in the system after installing tempest ?

Yes, I did.

Well, it obviously would be a problem if the addresses actually
overlapped, but you can avoid that if it is detected on startup that
there are two accelerator boards. The old board would probably have
to use the standard memory areas, but the Tempest could put itself
elsewhere.
It's not likely that they'll be able to access the memory on the other
board in any case.

>>It's very easy to think of parallel processing jobs that don't
>>require any OS support at all:
>>- compilation (from a non-system RAM disk)
>>- image processing/rendering
>>- HTML formatting
>
>And how then do you make a CPU that may not use the operating system
>at all obey your commands ?

Give it a job to do in some way, for example by placing some kind of
command in a given memory location that gets checked from time to time.
Not overly efficient, but it would work.

>Believe me, trying to let the old and slow processor work safely in
>parallel to the main tempest CPU will cost so much extra ST-RAM access,
>that all the work savings the old processor can provide will not repay
>the losses, and much less gain us anything.

No, the original processor would be rather useless, that's true.
Something like an AB040 or CTII on the other hand might be nice to have.

I wouldn't consider worrying about this a high priority if I was working
on the accelerator board, though.

>I was not talking of extra hardware here. The mere fact that another
>CPU also runs as alternative bus master creates an effective bottleneck.

Agreed, but only for accesses over that bus.

>>The MiNT libs etc are mostly C code.
>
>Sure, but they refer a lot to system calls that do not exist
>for PPc. Those libs are no good without a PPc MiNT kernel.

If you run the system calls under emulation that isn't a problem.

A PPC MiNT kernel (not to mention VDI and AES) would definitely be a
good idea in any case. Fortunately, there isn't all that much assembly
in MiNT, so it should be doable.

>>>the TT has full 32 bit busses for both address and data, and
>>>the internal speed of a TT is therefore near four times that

>>>of a normal Falcon.
>>
>>The busses are indeed 32 bit but, IIRC, only the actual processor
>>on the TT is 32 MHz. The rest of the system is 16 MHz.
>
>So what ?
>It is the CPU which performs the bus accesses and executes opcodes.
>As long as that is done at 32 MHz I call it a 32 MHz computer.

Yes. I just wanted to point out that the the double width of the busses
and the double clock speed don't make the TT four times as fast.
For memory bound things, I guess it might in some cases, though.

>That is the main design weakness of a standard Falcon, that
>VIDEL blocks the CPU not only from updating screen, but also
>from accessing anything else in ST-RAM when VIDEL is doing an
>access burst, and in high resolutions that happens *often*.

Well, there is only one ST-RAM so it obviously can't be accessed by
two devices at once. I certainly would have liked to have some kind
of FastRAM, though (I do now of course with my AB040).

>My main point, which you seem to agree on, was that we can't
>expect to get 'for free' any Mac or IBM support just because
>the Tempest uses a related processor. If anything is to be
>ported, it is indeed 'we' (meaning the Atari user community)
>that will have to do it.

Yes.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

12. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j0r3o$fi3$1@nyheter.chalmers.se>
Source record: 77806

In article <3753B967.CA0AF98C@cs.bham.ac.uk>,
Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk> wrote:
>Ronald Andersson wrote:
...
>> >The chip used on the Tempest is only a few months old.
>
>Not quite - it's a PPc 603 - not the new G3 (PPc 750). It's
>about 4 years old I think.

It's not a PPC 603, but an MPC8240.
The press release about that chip is from October '98.

>> >According to other posts here, Apple's emulator seems to do about
>> >four times better than that on a 300MHz 603e...
>> >(10-15 times a 32MHz '030)
>
>But we have already mentioned some of the dificaulties -
>added to which the Apple system is written into the OS, the
>Tempest one won't be ...

But this was running Atari software on that Mac, so only the emulator
itself is used.

>Don't forget that SDRam has access rates of 10ns... a bit
>faster than the 60ns of normal simms :)

That's not the way it works, unfortunately.
(The 10ns is the time between successive reads once the first access
has been done.)

>Most people accepted a long time ago that it would take a
>miricle to bring Atari computers back into the 'lime light'.

Not even a miracle could do that, I'm afraid.

>I suggest PPc versions of apps - as I said above, it would
>not take much if the compilers / assemblers were available.

Perhaps not, but for commercial companies it would mean another version
to support, for a (probably) very small market.

>I'm not so sure - a Macro assembler for the PPc doesn't seem
>such a hard task to me - esp with it's RiSC architecture :)

You don't have to write your own.
GCC has been ported to the PPC and that obviously has an assembler.

>What new libs would be needed ? In C everything is compiled,
>linked then assembled - write a PPc Macro assembler to
>assemble the 68K asm to PPc code and u imediatly gain from
>having native as apposed to emmulated code :)

That is not something that is very simple to do, unfortunately.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

13. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dspinw.1g3cl8jtj41xcN@srry01m06-189.bctel.ca>
Source record: 77807

Ronald Andersson <dlanor@oden.se> wrote:

> on Mon 31-05-1999 23:05 Johan Klockars wrote:

> >According to other posts here, Apple's emulator seems to do about
> >four times better than that on a 300MHz 603e...
> >(10-15 times a 32MHz '030)
>
> Goody, though it does sound a bit high to me, and it can only apply
> to 'raw' CPU power anyway, as even SDRAM has limits in access rate.
> I still think we have to wait and see what real benchmarks on the
> finished product tells us.

For what it's worth, Norton Utilities has a benchmarking program that tests "emulated 68020" performance. According to the 11 CPU-only tests, overall a 300MHz 603e is 13X faster than a 25MHz 68030-based Macintosh IIci. This number pretty much coincides with my results of testing GrafTool and other applications under MagiCMac.

At least this and the other tests creates a "ball park" figure of what to expect from the Titan board (perhaps 20X faster than a stock Falcon?). Like you say, though, we'll have to wait and see.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

14. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dspnuj.r7erh11lkozmqN@srry01m07-8.bctel.ca>
Source record: 77808

Neil Roughley <roughley@HORMEL.bc.sympatico.ca> wrote:

> At least this and the other tests creates a "ball park" figure of what
> to expect from the Titan board (perhaps 20X faster than a stock
> Falcon?). Like you say, though, we'll have to wait and see.

Erm, I meant to say Tempest, not Titan.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

15. Re: SV: Centek's CT2

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsok6g.2cdspj1p5u9xcN@pm-d30.rhein-main.de>
Source record: 77809

Martin Graiter <graiter@starmail.com> wrote:

>
> Why can't you? Just do it. If they don't like it they will get in touch with
> you...
> ...and call you a \#%$ï¿½&!!!

Yep, i doasnï¿½t like bad emails, so i ask them first.
No exact answer -> kick archive.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

16. Re: Last Flash..

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsoj11.17u5747pdrxhqN@pm-d30.rhein-main.de>
Source record: 77810

> I assume that you installed the german version,
> whereas I installed the english one, so that
> might explain the difference, if there is some
> bug in the german version.

Hm, why they are not eliminate this bloody bug? :-)

> Btw: I hope you did install the new Putflash
> program too, as the Centek post stated that it
> was needed to use the new Flash binaries.

Yes, also i used the latest Putflash release.

I try to flash the english release. Whatï¿½s new in there?
Missing allways the read_file..

Thank you!

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

17. STING: default.cfg

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Dave Parsons <parsonsd@wam.umd.edu>
Message-ID: <Pine.GSO.3.95q.990319164921.8638A-100000@rac6.wam.umd.edu>
Source record: 77811

Tired of ASH's PPP-Iconnect, I have decided to try elsewhere in the world of inet connectiong software. After downloading sting, de-archiving it and placing what I found in the appropriate folders, everytime I boot up, IT tells me it cannot find DEFAULT.CFG. Interestingly enough, neither can I. It doesn't seem tol be found anywhere in the archive.

Can anyone tell me where I can find/create it? Where do I put default once I have found it?

David A Parsons http://www.wam.umd.edu/~parsonsd
e-mail : parsonsd@wam.umd.edu
---------------"Do. Or do not. There is no try." -- Yoda ---------------

18. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7j15mlnrd1@snipp.uninett.no>
Source record: 77812

Ronald Andersson <dlanor@oden.se> wrote:

>>Well, Apple has made one and that apparently is 10-15 times faster
>>than a TT on a 300MHz 603e (according to other posts in this thread).

> Impressive, but I doubt that they are going to giftwrap it and hand it
> over to Core. And the efficiency of one emulator implementation is not
> necessarily related to that of another. That can vary greatly.

That's true. Most Mac-users I know has replaced the original 68k emulator
with a 3rd party replacement which they claim is twice as fast.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

19. FS: B/W Monitor SM124

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Frank@datast.net
Message-ID: <7j19df$vh9$1@nnrp2.deja.com>
Source record: 77813

Black & White High-Res (640x400) Monitor for the Atari ST.

good clear picture, optimized screen size.

Make offer.

--
Frank Rothkamm - Hollywood Calif. - Frank@Datast.net -
http://www.datast.net/~frank

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

20. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7j16ra$j2o$1@wanadoo.fr>
Source record: 77814

Hi Ronald,

On 1 Jun 1999 01:33:01 G, Ronald Andersson wrote:
>on Mon 31-05-1999 20:12 Didier MEQUIGNON wrote:
>>On 31 May 1999 00:26:23 , Ronald Andersson wrote:

About TOS 4.0x and 7.0x...

>>>generally unstable under TOS 7.x mode, but perfectly stable when I
>>
>>My system is stable with TOS 7.x, I can't use TOS 4 because I can't
>>boot on my old IDE disk (with delay on IDE checked).
>
>I see. Well. then it's very good luck that you can use 7.x mode stably.
>I just hope this luck holds during the summer, as my own problems are

Summer...humm..look lines under...

>such that increased heat worsens the problems.

You know that when MMU is used, you obtain more heat ???!!!
I can't see other differences between TOS 4.0x and 7.0x !

>----- snip ----- re: my CT2B problems in TOS 7.x mode
>>
>>What is symptoms ?
>
>Spontaneous freezing and/or bombing, with no apparent 'provocation'.

I have only seen a problem Saturday with 25 degrees in my room, a freezing
(mouse cursor disapears) during an transfert with CAB on-line (an archive).
So I have removed CPU cooler, and installed an industrial fan at vertical
right of 68030 (on 25.175 oscillator). I use always FALCON's box, I have
measured 38 degrees on power-supply before modification with 22 degrees in
my room and now I obtain with same temperature :
- Outside cartrige-port : 26 degrees.
- On power-supply : 32 degrees.
- On the groove above F4-F5 keys : 24 degrees
- On floppy disk : 21 degrees
I think it's better to cool all CT2 than only 68030 (I think to Lattices...).

>----- snip ----- re: programs that use DSP interrupts
>>
>>I don't know this player, I use Bob Tracker. Where I can found this player ?
>
>It (or newer versions) should be available at most larger Atari ftp sites.
>Usually in some area like /pub/atari/falcon/music/ (or .../sound/).

>I could send it to you if you like, but I think it is rather old now.

Ok I can search on ftp, thanks.

>----- snip ----- re: Centek including DSP_IRQ in Dolmen ???
>>
>>Maybe it's only for CT2.
>
>That would mean that a Dolmen version for Falcon is under way, which I doubt.
>I have asked them about it earlier, and they said that they had dropped that
>project.

Bad news.

>>>You misunderstood. With SOFTWARE patch I got the frozen system, but with
>>
>>Ah sorry ! Do you have try without DSP delay ?
>
>Yes, and that never made any difference to any of my tests.

On my computer SOFTWARE patch works only when DSP delay is removed.

>>>the HARDWARE patch I got 24 bombs, both results in turbo mode with test
>>
>>Maybe low level of DSACK0 is bad. For test it I have connected trigger
>>input of my scope to XHACK (U44) and normal input to DSACK0 signal.
>
>That is highly unlikely. 74F outputs are very strong, more than six times

I search an explanation...

>stronger than a corresponding 74LS output. and the diode I use should have
>a voltage drop of appx 200 mV at the given current. The output should not
>exceed 500 mV, and that is well out of any 'risky' regions.

Mabye a little voltage exist between ground of CT2 (FPU) and ground of U44.
Now I think than better solution is your LS38.

>>Aniplayer use only this interrupt in 65K colors (or screen 320 x 240 without GEM)
>>and 'direct screen' checked.
>
>I'm not sure I see what you mean.
>I always use it without GEM windows, and the display looks like 'hicolour',
>but it is not always easy to tell the difference from 256 colours, as this
>too allows fairly high picture quality. I guess I have to boot in hicolour
>to be sure that this mode is used then.

I you movie is <= 320 x 240, it's sure that hicolor is used. You can see dithering
in 256 colors.

>----- some tests later -----
>
>Yes, Aniplayer does work when booted in hicolour mode and viewing MPEGs
>with my hardware DSP patch active, and DSP_IRQ removed.

It's a bad example, I use only DSP interrupt for files AVI/MOV with codecs
Cinepak (cvid), Apple Video (rpza), Micro$soft Video 1 (cram8) for better
transferts from/to host port.

With MPEG and JPEG, DSP interrupt isn't used.

>----- anip ----- re: On the need for the INTERDSP patch and DSP_IRQ drawbacks
>
>>I know, I was hungry when Rodolphe has said 'This interrupt not exist
>>on new CT2B' and another reason that I can't tell here.
>
>I don't I understand you again. I don't see the connection with 'hunger'.
>Are you sure you don't mean 'angry' rather than 'hungry' ?

Yes angry :-(
You know...bad english !

>----- snip ----- re: INTERDSP connection methods.
>>
>>I have insert a pin.
>>Another example with U44, I have insert a pin in socket (pin 15).
>>=> no solder, no pin cut.
>>I can come back to my old Speed Resolution Card...
>
>Ok, I see what you mean now. I too have used such connection methods in the
>past, and they do have a serious drawback. As several different metals are
>involved, touching each other, corrosion of some kind (mainly oxidization)

You works on your falcon outside your house :-) ?

>is inevitable. That is a benefit of soldering, that it encloses the area
>where the metals touch in a gastight blob of lead. Thus no corrosion occurs.
>(Except of the lead surface, which doesn't matter.)

For pin between FPU and socket I don't know, but for pin in U44's socket it's
possible...

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
----

21. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <7j1a89$43n$1@news1.cableinet.co.uk>
Source record: 77815

<Big snip>

On 28 May 1999 20:07:18 , Ronald Andersson wrote:
>The lines to erase are all in the section headed by "[boot]".
>The line that must be erased starts with "log=".
>
>Since the log will then be shown on screen, as for normal TOS, it is
>meaningless to keep the lines starting with "tiles=" and "image=".
>As for "cookies=" I prefer to handle such things with tried and
>true \AUTO\ utilities.
>
>The net result of all this is that my "[boot]" section is empty, so
>the "[boot]" line is immediately followed by the "[vfat]" line.
>All my MAGX.INF files have been fixed in this manner, and since I
>did that I have never suffered any of these problems again.

Hi Ronald,
I've been having the occasional hiccups on my C drive, and
the opening graphics when loading Magic were beginning to annoy me.

Thanks for these two tips. Its speeded up the loading process no
end, and everything seems to be running very smoothly now.

Cheers
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

22. Re: STING: default.cfg

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Matt Sheppard <2e1cpc@sheppard2.freeserve.co.uk>
Message-ID: <7j1b9k$f20$1@news5.svr.pol.co.uk>
Source record: 77816

Hi Dave, I had the same problem when I used STinG. The default.cfg should be located in the STinG directory on your ST. There should also be a .inf file (or .cgf perhaps) in the AUTO folder. Open up the file and make sure that the drive extension (A:, B:, etc) is correct.

I hope that helps.

Matt.

23. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Steve Lugovsky <steve@hitec.com>
Message-ID: <928265223.229.15@news.remarQ.com>
Source record: 77817

Hey, first thing I would like to say is "ThankYoU!" to all the wonderful replies and emails that people have been sending regarding this subject. This newsgroup is terriffic for newcomers such as myself that are willing to take up the console (as it were <smile>) and support the Atari platform!

A quick follow-up question: I am still in the search for a monitor so that I can use my Falcon, but it seems from the letters that I have been getting that I would be better served to obtain an adapter *first* and then a monitor to suit it? Does anyone know where I can obtain such adapters? At this point I would really just like to get the unit up and running so that I can start making some music :)
If any of you could point me in the right direction here, I would appreciate it!

Thanks!

-Steve

24. Session Partner

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Bernard <bernard.clerc@accesinter.com>
Message-ID: <7j1fcu$8bt$1@lyon110.dtr.fr>
Source record: 77818

Who knows about this software ? Where can I buy it or dawnload it? Thank you for your help.

25. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Steve Lugovsky <steve@hitec.com>
Message-ID: <928268966.250.4@news.remarQ.com>
Source record: 77819

Sorry I didnt say this before but howbout the SC1224? I've seen a few of those for sale on eBay and was wondering if they would fill the need. If so, is there an adapter for that model?

Thanks!

--Steve

26. Transfer-Coding Base64

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: nigel@littlec.demon.co.uk
Message-ID: <40525680_000036_OASIS_NEWS@littlec.demon.co.uk>
Source record: 77820

Hi, Can anyone please tell me where I can get the Atari version of the transfer-coding prog base64. This is being used by Windows progs to send msgs which can be automatically decoded by the appropriate MSoft Windows prgs. I can decode UUencoded msgs quite happily when received from said MSoft sources, but base64 beats me at present. The irony is that some of the MSoft using people don't know which code they are using when they send out these msgs, but I receive them in code form which reveals the name of the code!
With many thanks in anticipation. Cheers, Nigel Williamson.

--

---
nigel@littlec.demon.co.uk running an STFM with 4Mb RAM and 100Mb HD
with MagiC 5.1 and NVDI 2.5.
---

27. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FCo13C.6oy@cix.compulink.co.uk>
Source record: 77821

Hi!

I mailed Andreas Kromke part of the Ronald Andersson and joska's mailing about overwriting with MagiC 6 and HDDRIVER,and he simply replied: 'Very strange, on my TT there never were problems with this, and not at all on the Mac.'

I also sent him Uwe's reply about the absence of cache setting in HDDRIVER, and he said 'I know. I don't use any old versions, but I had forgotten that there was nothing to be set there.'

Regards,
/Peter/

28. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375447d0$0$25705@news.zetnet.co.uk>
Source record: 77822

On 1 Jun 1999 15:19:18 , "Steve Lugovsky" wrote:
>
>Sorry I didnt say this before but howbout the SC1224? I've seen a few of
>those for sale on eBay and was wondering if they would fill the need. If
>so, is there an adapter for that model?
>

You don't say where you are...if in the UK I can supply any Falcon or ST
monitor adaptor, or source it and tell you where...I do Falcon-SCART,
Falcon-VGA, ST-VGA (mono only), Falcon-multisync, ST-multisync,
ST-SCART...I don't know wether a Falcon works with th eSC1224, but it does
(with an adapter) with the SM124/144/146..

chrisc

29. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: gribnif@pair.com
Message-ID: <gribnif-0106991706520001@wilga.mtholyoke.edu>
Source record: 77823

> >This is a problem I've known about for some time, and one that is actually
> >addressed in Geneva 006 (it uses 90 instead of 80).
>
> Ok. That means that those APPs which have workarounds for the old CH_EXIT
> code should skip those when identifying Geneva as being version >= 006.
> In other words: when the value of the "Gnva" cookie is larger than five.
> Right ?

Correct.

> Unfortunately no Desktop I know of can quite manage this, though Thing
> does come close, failing only under Geneva AFAIK (even with version 006).
> It starts up, but does not work right unless MiNT is also installed.
> I think this is mainly due to lacking recognition of Geneva in Thing,
> so that is not really your problem of course.

Hmmm... I thought I had tested Geneva with Thing a long time ago. I'll try
to remember to look at this again.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

30. Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7j179f$sgg@james.hwcn.org>
Source record: 77824

I was checking out the "Jane Jetson" strip poker game for the ST and as I said before, it's really just the old "Teen Queen" strip poker game for the ST with the graphics encryption busted to let it use ordinary Degas .PC1 files.

Trying different pallets on the .PC1 files I've discovered that there's not a lot of room for changing the pallets without having a bad effect on the game's graphics. The only colour that can be changed without altering any of the game's sprite graphics is the background colour. Any other colour can only be changed a little bit or the sprites won't look right.

The sprite data for this game is saved as .SPR files. Does anyone know of a sprite editor for the ST that might work with these files? If we could simplify the sprites then the only fixed colours in the game would be white, black, and red (which I'm sure most image files would use anyways).

All we'd have to do is remove the player's hands graphics (which would free up half the pallet right there) then simplify the cards so they only use the colours, black, white and red, and then simplify the dialogue box and game buttons so they only use black, white, and red.

In anycase, I've created my first Hentai strip poker disk from various images scrounged off the net (most from KiSS Dolls). I'll have it up on my webpage for about a week or so at this URL. If anyone wants to archive it on another site feel free to do so. Maybe someone will put together a webpage dedicated to Atari ST Hentai programs with a special section for Strip Poker disks.

The file I've got includes the data disk and the program disk all on one. I'm not sure but I think that the only things the data disk needs is the .PC1 files and the SOUNDS.ECH file.

The SOUNDS.ECH file is just an 8-bit mono, 7333KHz signed sample. I don't know how the program itself employes this sound file. It might just take a set number of bytes for each of the sounds in which case creating new SOUNDS.ECH files will be difficult because all the sounds you use will have to fit in the same amount of space that the original uses. Or it might look for a certain length of silence between the samples to set up the sounds (this would be great because then we wouldn't be restricted in the length of our samples apart from disk and memory limitations).

Anyways, here's the URL for the "Sailor Mercury" Strip Poker game for the Atari ST.

http://www.hwcn.org/~ad329/acsp.zip

Now we can show all those, PC, Mac, and Amiga users that we ST users can be just as hentai as they are! ;)

CRACKERS
(An immoral victory from hell!!!!!!!!!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

31. Re: Transfer-Coding Base64

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <928272958_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 77825

In article <40525680_000036_OASIS_NEWS@littlec.demon.co.uk>
nigel@littlec.demon.co.uk (Nigel Williamson) wrote:-

>Hi, Can anyone please tell me where I can get the Atari version of the
>transfer-coding prog base64.

I see you are using Oasis2 Nigel. Oasis2 can handle Base64/MIME
encoded messages (news and email) but it probably isn't very good.
I use aMail as my emailer and it handles MIME messages fine.

Alternatively you could pick-up one of the several decoder packers
such as MUNPACK or ESSCode.

Try something like:

http://launchpad2.atari.org/atari_software.html

or the ever useful:

http://www.altavista.com

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk
---

32. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37542fd45584650@oden.se>
Source record: 77826

on Tue 01-06-1999 11:43 Robert Goldsmith wrote:

>Ronald Andersson wrote:
>
----- snip ----- re: PPc relationship to 68060
>
>Yes, they dislike the price Intel charge and the power
>Microsoft have so they got together to make things better.
>It kind of worked ...

That's the relationship between the companies, but I was asking
about the relation ship between 680x0 CPUs and PPc.

----- snip ----- re: physical address 0..7 goes to writeprotected ROM
>
>The PPc contains a more advanced version of the 030's MMU
>which - according to books written at the time (although I
>only know this from an OS course at uni and therefore cannot
>comment from personal experience) - is quite capable of
>marking off a block of memory down to 1K which, tbh, is not
>loosing much from the possible max the Tempest board can
>handle ...

The 030 PMMU can handle page sizes down to 256 bytes.
But I was talking about an area of 8 bytes above. I doubt
very much that it would be a good idea to handle that through
any MMU. It should be done by decoding hardware.

>Also, I was of the impression that this first 8 bytes were
>not rom but were in fact setup on boot as part of the
>bootstrap by hardware. Without software to protect it I just
>get a hole in my OS (magic) instead of a bus error by
>accessing address 0x0.

That is entirely wrong.
On all Atari TOS machines that area is physically identical
with the 8 first bytes of the ROM, and that is handled by the
decoding hardware. No software is involved.

It is possible for a boot program to do what you describe, after
it has for some reason remapped logical address zero to some other
physical address, but normal TOS never does that. If I write
to any of the first 8 bytes they remain unchanged, and before I
installed my CT2B, I would also get a bus error as result of the
attempt. Unfortunately the CT2B does not generate this signal
like it should.

>> For significant acceleration it also becomes necessary to bypass
>> much of the Falcon's original decoding, and the signals for that
>> must also be generated by extra logic. It is not realistic to
>> say that the PPc just has to be connected to the Falcon bus with
>> no adaptive logic. That would not give satisfactory results.
>
>I agree but don't forget that the PPc is the successor to
>the 68K family and can happily use the same design as the
>original falcon. Also I suspect that this logic is not
>needed as the lower 16Mb of the memory etc (including the
>'hole' for the os and memory mapped i/o) is passed via the
>slower 030 system anyway or there would have to be
>adjustments to the DMA system to allow another DMA device to
>request access to the main memory pool...

I don't have any idea what you are talking about above.
What DMA device ? The CPU does access RAM via VIDEL and
COMBEL, but it does *not* do so as a DMA operation.

Such an operation as 'requesting access to the memory pool'
simply does not exist. It is a matter of bus arbitration
between various alternative bus masters. One of these bus
masters is the DMA controller, but it is not involved in
any accesses made by the CPU.

----- snip ----- re: Falcon 24 bit address bus and 24 bit DMA address regs
>
>Um, the 030 is a 32 bit device - the 24bit addressing is
>only because Atari decided at the last min to put an 030
>instead of an 020 into the Falcon and a special chip had to
>be made up by motorola to fit the socket designed for the
>020 ... or at least, that's what I've been told by many
>different people.

Those people have then told you nonsense.

There isn't even a CPU socket on my Falcon, and the chip type is not
one for which any sockets exist.

The CPU is a surface-mounted type soldered directly to the motherboard,
and the top 8 address bits of it are simply not connected anywhere else.
The only reason why it was done so was to save some hardware. COMBEL
would need to be slightly more complex to handle 8 more address lines,
and they would also have required more board space for signal routing,
and Atari didn't care how skipping this would limit the machine.

These decisions were _not_ made in the 'last min', because the internal
registers of both COMBEL and VIDEL are based on this limitation.
Any story anout a 68020 is probably a rumour 'planted' by Atari to
hide the real reasons.

I don't think for a moment that Motorola would make a special design
just for Atari. They probably just sorted through nornal 68030 chips
that had been rejected and looked for those with testable damage only

to the upper 8 address bits and then they invented a new name for such
rejects.

We know from the past that Atari never had any compunctions about
using partial rejects in their equipment. The most famous incident
is when they put faulty DMA chips in an STe series, knowing that none
of them could handle harddisks. They assumed most users would only
have floppy drives, so they didn't care.

>> >According to other posts here, Apple's emulator seems to do about
>> >four times better than that on a 300MHz 603e...
>> >(10-15 times a 32MHz '030)
>
>But we have already mentioned some of the dificaulties -
>added to which the Apple system is written into the OS, the
>Tempest one won't be ...

Interesting point,

>> Goody, though it does sound a bit high to me, and it can only apply
>> to 'raw' CPU power anyway, as even SDRAM has limits in access rate.
>> I still think we have to wait and see what real benchmarks on the
>> finished product tells us.
>
>Don't forget that SDRam has access rates of 10ns... a bit
>faster than the 60ns of normal simms :)

For the speeds he mentioned I would definitely expect waitstates to be
needed. A 32 MHz 68030 needs to insert plenty wait states for normal
SIMMs, so anything 15 times faster would need waitstates for SDRAM too.

>> ----- snip ----- re: running native PPc code
>> >>
>> >>Hoped ? If that were at all likely I think Core would have
>> >>made no secret of it, and then you would not have to just hope.
>> >>Such a capability does not come of itself, so if it is not
>> >>in the current design goals then it will not happen.
>
>It is a goal afaik and always has been. It just hasn't been
>mentioned in case it turned out not to be viable.

Ok, we'll just have to wait and see then, as for all doubtful things.

>I'm not so sure. there are already 040 and 060 compiled
>versions of programs and really, if the standard 030 code
>can be compiled to work in PPc - even without optimisations,
>the speed gain by not emmulating would be great - not much
>work for a much faster product ...

I don't understand what you mean here.
What does "Compile the standard 030 code to work in the PPc" mean ?
If it is 030 code, then it is already compiled, and can never work
directly in the PPc.

Possibly you mean that the sources of current 030 programs could
be recompiled for PPc, thus producing corresponding PPc code.
That is possible, but not easy, as no support libraries exist
for the PPc.

The case is not comparable to 040 or 060, because they are both
object code compatible with 030, except for a very small number
of opcodes (which nevertheless do cause some problems).

>> I feel the same way, but the other guy did speak of PPc APPs
>> replacing 68030 APPs in general, which I deem unrealistic.
>
>I suggest PPc versions of apps - as I said above, it would
>not take much if the compilers / assemblers were available.

Which they are not, I'm afraid.

>> >>Just developing/porting the tools needed for that would take
>> >>years. (Compilers, assemblers, debuggers, etc.)
>
>I'm not so sure - a Macro assembler for the PPc doesn't seem
>such a hard task to me - esp with it's RiSC architecture :)

Well, in that case, go right ahead with it.

>> What good is a raw compiler without the support libs for the
>> new machine ?
>
>What new libs would be needed ? In C everything is compiled,
>linked then assembled - write a PPc Macro assembler to
>assemble the 68K asm to PPc code and u imediatly gain from
>having native as apposed to emmulated code :)

C compilation converts human-written C source to linkable objects.
Assembly converts human-written asm source to linkable objects
Linking combines linkable objects into executable programs.
What you said does not fit in this process.

For most projects we would need both a C compiler transforming
standard C source to linkable object modules holdingPPc code,
And an assembler capable of producing such modules from 68K
assebly source. These could then be linked into a pseudo-
executable file.

Producing those new tools would be a huge project.

It is possible, but totally unnecessary (and no longer normal)
for a compiler to produce asm source instead of object code,
but even then it is to be assebled into linkable objects
before those can be linked into an executable program.
So what you said doesnt fit this older model either.

You seem to confuse assembly with linking, and also confuse
object modules with assembly sources.

>> A hybrid lib is possible, switching back and forth between
>> native and emulation mode (to use gemdos etc), but it would,
>> as I said before, be a major development project in itself.
>> And it would be a nightmare to debug it !
>
>The PPc does have all the 030 tracing facilities and as long
>as u can read both PPc and 68K asm I doubt it would be that
>hard :)

So what if the PPc has trace facilities? There is no debugger
that supports it. If the PPc is in native mode when it crashes
or reaches a breakpoint, then it will still be in native mode
when it should be executed in the debugger, which is 030 code,
and then the system as a whole will crash.

Assuming we have managed to recompile a debugger into PPc
code it still does not help. Because it will still perform
the same operations as before, which means that it will
manipulate the PPc code as if it were 030 code, and further,
the debugger will still be PPc code when a breakpoint or
crash occurs with PPc in emulator mode, and then the system
will crash again, for the opposite reason as above.

To debug something like this a debugger is needed that can
understand both code types, and which also contains code
of both types. No such debugger exists for any TOS machine,
and developing one would be a *very* demanding project.
(Worthwhile, to be sure, but extremely demanding.)

>> ----- snip ----- re: running PPc parallel with 68030
>
>The expansion port also supports DMA requests so access to
>normal resources will be handled as before but with the PPc
>on the spare (one of i think 3 or 4) DMA channels allocated
>to the expansion port. Just the PPc would have a higher
>priority. Taking into account also that the bus load will be
>seriously reduced if the Tempest talks to the Eclipse
>graphics system directly and it should all work fine :)

What are you talking about ? The Falcon does *not* have *any*
spare DMA channels allocated to the expansion port. There are
no DMA handshaking lines on that port. Aren't you thinking
about the DSP port here. It does have DMA capabilities. In
any case, they are not in any way involved with CPU accesses
either by original CPU or a replacement on the expansion port.

You are possibly thinking of some DMA channels on the tempest
itself, but that is no help at all with the problems I spoke of.

>> Agreed, but what can it do then ? The running software has reached a
>> point where access on the Falcon bus is needed, so what _good_ does it
>> then do that the tempest can access internally. It can't even service
>> any system interrupts, as those arise on the Falcon bus and will be

>> seen and handled by the old CPU when that is bus master. And that in
>> itself is a very serious problem, as we want interrupt sevice to be as
>> fast as possible, which it then will not be.
>
>The Expansion port holds all this information on it as it
>was designed as a processor expansion slot that Atari
>themselves were thinking of developing boards for.

That has nothing to do with what I said. When an interrupt comes in and
the original CPU is running, then that CPU responds to the interrupt.

>The 030 is not the bus master anyway, it's just a high priority DMA
>device.

That is simply not true. DMA devices make their accesses via the
DMA chip (U36) which takes over as a temporary bus master and places
the contents of the relevant DMA address register on the address
bus to tell COMBEL which RAM address is to be accessed via VIDEL.
That DMA chip is not involved at all with the CPU accesses.

The CPU independently drives the address bus with whatever addresses
current processing demands, and uses these not only to access ST-RAM,
but also to access all other system resources. This is something that
no DMA device can do. The only thing they have in common is that all
have to access ST-RAM via COMBEL and VIDEL, as there is no other way.

Bus masters do have a priority scheme, but in this scheme the CPU has
the lowest priority, so it is always the CPU that has to wait when
the others want the bus. That is of course necessary to allow DMA
operations to function for fast operations like SCSI transfers.

----- snip ----- re: more on multiprocessor use
>
>Magic is 5 times recursive in every level so it could cope
>with the duel processor system.

No, that is not the case.

First, you mean reentrant, not recursive. Second, reentrancy
is a big help in coping with multitasking, and is also required
to handle multiprocessor use, but it is not enough to make that
work. That would require the taskswitcher to be fully aware
of both CPU's, so that CPU switching and task switching can
be synchronized. It would also require rewriting large parts
of BIOS, XBIOS, and GEMDOS.

Making a real multi_processor system is a lot more difficult,
than you seem to realize. Simple schemes like this one are
doomed to fail, and would not be efficient anyway, as the
old CPU can not add any significant percentage of power to
the PPc driven system, and will steal such power by its
activity.

Say that 030 runs the bus for 10 ms, during which it delays
various PPc accesses to the Falcon for an accumulated 2 ms,
And is itself delayed by the PPc for a total of 2 ms.

This means we have gained 8 ms of 030 work at cost of 2 ms
of PPc work, which is an acceoptable deal only if the PPc
emulator is less than four times faster than the 030.

To this you must also add the fact that much of the lost
PPc time would have been spent in the SDRAM, whereas the
gained CPU time can only be spent in ST-RAM or ROM.

>> Believe me, trying to let the old and slow processor work safely in
>> parallel to the main tempest CPU will cost so much extra ST-RAM access,
>> that all the work savings the old processor can provide will not repay
>> the losses, and much less gain us anything.
>
>The 030 could happily work as a spooling system etc for the
>parallel, serial and networking capabilities as well as
>doing dedicated HD Accesss, Floppy access and DSP
>communication.

'Happily' ? Perhaps it would be happy, but the user would not.
By not using the 030, access time on the Falcon bus would be
freed for the PPc, and the PPc can do much more useful work in
such freed time than the 030 could possibly do.

>> As the PPc is so much faster than the older stuff, they should not ever
>> be allowed to stand between the PPc and immediate system access. That
>> is why I say they should be skipped, to allow the PPc to be 'integrated'
>> with the Falcon, in the sense of having total control over it.
>
>Um, they're just allocated DMA priorities ...

No they are not, because it does not work that way.
My CT2B is *not* a DMA port, it is a true bus master.
The same goes for original 030 on a standard Falcon.

I don't know where you got the info about this supposed
DMA implementation, but it does not exist on the Falcon.

The only way to prevent the internal CPU from being the
bus master is to use the bus arbitration signals to make
some other chip the bus master.

>> Sure, but they refer a lot to system calls that do not exist
>> for PPc. Those libs are no good without a PPc MiNT kernel.
>
>The extra system calls are only missing at an ASM level and
>the whole idea of RiSC is that u use multiple calls to do
>what used to take one. The speed increase is due to the
>reduced complexity of the cpu - not the better designed asm
>codes. In 68K it will take say one call to do a bcd add, in
>RiSC it may take three but the speed increase of the RiSC

>chip is say 7 x so u gain overall. A Macro Assembler can
>convert the asm codes of the 68K into the multiple codes of
>the PPc ...

I already know the basics of what a RISC processor is,
but you miss some of the the basics of TOS programming.

I said that such PPc code needs a MiNT kernel, and yes, such
a kernel can be produced. But if MiNT is to be used, then
the 68030 code also needs a 68030 kernel, and it is not
possible to install two cooperative MiNT kernels.

The same naturally goes for any other global system functions.

The only functional method is to make wrapper functions
that switch between PPc and emulator mode whenever the PPc
code needs to call any system routines. That will work but
each such call will then be slower than if the PPc had run
in emulator mode constantly.

Such wrappers may also be put on entry/exit points of system
functions written specially to replace old ones, and using
PPc code internally.

Eg: Here is a generic context-switch wrapper solution:

case 0: APP in emulator mode calls old system function
This is the standard case, so PPc just remains in emulator
mode throughout the function call and thereafter as well.

case 1: APP in emulator mode calls new system function.
APP stays in emulator mode and calls the system function. An
entry wrapper switches to native mode. The function executes
in native mode and then passes an exit wrapper, switching to
emulator mode, and then returns to the caller in emulator mode.

case 2: APP in native mode calls old system function.
APP calls a call wrapper which switches to emulator mode and
calls the system function. It performs the function in emulator
mode and then returns to the call wrapper which switches PPc
to native mode and returns to the original caller in native mode.

case 3: APP in native mode calls new system function.
APP calls a call wrapper which switches to emulator mode and
calls the system function. An entry wrapper switches to native
mode. The function executes in native mode and then passes an
exit wrapper, switching to emulator mode, and then returns to
the call wrapper which switches PPc to native mode and returns
to the original caller in native mode.

It should be obvious from the above that these wrappers ensure
that it is only within a local scope that the PPc stays in the
native mode. For all transitions between unrelated code parts
a switch is made to emulator mode. This ensures compatibility

between all old and new parts.

Two more kinds of wrapper needs to be defined though, to gain
compatibility with Pexec. This must naturally launch programs
in emulator mode, so a startup wrapper must be used for native
APPs, and then when the program is to terminate, that must be
done through a termination wrapper switching back to emulator
mode.

That solves the problem of calling, and gradually improving,
system functions. The problem of finding good PPc development
tools to use on a Falcon remains, however.

>> So what ?
>> It is the CPU which performs the bus accesses and executes opcodes.
>> As long as that is done at 32 MHz I call it a 32 MHz computer.
>
>I think a much better judge is the system speed. eg,
>increasing the bus speed on a falcon from 16 to 25 has a
>much higher effect than increasing the cpu to 25mhz.

This so-called bus speed on the Falcon iw widely misunderstood.
The large speedup occurs because the CPU doesn't have any direct
access to ST-RAM, so that access to this RAM has to go through
COMBEL (RAM address) and VIDEL (RAM data). Changing the clock
speed of those circuits is what you call changing the bus speed.

For access to resources that the CPU can address directly, such
as TT-RAM, it is the CPU clock that determines the bus speed,
although this is naturally affected by the DRAM controller on
the TT-RAM card which normally needs to insert some waitstates.

It is much the same on an expanded Falcon with FastRAM. On my
CT2B access to ST-RAM is on a 25 MHz 16bit bus. Access to the
other parts of the falcon is on a 50 MHz 16bit bus, while the
FastRAM is accessed on a 32bit 50 MHz bus.

>In a PC (sorry, only a quick example... <g>) having a cpu speed of
>400MHz is useless with a 33Mhz system bus - it's the system
>bus that makes the difference.

The terminology here is completely unrelated. The cpu you talk
about is designed for separate control of bus speed and CPU
speed, which a 68030 is not.

On a 68030 the CLK signal input sets both the CPU speed and
the bus speed. It is only when access to some resource,
such as ST-RAM, is made through the mediation of some other
chip that this chip sets the bus speed for access to that
resource. What you have done then is to split the system
into one bus controlled by that extra chip, and the real
CPU bus controlled by the 68030.

>> That is the main design weakness of a standard Falcon, that
>> VIDEL blocks the CPU not only from updating screen, but also
>> from accessing anything else in ST-RAM when VIDEL is doing an
>> access burst, and in high resolutions that happens *often*.
>
>That is the DMA design of the Falcon and one of it's best
>features for me is its DMA / UMA architecture - it

My Falcon service manuals say nothing about UMA. What is it ?

>simplifies things so much. At 1024*768 with Nemisis mys
>system still runs faster than 640*480 without ...

All you are saying is that COMBEL+VIDEL work faster if clocked
faster. Sure. What has that to do with DMA ?

>The real point after all this is that the PPc is faster even
>under emmulation than an 030. - good point

Of course it is faster. That is the whole point of the
Tempest to begin with, and the reason not to handicap that
speed by insisting on keeping the old CPU active.

>It may be possible to reliably do multiprocessing - if we
>can't so what

I agree with the latter :-)

>Developing PPc specific code is hard, compiling old code to
>not use emmulation is easy and will give speed increase -
>good point
>
>Tempest gives us serious ammounts of very fast TT compatable
>Ram - good point
>
>As we seem to be spending most of the time arguing over the
>minor points of the Tempest board i assume everyone is for
>it overall :)

Of course. I think everyone here favours all continued
support for our platform. But that does not mean I'll buy
any until I have some idea of what problems it may have.
Most new designs have 'childhood diseases', and I'd rather
not get involved in such again for a while.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

33. Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Alyre Chiasson <chiassa@umoncton.ca>
Message-ID: <375478BD.561ACCE5@umoncton.ca>
Source record: 77827

Hello,

Can a TT keyboard be used on a Mega Ste. Also is it possible to repair a dead key on an Mega Ste keyboard and if so what do you look for, take apart and replace?

Thanks

Alyre Chiasson

34. Atari/iMac disk conversion

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Josh Renaud <kirkman@bbbs.galilei.com>
Message-ID: <3754a940.0@news.primary.net>
Source record: 77828

Hi! I am a longtime Atari user, and I recently purchased an iMac... I have the SuperDisk drive, which reads regular Mac floppies...

I have been trying to use "Dust" (a shareware Atari disk converter) to read my Atari floppies on the iMac and convert them into .ST files that I could use with Nostalgia or some other emulator. Unfortunately, this doesn't seem to be working. I think it's just because Dust is so old it doesn't recognize the USB floppy drive.

In any case, can someone suggest a program that I might be able to use to read and/or convert these Atari disks on my iMac?

thanks in advance!

--Josh

35. Re: STING: default.cfg

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7j2vq3$4j3$1@news8.svr.pol.co.uk>
Source record: 77829

> Tired of ASH's PPP-Iconnect, I have decided to try elsewhere in the world
> of inet connectiong software. After downloading sting, de-archiving it
> and placing what I found in the appropriate folders, everytime I boot up,
> IT tells me it cannot find DEFAULT.CFG. Interestingly enough, neither can
> I. It doesn't seem tol be found anywhere in the archive.
>
> Can anyone tell me where I can find/create it? Where do I put default
> once I have found it?

It should be in the /STING/ folder whose path is in the STING.INF in /AUTO/

36. Re: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199906012007.a4323@kr.maus.de>
Source record: 77830

Hi!

C>> music at that time was made with Ataris, the speech of "Das Boot"
C>should > be > also made with an Atari. ;-)
C>
C>You're assuming that. ;-)

Well, I once saw a feature of U96 on tv a while ago and the only computer they had in their studio was an Atari ST...

Regards,
Jan

37. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7ivf7h$r1o$1@nnrp1.deja.com>
Source record: 77884

GREAT!!!! Thanks Ronald!!

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <37530b0a7eed101@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> Hello everyone,
>
> I've just uploaded version 1.0 of my STinG EZ-IP clients to my
homepage.
> ST-Guide HYP file is included, both in the archive and readable from
the
> homepage.
>
> Enjoy!
>
> --
> --

> Regards: Ronald Andersson mailto:dlanor@ettnet.se
> http://dlanor.atari.org/ ICQ:38857203
http://www.ettnet.se/~dlanor/
> --

>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

38. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753456edabb1@oden.se>
Source record: 77885

Hi Kenneth,

on Mon 31-05-1999 20:10 Kenneth Medin wrote:
>On Mon 31-05-1999 00:26 (GMT) Ronald Andersson wrote:
>
----- snip ----- re: Thing+Geneva problems, and the slowness of MiNT
>
>When using "standard" GEM programs like Okami, Qed, etc. I really do
>not feel any significant speed difference.

This is typical of text editors and other highly user-interactive APPs like
OKami. So much of the work is limited in speed by human interactions, and
we are so slow that this hides computer speed limitations most of the time,
making them unsuitable for use in system speed comparisons.

>But I just tried a program
>that does a lot of calculations and window draws in the main evnt_multi-
>loop with evnt_timer active and set to zero. The same calculations took
>almost exactly twice as much time to complete with Mint running.

That is to be expected, and is mainly due to the fact that MiNT has much
more 'expensive' overhead costs in the GEMDOS interface.

>My computers only have 4 MB each and with 2 MB left for "user programs"
>when Geneva, NVDI, Neodesk, STinG, etc. are running. This mostly works
>good enough for my needs.

That's what I meant. Using MiNT+MintNet or MagiC would not leave you as
much RAM available, and you might not manage to run all the APPs that you
want to, and usually can do with Geneva.

>By using more than one computer I also get true multitasking :-) Been
>experimenting with Bnet and it seems to work even without Magic. There
>where some bombs when under heavy load but I have not isolated what
>caused them.

Vassili is still working on BNet, so if you do identify some specific
error conditions, be sure to report them to him.

>>But the usefulness of all this is lowered drastically if one can't also
>>use the same desktop as usual, which for me means Thing.
>
>I am still using Neodesk as it does what I want in a very stable way.

Desktop choice is very much a matter of taste, so it's not really a
debatable subject. My own choice of Thing is mainly motivated by the
need to use a consistent desktop in wildly different system setups.

Thing and Gemini are the only ones that have managed to do this well,
so Thing is the only sensible choice for me, as Gemini is no longer
supported.

>And, I do run Win-95 (on original install since -96!) too, so maybe
>that's the reason I still find Neodesk to be a very usable desktop.

From what I've heard that sounds rather likely. Fortunately I am not
a Window$ victim myself, but I've heard lots from those who are.

Btw:
I really think it is more realistic to call M$ customers 'victims',
rather than just 'users'. It is so much more descriptive of the real
relationships. This leads to some interesting conclusions on what to
call M$ themselves...

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

39. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753456edabb2@oden.se>
Source record: 77886

Hi Didier,

on Mon 31-05-1999 20:12 Didier MEQUIGNON wrote:
>On 31 May 1999 00:26:23 , Ronald Andersson wrote:
>
>>Yes, I do, as I have described in earlier mails here my system is
>
>Sorry, I haven't read all texts except MMU ;-)

Well, I was sure I had mentioned it in the PMMU disussion too, but
bever mind that now. The important thing is that you know it now.

>>generally unstable under TOS 7.x mode, but perfectly stable when I
>
>My system is stable with TOS 7.x, I can't use TOS 4 because I can
>boot on my old IDE disk (with delay on IDE checked).

I see. Well. then it's very good luck that you can use 7.x mode stably.
I just hope this luck holds during the summer, as my own problems are
such that increased heat worsens the problems.

>>use TOS 4.x mode, with FastRAM activated by Maddalt.
>
>Strange, your problems disapears in TOS 4...

Yes, they do.

>What is your DSP problems with TOS 7 ?

DSP acts identically under TOS 4.x and TOS 7.x, so there is no difference.
Apart from the strange results I have reported for MGPL-110, I have no
problems with the DSP.

>For example system can be frozen in XBIOS DSP function. I can't see
>hardware differences between TOS 4 and 7 except MMU...

I agree, but the PMMU mapping of TOS 7 mode is a very significant problem
indeed, at least for my system.

----- snip ----- re: my CT2B problems in TOS 7.x mode
>
>What is symptoms ?

Spontaneous freezing and/or bombing, with no apparent 'provocation'.

>>I don't care if it is the *same* clock or not. The fact is that both FPU
>>and DSP run at 32 MHz in compatibility mode and at 50 MHz in TOS 4.x and
>>TOS 7.x modes on an unmodified CT2B.

>
>I havn't modified my CT2B, I have only connected DSP clock to 50 Mhz oscillator.

Yes, I know. Bad phrasing perhaps, but what I meant was that your CT2B
installation is modified, even if your CT2B board is not modified.

----- snip ----- re: programs that use DSP interrupts
>
>I don't know this player, I use Bob Tracker. Where I can found this player ?

It (or newer versions) should be available at most larger Atari ftp sites.
Usually in some area like /pub/atari/falcon/music/ (or .../sound/).
I could send it to you if you like, but I think it is rather old now.

>>I do have it, but only as PDF files, and GhostScript is not a convenient
>>tool for reading documents of several hundred pages.
>
>I know I have printed pages about MMU ;-)

Fortunately I do have the real processor manuals for both 68030 and 68040,
and the combined programming manual.

----- snip ----- re: Centek including DSP_IRQ in Dolmen ???
>
>Maybe it's only for CT2.

That would mean that a Dolmen version for Falcon is under way, which I doubt.
I have asked them about it earlier, and they said that they had dropped that
project.

>>You misunderstood. With SOFTWARE patch I got the frozen system, but with
>
>Ah sorry ! Do you have try without DSP delay ?

Yes, and that never made any difference to any of my tests.

>>the HARDWARE patch I got 24 bombs, both results in turbo mode with test
>
>Maybe low level of DSACK0 is bad. For test it I have connected trigger
>input of my scope to XHACK (U44) and normal input to DSACK0 signal.

That is highly unlikely. 74F outputs are very strong, more than six times
stronger than a corresponding 74LS output. and the diode I use should have
a voltage drop of appx 200 mV at the given current. The output should not
exceed 500 mV, and that is well out of any 'risky' regions.

>>program MGPL-110. Under same conditions Aniplayer works without errors,
>>so this has nothing to do with the signal levels.
>
>Aniplayer use only this interrupt in 65K colors (or screen 320 x 240 without GEM)
>and 'direct screen' checked.

I'm not sure I see what you mean.
I always use it without GEM windows, and the display looks like 'hicolour',

but it is not always easy to tell the difference from 256 colours, as this
too allows fairly high picture quality. I guess I have to boot in hicolour
to be sure that this mode is used then.

----- some tests later -----

Yes, Aniplayer does work when booted in hicolour mode and viewing MPEGs
with my hardware DSP patch active, and DSP_IRQ removed.

>IOL (output current for low level) of 74xx38 is better than 74xx05, so 2nd
>gate on final stage is normmaly useless.

True, and that was an 'ALS' type too, which is even better.

----- snip ----- re: confusion about CT2 revisions in INTERDSP.ZIP
>>
>>I have studied all the files very closely and have not found the designation
>>CT2A anywhere at all. The only ones I find say either CT2B or just CT2, and
>>according to the latest info from Centek they are synonymous, as the next
>>series will be identical to CT2B but will be sold as just CT2.
>
>I have made this files before latest info from Centek about new serie, so CT2
>is for CT2A ;-) You havn't bus connectors on a CT2B :-)))

Ok, I understand you now.

----- anip ----- re: On the need for the INTERDSP patch and DSP_IRQ drawbacks

>I know, I was hungry when Rodolphe has said 'This interrupt not exist
>on new CT2B' and another reason that I can't tell here.

I don't I understand you again. I don't see the connection with 'hunger'.
Are you sure you don't mean 'angry' rather than 'hungry' ?

Anger I would understand, when being told *after* installation about some
capability supposed to exist which is actually missing. I too felt a bit
angry about that.

----- snip ----- re: INTERDSP connection methods.
>
>I have insert a pin.
>Another example with U44, I have insert a pin in socket (pin 15).
>=> no solder, no pin cut.
>I can come back to my old Speed Resolution Card...

Ok, I see what you mean now. I too have used such connection methods in the
past, and they do have a serious drawback. As several different metals are
involved, touching each other, corrosion of some kind (mainly oxidization)
is inevitable. That is a benefit of soldering, that it encloses the area
where the metals touch in a gastight blob of lead. Thus no corrosion occurs.
(Except of the lead surface, which doesn't matter.)

----- snip ----- re: on avoiding mixuos about CT2 revisions

>That's right, maybe an example last flash on CT2A ?!
>(post by Robert Schaffner).

That is possible. I didn't think of that, as I assumed he had a CT2B.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

40. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3753456edabb3@oden.se>
Source record: 77887

on Mon 31-05-1999 20:37 Chris Crosskey wrote:

>On 31 May 1999 10:26:04, Nicholas Bales wrote:
>
>>There are currently 2 interfaces that allow this. The Upgrade Shop's one
>>is STE only. Mario Becroft's one is for both STE and STF, and is sold in
>>the UK by Chris Crosskey.
>>
>>Both of these require TOS 2.06 if you want to boot from the HD,
>>otherwise you'll have to boot AHDI from a floppy and then you'll be able
>>to access your HD.
>>
>>
>
>Mario's ones come with TOS2.06, you option wether or not to fit it, it is
>unfortunately not switchable...

I haven't seen his board, but I assume it is based on EPROM sockets
wired for use of 27c01/27c1001 EPROMs normally used for TOS 2.06.

With access to an EPROM programmer it is very easy to change that.

1: Get TOS image files for the two TOS you want to use.

2: Buy 27c020/27c2001 chips to replace the 27c010/27c1001.
That makes room for 2 TOS.

3: Program each new EPROM to hold TOS 2.06 code in one half, and code
of the other TOS you want in the other half.

4: Buy a cheap SPDT switch and a 2.2 kohm resistor, and some isolated
multistranded connection wire. (low-current low-voltage type is ok)

5: Find some 'through-hole' or capacitor pin with +5V from the PSU,
near the TOS 2.06 board. Solder one end of the resistor to this
hole/pin, and bend the lead at the other end at a 90 degree angle,
so it points straight up. Leads at both ends should be less than
one cm in length.

6: Bend the top address pins of the new EPROM chips outwards, so they
don't enter the sockets, and don't touch any metal parts. Cut them
a bit if the pin length causes them to touch anything that conducts.
Insert the other pins into the sockets as usual.

7: Use the connection wire to connect the two 'bent' EPROM pins to each
other and also to the 'pull-up' resistor pin bent upwards in step 5.

8: Find a spot in the computer case where you can mount the switch in a
way that does not interfere with future service needs. Mount it there.
Use wire as above to connect the center terminal of the switch to the
same resistor pin that the 'bent' EPROM pins were connected to in step
7 above. Connect one of the switches 'outer' terminals to ground, and
the other to +5 volts from the PSU (eg: at the new resistor).

From then on you can use the new switch to select TOS before turning on the
computer. The switch simply sets the voltage of the top address bit of the
EPROMs high or low, thus choosing which half of the EPROMs will be accessed.

The same thing can be done using 27c040/27c4001 and two switches instead of
one, if you feel like having four TOS versions to choose from. :-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

41. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <375362a2@nemo.idirect.com>
Source record: 77888

On 27 May 1999 21:47:01 , Steve Sweet wrote:
:On 17 May 99 19:04:07 GM, Ken Macdonald wrote:
::>I have just got Papyrus5 from HiSoft (nice product!) but since my
::>Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
::>where one can get an upgrade to 5.0c? It seemes absurd that I am
::>prevented from using the full capapbilities of Papyrus5 because of
::>ONE letter??!!
:
:So what prob's you having dude, my Pap 5 always worked with all
:version 5's of sgdos for me.
: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

hmmm. check your version number! odds are that it is 5.0c or above.
Papyrus docs mention a problem with Speedo 5.0b or below.
There is not problem they say with version 4.x, but I don't want to
go back to that. NVDI 5 HPLaserJet driver does not work for me, and
the Speedo 5.0b HPLaserJet driver does work for me! You see my
problem!? :-)
ken

42. Re: Neodesk Question

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37536307@nemo.idirect.com>
Source record: 77889

```
On 27 May 1999 23:01:57 , Fitzpatri8 wrote:
:Andy,
:
: I know you asked about v. 3 patches, but you really should inquire about v.4.
: It really is light-years ahead of version 3.04; the alibi, group and extended
:file name features alone are worth the price of an upgrade. (There's a good
:Secrets of NeoDesk 4 file on the Gribnif web site: www.pair.com/gribnif)
:
:Tom
:.
totally agree. NeoDesk 4 is awesome, and I also use Thing 1.27e
(reg'd) which is also excellent! :-)
ken
(gamma tester at large)
```

43. Re: Neodesk Question

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3753645f@nemo.idirect.com>
Source record: 77890

On 27 May 1999 23:01:57 , Fitzpatri8 wrote:
:Andy,
: I know you asked about v. 3 patches, but you really should inquire about v.4.
: It really is light-years ahead of version 3.04; the alibi, group and extended
:file name features alone are worth the price of an upgrade. (There's a good
:Secrets of NeoDesk 4 file on the Gribnif web site: www.pair.com/gribnif)
:Tom

I totally agree! NeoDesk 4 is awesome. We had a cook-off between
Thing/Magic (Dan Dreibelbis) and NeoDesk/Geneva(me) at a recent TAF mtg and
Neodesk acquited itself quite well thank you! :-) I surprised Dan by
running NeoDesk4 as an accessory in Magic/Thing! slowed Things(i.e
Magic) down a bit though [no kidding!] I also just registered Thing
for use with Magic, and possibly with nAES I just ordered from
Konstantin Woller.
btw, sorry about the garbled (potientally) text I sent previously.
NEWSies default for sending mail is UUencoded for me, and I forgot to
deselect it!
ken
(gamma tester at large)

44. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37536587@nemo.idirect.com>
Source record: 77891

On 27 May 1999 21:47:01 , Steve Sweet wrote:
:On 17 May 99 19:04:07 GM, Ken Macdonald wrote:
::>I have just got Papyrus5 from HiSoft (nice product!) but since my
::>Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
::>where one can get an upgrade to 5.0c? It seemes absurd that I am
::>prevented from using the full capapbilities of Papyrus5 because of
::>ONE letter??!!
:
:So what prob's you having dude, my Pap 5 always worked with all
:version 5's of sgdos for me.
: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sorru for any garbled response I previously made. I had NEWSie
UUencoded set! :-(

If you check your version of Speedo I think you might find it is 5.0c
or greater.
If not, let me know! the upgrade costs 70$ US which beats me all to
h**l!
the Papyrus 5 docs state problems with Speedo 5.0b or less, no
problems with Speedo 5.0c or greater! Also no problems with Speedo 4.x
NVDI5's HPLaserJetIIp driver does not work with my HPLaserJetII
printer, but Speedo's HPLaserJetII driver works fine with every
program _except_ Papyrus!
can you see my problem! :-)
ken

45. Boring day; New ST-Guide hypertext

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928215306.303.58@news.remarQ.com>
Source record: 77892

Well, for lack of anything better to do today, I decided to do up "The Communications Act of 1934" as a hypertext. It's the US law that established the Federal Communications Commission, and regulates US use of communications. It's the original version, without the amendments, but it is complete (except for Title II, which deals with telephones and telegraphs) and richly indexed. Useful information for Hams and other communications types.

Right now, I'm just adding some final touches, but I was wondering if there is a good repository of general-purpose (non-Atari-specific, that is) ST-Guides to upload it to?

Thanks

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

46. WTD Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: Bob <nospam@thanks>
Message-ID: <01beabf8$43082940$02c809c0@purple>
Source record: 77893

Hi,

Looking for a Falcon with/without HD in reasonable
condition.

Offers please to

Back2Mac@hotmail.com.

Thanks

Bob.

47. Re: Neodesk Question

Newsgroup: comp.sys.atari.st
Date: 1999-06-01 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990601030651.26169.00005656@ngol01.news.cs.com>
Source record: 77894

>I totally agree! NeoDesk 4 is awesome. We had a cook-off between
>Thing/Magic (Dan Dreibelbis) and NeoDesk/Geneva(me) at a recent TAF mtg and
>Neodesk acquited itself quite well thank you! :-)

Ken,

Sounds interesting. Does anyone capture these TAF meetings on video? I'd
love to stop by to see them in person, but driving from San Diego to Torronto
on any kind of a regular basis seems a bit much!

Tom

48. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <3754DD32.FE34B7FA@SPAMBLOCKbassment.demon.nl>
Source record: 77745

Trevor Spencer wrote:

> >Yes - we're all talking about you behind your back and quickly disappear
> >as soon as you join. ;-)
>
> Well it must be a pretty boring and quick discussion then :-))

heh :)

> >Seriously, most activity in the ircnet #atari is in the evening, usually
> >the earlier CET hours (19-22) and if enough Americans and Australians
> >are there, it has another peak later in the night (CET). During daytime,
>
> That's probably the problem, I tend to log on around midnight to 02 when
> all self respecting Atarians in this time region are asleep! I must try
> a bit earlier.

Well you must have seen me a couple of times, I'm not that
self-respecting. ;) What's your nickname? :)

Comp7 aka Maurits. :)

49. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7j2quj$eq7$1@nnrp1.deja.com>
Source record: 77746

In article <375447d0$0$25705@news.zetnet.co.uk>,
chrisc@zetnet.co.uk (Chris Crosskey) wrote:

> ST-SCART...I don't know wether a Falcon works with th eSC1224, but it

It works, I used it myself to watch RGB-demos on a few years back. The
1224 is very dark though, and it doesn't handle overscan very well.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

50. Re: Session Partner

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7j2nsnnhh1@news1.xs4all.nl>
Source record: 77747

```
On 1 Jun 1999 20:21:50 G, Bernard wrote:
Hi,
I have it on disk for you.Perhaps I can mail it !
What do you have for me ?
Please send me a personal email !
Jos (<jovlie@xs4all.nl>)
```

51. Sting Help?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <7j26tokns1@hermes.achilles.net>
Source record: 77748

Can someone help me with Sting. I've set up the dialer with the relevant
info, it dials in but stops at "Initializing Link". then tells me that the Link has failed.
Is there something in "default.cfg" that I need to add
by hand? I think my "dial.scr" is OK.
Any help is appreciated.

52. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7j2r8jovt1@pegasus.csx.cam.ac.uk>
Source record: 77749

Chris Cracknell wrote in message <7j179f$sgg@james.hwcn.org>...
>
>I was checking out the "Jane Jetson" strip poker game for the ST and as I
>said before, it's really just the old "Teen Queen" strip poker game for the
>ST with the graphics encryption busted to let it use ordinary Degas .PC1
>files.

Ok there has been a lot of discussion about this and suggestions that we can use other images, now Jane Jeston is a cartoon character and it remined me of that old Red Dwarf episode where the Cat and Lister are watching the Flintstones and decide the Wilma Flintstone is the most attractive woman in the world and so I was thinking that with reference to the above and at great risk of sounding warped and twisted that as the "Jane Jeston" strip poker game is based on a cartoon charcter perhaps someone with more artistic skill than myself could make suitable images of other cartoon women that we could use.
So how about the blonde from Scooby Do?, any other suggestions.

Stephen Moss.

53. Re: Sting Help?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3754F615.C204A4AE@directprovider.REMOVETHECAPITALS.net>
Source record: 77750

```
Mark Friedman a ï¿½crit :
>
> Can someone help me with Sting. I've set up the dialer with the relevant
> info, it dials in but stops at "Initializing Link". then tells me that the Link has
failed. Is there something in "default.cfg" that I need to add
> by hand? I think my "dial.scr" is OK.
> Any help is appreciated.

Normally, you shouldn't need to change anything in the default.cfg

Did you set STing to Active in the STING.CPX ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

54. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990602121133.173C-100000@hal.fishpool.fi>
Source record: 77751

> Can a TT keyboard be used on a Mega Ste.

MEGA-ST, MEGA-STE and TT keyboards are all compatible.

> Also is it possible to repair a dead key on an Mega Ste keyboard
> and if so what do you look for, take apart and replace?

It probably is the Control key, right?

Anyways, near the metal shield's edge, you'll see that some
traces might be broken (use a magnifier glass to spot the
exact place of the break) and needs fixing.

This can be done using a tiny #30 wire (as described in a
Mario Becroft text once found on my TT FAQ - I'll have to
run it through an HTML filter and put it back soon) or with
highly specialized conductive fluid (looks like some silver
photocopy corrector fluid).

Otherwise, Best Electronics sells their own replacement
mylars, made of a slightly thicker and thougher material.

http://www.best-electronics-ca.com/

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

55. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37550dec212d4b0@smok.krakus.top.pl>
Source record: 77752

On Mon 31-05-1999 04:19 (GMT) Louis wrote:

>yup, an FTP program would do the trick. If cab-ftp can't upload (???),
>then fetch aFTP from http://www.pwp.cz/atack/prodlist.htm then click the
>zipfile for the Sting version.

After starting aFTP I cannot enter any menu nor exit the programm.
The only solution is to reset a computer. The same was with the
previous versions of aFTP. What is the reason?
Programm is in version for STiNG.
My stuff is: MEGA STE 4MB, single TOS 2.06, monitor mono.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

56. where to buy TOS roms?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990602130737.173E-100000@hal.fishpool.fi>
Source record: 77753

I'm purchasing a MEGA-STE that has a German TOS which I want to
replace with the US or Swedish TOS, but where can I buy those TOS
roms nowadays???

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

57. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: remove-this-bit.K.G.Busby@bham.ac.uk
Message-ID: <remove-this-bit.K.G.Busby-0206991222570001@art9.bham.ac.uk>
Source record: 77754

In article <374E5EE4.3AA1@ooc.de>, Uwe Seimet <us@ooc.de> wrote:

>Apple also didn't invent Firewire as far as I know.

OT, but for the record:
"FireWire was developed at Apple Computer"
- http://www.apple.com/hotnews/features/firewire.html

58. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j366oppm1@nyheter.chalmers.se>
Source record: 77755

In article <3753a9ce4f44c82@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Mon 31-05-1999 23:48 Johan Klockars wrote:
>>In article <374bba421e47215@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>
>----- snip ----- re: VDI code marking image source data when it is cached
...
>The latter methods are probably not effective, as they could easily
>waste most (all?) of the time gained by caching. Your first method

Exactly.

>'for some reason' is a wide range, so let's just agree that there are
>cases when the 'marks' will be erroneously used as if they were image
>data, and that the APPs that suffer from this are not suitable for use
>with this caching method, and the same naturally goes for those that
>make partial image updates. (eg: for animation of some image)

Yes, but I really doubt such applications are very common (as long as
only icon sized images are cached, that is).

>>For icon sized images I really don't think this is likely, but for general
>>images it might happen. If it does, just turn off the feature and live
>>with the slowdown.
>
>That is one way to do it, but if most do this, then the code serves no
>real purpose.

I don't think most people would have to turn it off (certainly not for
most programs), and in any case it's just a few lines.

>>(It would be possible to make this selectable per virtual workstation.)
>
>That would be a better way to do it, although there would have to be some
>clever mechanism for making this 'automagical'. Possibly similar to how

Preferably. I don't intend to look into this for some time, though,
since there are more important things to work on.

>this VDI feature. Your idea of enabling this feature per workstation
>could be the best solution to this. Then the user can easily eliminate
>future such problems for a given APP when any such problems appear.

Actually, depending on how third part desktops do their icon drawing,
it might be enough in many cases to enable this only for a predefined
virtual workstation.

There might be some other applications beside desktops that could benefit
from icon caching, but I can't really think of any. The same goes for
caching of large images (a picture viewer probably wouldn't do many
redraws and image drawing/processing programs do updates).

>Free icon sizes do add some complexity, but it should not be very hard,
>especially in the kind of system where you plan to add caching of all
>kinds of bitmaps. The added complexity to keep track of image sizes
>will be needed for that as well.

Adding cache support for images of size of up 96x32 could be done with
very little effort (for those I wouldn't worry about wasting space, but
would simply allocate one or more 32x32 (which is probably the most
common size) blocks for each one).
More general image caching is something to consider later.
Fonts, fortunately, are handled completely inside the VDI, so there
should be no problems with them.

>I really wanted a height of 0, so as to get a pure text label without any
>icon image data. But the desktop routines do not like icons that have
>zero size, so I had to use a height of at least 1 pixel.

;-)

>Loadable drivers, with freely available specifications, is one of the
>ways to allow more participants to contribute to such enhancements,
>with wider support than the original author can provide.

Yes. In the case of fVDI, there will even be full sources available
for the whole thing (I'm not entirely sure the mach64 sources can be
made available, but I hope so), so there's no need to start from scratch
for other devices.

>That is bad. In fact it is even stupid. If more people knew how to code
>NVDI-compatible drivers, then all graphics cards for the TT would have
>such drivers. And then all TT users with such cards would also become
>NVDI users, which many of them are not today, lacking such drivers.

Actually, NVDI doesn't really need a card specific driver to do its most
useful things - text acceleration and TrueType/Speedo/PS fonts.
Any VDI that can supply an address for a function dispatcher callable as
a subroutine can be used as a 'device driver' for NVDI (which will then
do little but rendering of text to a monochrome buffer).
Naturally, fVDI can also be used in this way (only from v0.91 or so
since I'd never seen this 'feature' of the VDI documented anywhere).

NVDI5 is probably able to do some or perhaps even all of its new
dithering etc things using such a 'background' VDI too.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

59. Wanted: STACY in UK

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: David J Sime <david.sime@pershing.co.uk>
Message-ID: <bh953.120$TM6.800@news.colt.net>
Source record: 77756

```
Anyone got a STACY for sale (preferably in the UK) ?
Cheers,
D J
```

60. Monochrome plug

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990602090030.18017.00000067@ng-cm1.aol.com>
Source record: 77757

I broke a pin on the plug for my monochrome monitor. Am I scrwed? Will I have to replace the entire unit?

61. Re: Monochrome plug

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375539DF.2674E625@directprovider.REMOVETHECAPITALS.net>
Source record: 77758

JLensbo a ï¿½crit :
>
> I broke a pin on the plug for my monochrome monitor. Am I scrwed? Will I have
> to replace the entire unit?

It depends which pin. Some pins aren't used on a monochrome monitor.
Does it work with the missing pin ?

If not, then you can either replace the connector, or take the connector
apart and just swap the broken pin with one that isn't used (pin#2 for
composite video should be ok).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

62. Re: where to buy TOS roms?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Joshua Kaijankoski <joshuak@isys.ca>
Message-ID: <hZa53.202$J01.835@198.235.216.4>
Source record: 77759

Well, in Finland there is Prisoli OY. They sell most Atari stuff. I bought TOS 2.06 US roms from there once. I forget the address and website but it's there somewhere :)

Josh

Martin-Eric Racine <q-funk@pp.fishpool.com> wrote in message news:Pine.LNX.3.96.990602130737.173E-100000@hal.fishpool.fi...
> I'm purchasing a MEGA-STE that has a German TOS which I want to
> replace with the US or Swedish TOS, but where can I buy those TOS
> roms nowadays???
>
> --
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The Atari TT030 Homepage http://funkyware.atari.org/TT030/
> --
> Intellitel Communications www.intellitel.com +358 (5) 624 3283
>
>

63. Re: HELP: Cable wiring ST video <-> SCART

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <7j3ibv$9bk@news.kdt.de>
Source record: 77760

Kees Maas schrieb in Nachricht <7ig8en$n1f$1@cenews.ehv.ce.philips.com>...
Hi,

A couple of years ago I brought my old Atari ST 1040F to my wife's school as a game computer for the children in het class. It has become the most popular computer at her school.

Yesterday she brought it back, several problems. :-(

To fix one of these problems I am looking for a wiring diagram to connect the video out of the Atari ST to a monitor with SCART connector, this because severel of the wires in the cable are loose and I don't know which wire goes where.

Please help me, my wife, and the 16 children in her class.

Thanks for reading this,

Kees Maas
Stiphout
The Netherlands

Hi Kees,

I found the diagram you need in an Atari book.

Please tell me your email, so I can send you a picture of it.

Gerald (gmb@wtal.de)

64. Program for PC mouse connected to Atari ST wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <7j3il5$9em@news.kdt.de>
Source record: 77761

Hi,

does anybody has a program or knows an URL with a program,
so a PC mouse (RS 232 C) can be used with an atari ?

Thanks in advance

Gerald

65. Re: Program for PC mouse connected to Atari ST wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37555186.F0C8A103@directprovider.REMOVETHECAPITALS.net>
Source record: 77762

```
"Gerald M.-B." a ï¿½crit :
>
> Hi,
>
> does anybody has a program or knows an URL with a program,
> so a PC mouse (RS 232 C) can be used with an atari ?
>
> Thanks in advance
>

This is in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

66. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755725e30e9f0@oden.se>
Source record: 77763

Hi Thomas,

on Tue 01-06-1999 12:03 Thomas Binder wrote:
> dlanor@oden.se (Ronald Andersson) writes:
>>
>> Even so, it is what I consider a more logical way to do it. Why use a
>> special mode if the user has not requested one for that application ?
>
>Because it save a special if-statement. Thing's internal representation
>for "no limit" is a zero, and that's excactly what shel_write() expects
>for this. So without this Geneva-workaround, I could just write the
>internal limit value to the shel_write() parameter block.

Ok, code simplification is a good reason.

>> Why is it that the default entry can not be given a memory limit ?
>> (I mean the one with the DFLT line in THING.INF)
>
>I can't recall right now, it maybe had a reason. If not, I'll change
>this for the next version.

Good, that might save a lot of us from crashes when testing progs that
'forget' to give any RAM back to the system.

>> In order to do this now one must always 'install' them first, to set a
>> limit for each particular program.
>
>Or use MiNT with a suitable MAXMEM-line in mint.cnf ;)

Yes, but I am not too fond of the way MiNT bends GEMDOS, so I avoid
using it. Those methods also make it very slow compared to MagiC,
which is what I mostly use. When I do want to use Geneva, as I
described before, I want to use it in 'stand-alone' mode.

>> They may be compatible in Geneva 6, I'm not entirely sure about that
>> yet, but they most certainly were not in older versions.
>
>Well, launching GEM apps was never a problem in Geneva, only TOS
>programs caused problems when you wanted to decide yourself whether it's
>a TOS program or not - only auto-detection worked. This was fixed for
>006 after submitting a problem report.

Even GEM APPs can use several different ways of launching, and I had some
shel_write calls that worked fine in NAES and even MTOS, but not in Geneva.
I had to change some of the arguments to make Geneva do the very same thing.
I don't remember the details now though. In any case it should not matter
anymore if Geneva 6 is now fully compatible (almost :-) with the standard.

>> It must be the Malloc limit, at least as Geneva implements it, as the
>> applications could load and start with a limit of 0.
>
>Yes, that's what common implementations use, including MultiTOS. But
>from the docs alone, you can't judge that, unfortunately.

Yes, I noticed. The text was quite vague on that.

>> I'm only partly joking above. MTOS really is a horrible mess.
>
>At least AES 4.0. 4.1 (which was never officially released) is a lot
>more useable, but also introduced new bugs ...

Yes, I know, and that is where Atari dropped the support completely.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

67. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755725e30e9f1@oden.se>
Source record: 77764

Hi Johan,

on Tue 01-06-1999 14:11 Johan Klockars wrote:
>In article <3753a9ce4f44c81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

>>The lowest 8 bytes are ROM not RAM, and should therefore generate
>>a bus error at all write attempts. The built in decoding of the
>>Falcon is not fast enough to tell the PPc about it in time, and
>
>AFAIK, you normally get a bus error if no device 'replies' to an access.

Yes, but some of the CT2 circuitry 'talks to itself' for this, so
it can ignore the signals from the Falcon. So I can write data to
these addresses without bus error and even do it in user mode. In
this example that doesn't matter, as this area really is ROM, so
nothing can be written there. But the usermode comment applies to
the next area too, with system vectors and variables. That is bad.

Centek have fixed that only by PMMU mapping, and only for TOS 7.x
mode, which never is fully stable on my system, so I don't use it.

>For significant acceleration of accesses to the normal Falcon bus.
>Everything else is independent of that decoding, naturally.
>
True. My own phrasing was unclear on that.

----- snip ----- re: The need for speed on the old Falcon bus
>
>It would not be as good as the CTII, but I don't think any other
>accelerator cards do much about this.

That is where I think they make a big mistake. It is true that
the screen scanning of VIDEL can take care of itself, and that
the CPU should rather run programs in FastRAM. But there are
many things for which ST-RAM use is inevitable. ST-RAM is
for example the only RAM that can be used for SCSI transfers,
so there will always be a need for fast massive data transfers
from this area. The same applies to all DMA based transfers.

And when CPU transfers such data out of the ST-RAM area there
can be no caching to improve speed, as cache is invalid after
DMA transfers. That is where the AB040 must really suffer in
comparison to CT2.

And don't forget that all system vectors and variables reside
here too, so that any inefficiency will also affect interrupt
service responses and other time-critical TOS operations.

(They _can_ be remapped, but with compatibility problems.)

My main point of all the above is that the speed with which
an accelerated CPU can access ST-RAM is still of very great
importance to overall system performance. And that becomes
more important still for systems used mainly for realtime
processing (eg: D2D operations, etc), and/or intensive disk
transfers.

>On the AB040, accesses on the
>Falcon bus are significantly slower than using the original '030.

I know. Due to lack of a good bus-sizer I've heard.

>>That, yes, plus the fact that many hardware registers are based on
>>triplets of bytes to form 24 bit addresses etc. These are not normal
>>ways of doing things in a machine with 32 bit busses, such as the
>>PPc was designed for.
>
>No, but as long as it's possible to do byte accesses at all, there
>is no real problem.

All the problems can certainly be solved, and im many ways, but it
is of great importance to find those ways that optimize both speed
and Atari TOS machine compatibility. And when I say the latter I
naturally mean the only TOS machine that Atari designed to use the
full address bus width, the TT030. It is always that address map,
or rather its rules and principles, that should be applied when
expanding the address width of a Falcon system.

Then the optimum compatibility will be achieved.
It will never be total, but it should be optimal.

IMHO CT2 as well as all other accelerators I've heard of have failed
in achieving that particular goal. Perhaps Tempest can do better ?

>>Recently designed chips are usually quite expensive at first.
>
>Well, microcontrollers usually aren't all that expensive, anyway.

My comment referred to the PPc, after you contradicted its high
age claimed by Robert Goldsmith.

But I see your point on the microcontrollers anyway, and it is valid,
but don't forget that their contents must be developed and debugged,
and that must be done by highly qualified technicians and programmers.
That is always expensive.

----- snip ----- re: PPc emulator 15 times faster than 32MHz '030

Ok, since I have no direct experience of these processors I'll just
have to suspend my doubts for the time being. I naturally want it
to be as fast and efficient as possible. The more great stuff that
is made available for the platform, the longer will it live. That

is to my benefit regardless of whether I myself get that equipment
or not.

>With 16+16kbyte cache, you shouldn't have to worry all that much about
>cache misses, anyway (depending on what you're doing, of course).

Of course. There are cases where huge data will be uncached, as I
described above. But for cachable data it should be very effective.

>Theoretically (assuming single cycles access times), a 100 MHz SDRAM
>can deliver 800 Mbyte/s, which should be plenty...

Isn't that a bit like specifying an eternal access burst on EDO SIMMs ?

>(I'm not saying that a 603e can get that kind of speed. It obviously
> won't get anywhere near under 68k emulation.)

The main point however is that it will be have much faster RAM than
any other accelerator.

----- snip ----- re: context switching, emulator mode & native mode
>>
>>That is one way of doing it, and I can think of others too, but the
>>big question here is not what can be done. It is: are they doing it ?
>
>If they aren't, I'll make sure they do. ;-)
>Anyway, it would be a simple thing to add at any point in time.

For the implementors, certainly. But it were best done before any
units are sold. Else there will be a lot of angry customers.

----- snip ----- re: more on context switching
>
>Again, a simple thing to do (implementing it in the first case, that is,
>not the patching), which I'd dare to guarantee will be possible.

I agree, it should be.

>>What good is a raw compiler without the support libs for the
>>new machine ?
>
>Just about every single library I've seen for the Atari has been
>completely (or almost so) C code, so what's the problem?

With well implemented context switching, applied as I described in
another post on 'wrapper functions' for the same purpose, it would
be possible to make gradual updates of virtually any libs and other
code, as unconverted functions would remain compatible with those
that have been converted. And by using reserved opcodes, as you
suggested, the context switching cost would be completly negligible.
(The same cost as a single NOP in fact.)

This also offers the first real hope of efficient debugging, as
all functions, both converted and unconverted, can cooperate with

all others, even in unrelated APPs or system functions.

Thus any software can be gradually converted, with testing of each converted component before going on to the next. That method is often capable of efficient debugging even without using a debugger.

>There would be no problem calling the standard TOS routines, as
>long as there is a way to switch over from PPC mode to emulation.

As far as we have now developed the ideas, and assuming that the 'multiprocessor' idea has been dropped, I do agree with you. It would also be no major problem then to gradually develop new, at first very partial, replacement overlays for BIOS, XBIOS and GEMDOS functions.

>>A hybrid lib is possible, switching back and forth between
>>native and emulation mode (to use gemdos etc), but it would,
>>as I said before, be a major development project in itself.
>
>Why?

That idea of a hybrid lib was simply my first glimpse of the idea that has now been developed into an idea for how to gradually convert any lib, or any other code, function by function.

>If the emulator itself works, there is very little more that needs
>to be done. I'm not saying that it will be an easy job to get the
>emulator 100% correct, though.

True, but if it can be done reasonably well in emulators for Intel processors (and it can), then it should at least be a lot easier to do it with a logically structured processor.

----- snip ----- re: negative effects of keeping the old '030 active

>>Agreed, but what can it do then ? The running software has reached a
>>point where access on the Falcon bus is needed, so what _good_ does it
>
>If the chip really needs access to the Falcon bus, there's of course
>nothing that can be done. The point is that you can go for a long time
>without needing that.

Yes, but every time that need arises an arbitration delay will occur, with timing based on the CPU speed of the old processor. That wastes a lot of the PPc power, and for repeated access this can happen over and over, as the old CPU will 'bounce back' as bus master each time that the PPc releases XBGK (BGACK).

The only way to eliminate these delays is to keep the CPU disabled all of the time, except in some special cases where it seems impossible to need to access that bus. But used in that way the CPU can't make any worthwhile contributions anyway.

>>then do that the tempest can access internally. It can't even service
>>any system interrupts, as those arise on the Falcon bus and will be
>>seen and handled by the old CPU when that is bus master. And that in
>
>Problems like that may indeed be difficult to handle.
>I wouldn't really bet on the dual processor thing being very useful
>even if it works.

I agree, and I really don't think it would ever work well.
I think we agree more or less fully on this now, so I'll cut some
of the passages below where this is merely confirmed again.

>>And how then do you make a CPU that may not use the operating system
>>at all obey your commands ?
>
>Give it a job to do in some way, for example by placing some kind of
>command in a given memory location that gets checked from time to time.
>Not overly efficient, but it would work.

That part is true, but you are forgetting something. This method
presumes that the CPU has somehow reached a stable program where
it is looping and awaiting some command semaphore. But how did
it get there ? Only one CPU can go through the boot process, and
that willbe the PPc. Who bootstrapped the CPU to its command loop,
and how was it done ?

There are ways to do it, but they are really not worthwhile.

>>Believe me, trying to let the old and slow processor work safely in
>>parallel to the main tempest CPU will cost so much extra ST-RAM access,
>>that all the work savings the old processor can provide will not repay
>>the losses, and much less gain us anything.
>
>No, the original processor would be rather useless, that's true.
>Something like an AB040 or CTII on the other hand might be nice to have.

True, but I think the incompatibility problems would be prohibitive.

>A PPC MiNT kernel (not to mention VDI and AES) would definitely be a
>good idea in any case. Fortunately, there isn't all that much assembly
>in MiNT, so it should be doable.

With the new ideas even assembler routines can be converted one by one.
All it takes is for someone with intimate knowledge of PPc coding to
write a collection of macros that implement a useful set of the PPc
instructions. Naturally that collection too can be gradually extended.

This might even be more efficient than a dedicated PPc assembler in
some ways, as that would require either that source files be split,
or that the whole lot be assembled in one go. (No gradual tests.)

>>That is the main design weakness of a standard Falcon, that
>>VIDEL blocks the CPU not only from updating screen, but also
>>from accessing anything else in ST-RAM when VIDEL is doing an

>>access burst, and in high resolutions that happens *often*.
>
>Well, there is only one ST-RAM so it obviously can't be accessed by
>two devices at once. I certainly would have liked to have some kind
>of FastRAM, though (I do now of course with my AB040).

Yes, FastRAM makes a huge difference, as accesses are not in any way
affected by the load on VIDEL. For that reason FastRAM would be
a priority even without CPU acceleration.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

68. Re: Last Flash..

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755725e30e9f2@oden.se>
Source record: 77765

Hi Robert,

on Tue 01-06-1999 17:58 Robert Schaffner wrote:

>> I assume that you installed the german version,
>> whereas I installed the english one, so that
>> might explain the difference, if there is some
>> bug in the german version.
>
>Hm, why they are not eliminate this bloody bug? :-)

Good question.

>> Btw: I hope you did install the new Putflash
>> program too, as the Centek post stated that it
>> was needed to use the new Flash binaries.
>
>Yes, also i used the latest Putflash release.
>
>I try to flash the english release. Whatï¿½s new in there?
>Missing allways the read_file..

Sorry, I know no more than you of what they did,
but it did appear to make my system boot with a
little better stability.

For the first time I could even boot MagiC in the
TOS 7.x mode and continue for quite a while, in
some cases even a few hours, without bombing.
That was an improvement, but not good enough.

Using TOS 4.x and Maddalt to activate FastRAM I
get identical speed, but perfect stability. I
have run MagiC for several days without bombs
in this mode.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

69. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755725e30e9f3@oden.se>
Source record: 77766

Hi Didier,

on Tue 01-06-1999 17:55 Didier MEQUIGNON wrote:
>On 1 Jun 1999 01:33:01 G, Ronald Andersson wrote:

----- snip ----- re: my CT2 instabilities under TOS 7.x mode

>>>My system is stable with TOS 7.x, I can't use TOS 4 because I can't
>>>boot on my old IDE disk (with delay on IDE checked).
>>
>>I see. Well. then it's very good luck that you can use 7.x mode stably.
>>I just hope this luck holds during the summer, as my own problems are
>
>Summer...humm..look lines under...

Yes, I'm quite worried myself as to whether my system will work in july
and august. After all, I know it wouldn't work even now in TOS 4.x if
I were to remove my extra fan. (2 minutes max before a freezeup)

>>such that increased heat worsens the problems.
>
>You know that when MMU is used, you obtain more heat ???!!!
>I can't see other differences between TOS 4.0x and 7.0x !

No, I didn't know that ! I suppose it makes some sense of course,
since the more complex mapping of TOS 7.x would increase the ATC
cache misses, leading to more intense bus activities in that area
of the chip, possibly overheating some nearby logic, such as the
ATC entry matching logic. And of course, if that 'goes' nothing
can work, and the CPU will probably halt very shortly.

>>----- snip ----- re: my CT2B problems in TOS 7.x mode
>>>
>>>What is symptoms ?
>>
>>Spontaneous freezing and/or bombing, with no apparent 'provocation'.

And that does fit very well with the scenario described above.

>I have only seen a problem Saturday with 25 degrees in my room, a freezing
>(mouse cursor disapears) during an transfert with CAB on-line (an archive).
>So I have removed CPU cooler, and installed an industrial fan at vertical
>right of 68030 (on 25.175 oscillator). I use always FALCON's box, I have
>measured 38 degrees on power-supply before modification with 22 degrees in
>my room and now I obtain with same temperature :
>- Outside cartrige-port : 26 degrees.
>- On power-supply : 32 degrees.

>- On the groove above F4-F5 keys : 24 degrees
>- On floppy disk : 21 degrees
>I think it's better to cool all CT2 than only 68030 (I think to Lattices...).

I definitely agree. IMHO it it the Lattice ispLSI chips that are alone
responsible for most of both the heat generation and the heat sensitivity
of the CT2. If I angle my fan in any other way than blowing cool air
directly at them, then they quickly get very hot, and then the system
eithr bombs or freezes.

Have you tried measuring the tempereature of the Lattice chips too ?

>>>Maybe low level of DSACK0 is bad. For test it I have connected trigger
>>>input of my scope to XHACK (U44) and normal input to DSACK0 signal.
>>
>>That is highly unlikely. 74F outputs are very strong, more than six times
>
>I search an explanation...

Ok.

>>stronger than a corresponding 74LS output. and the diode I use should have
>>a voltage drop of appx 200 mV at the given current. The output should not
>>exceed 500 mV, and that is well out of any 'risky' regions.
>
>Mabye a little voltage exist between ground of CT2 (FPU) and ground of U44.
>Now I think than better solution is your LS38.

Perhaps, but 74F is both faster and stronger than 74ALS which is faster
and stronger than 74LS.

>>Yes, Aniplayer does work when booted in hicolour mode and viewing MPEGs
>>with my hardware DSP patch active, and DSP_IRQ removed.
>
>It's a bad example, I use only DSP interrupt for files AVI/MOV with codecs
>Cinepak (cvid), Apple Video (rpza), Micro$soft Video 1 (cram8) for better
>transferts from/to host port.

Oh, I don't have any such animations. The AVI animations I have are iv32
and some other similar type (I forgot the precise name).

This means I still don't know if the patch works properly or not.

>>----- snip ----- re: INTERDSP connection methods.
>>
>>Ok, I see what you mean now. I too have used such connection methods in the
>>past, and they do have a serious drawback. As several different metals are
>>involved, touching each other, corrosion of some kind (mainly oxidization)
>
>You works on your falcon outside your house :-) ?

No, but there is some oxygen inside as well. (despite my smoking :-)
Where there is oxygen and different metals, there will be oxide.

70. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7j3rgc$fm8$1@wanadoo.fr>
Source record: 77767

Hi Ronald,

On 2 Jun 1999 17:08:06 G, Ronald Andersson wrote:
>on Tue 01-06-1999 17:55 Didier MEQUIGNON wrote:
>>On 1 Jun 1999 01:33:01 G, Ronald Andersson wrote:

About CPU-Cooler...

>>I have only seen a problem Saturday with 25 degrees in my room, a freezing
>>(mouse cursor disapears) during an transfert with CAB on-line (an archive).
>>So I have removed CPU cooler, and installed an industrial fan at vertical
>>right of 68030 (on 25.175 oscillator). I use always FALCON's box, I have
>>measured 38 degrees on power-supply before modification with 22 degrees in
>>my room and now I obtain with same temperature :
>>- Outside cartrige-port : 26 degrees.
>>- On power-supply : 32 degrees.
>>- On the groove above F4-F5 keys : 24 degrees
>>- On floppy disk : 21 degrees
>>I think it's better to cool all CT2 than only 68030 (I think to Lattices...).
>
>I definitely agree. IMHO it it the Lattice ispLSI chips that are alone
>responsible for most of both the heat generation and the heat sensitivity
>of the CT2. If I angle my fan in any other way than blowing cool air

You're right. At factory all VME cards works without CPU-Cooler.

>directly at them, then they quickly get very hot, and then the system
>eithr bombs or freezes.

A bad idea this CPU-Cooler...

>Have you tried measuring the tempereature of the Lattice chips too ?

No I have closed box, all tests are made with the cover.

>>>Yes, Aniplayer does work when booted in hicolour mode and viewing MPEGs
>>>with my hardware DSP patch active, and DSP_IRQ removed.
>>
>>It's a bad example, I use only DSP interrupt for files AVI/MOV with codecs
>>Cinepak (cvid), Apple Video (rpza), Micro$soft Video 1 (cram8) for better
>>transferts from/to host port.
>
>Oh, I don't have any such animations. The AVI animations I have are iv32
>and some other similar type (I forgot the precise name).

Do you want a little file (< 100 KB) for test it ?

About MGPL-110, I havn't found this program on my usuals FTP, please send my this program, thanks.

>This means I still don't know if the patch works properly or not.

OK. Now I understand.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

71. Re: FS:A bunch of Atari ST hardware... AUCTION

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7j3rk8$l4v$2@news8.svr.pol.co.uk>
Source record: 77768

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:3754B714.15C0@geocities.com...
> * L E T ' S G E T O N E T H I N G S T R A I G H T *

> What do the rest of you think? I think proper labling of sale/auction
> items is key in any newsgroup.

Yes, agreed. I thought we sorted this out some while ago.

72. Re: where to buy TOS roms?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <375549AF.54CF73B0@ping.be>
Source record: 77769

Martin-Eric Racine a *crit :

> I'm purchasing a MEGA-STE that has a German TOS which I want to
> replace with the US or Swedish TOS, but where can I buy those TOS
> roms nowadays???

Bestelectronics of course Martin !

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

73. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375567669313eb71@holleman.demon.nl>
Source record: 77770

on Wed 02-06-1999 10:10 Krzysztof Maj wrote:

>
>On Mon 31-05-1999 04:19 (GMT) Louis wrote:
>
>>yup, an FTP program would do the trick. If cab-ftp can't upload (???),
>>then fetch aFTP from http://www.pwp.cz/atack/prodlist.htm then click the
>>zipfile for the Sting version.
>
>After starting aFTP I cannot enter any menu nor exit the programm.
>The only solution is to reset a computer. The same was with the
>previous versions of aFTP. What is the reason?
>Programm is in version for STiNG.
>My stuff is: MEGA STE 4MB, single TOS 2.06, monitor mono.
>
Krzysztof, it could be the TOS version, tho' I'm not sure. Requirements
speak about an AES version of 3.40 at least... so this is just a wildguess.
Actually, I never tried aFTP under singleTOS (3.06 here), just with MagiC
and Mintnet.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

74. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375567669313eb70@holleman.demon.nl>
Source record: 77771

on Wed 02-06-1999 09:32 Maurits van de Kamp wrote:

>Chris Cracknell wrote:
>
>> my webpage for about a week or so at this URL. If anyone wants to archive
>> it on another site feel free to do so. Maybe someone will put together a
>> webpage dedicated to Atari ST Hentai programs with a special section for
>> Strip Poker disks.
>
>Anyone got a girlfriend who is willing to sacrifice herself for the
>Atari scene? ;))

Hi, hhmmmm, BAD idea...! Better ask for EX-girlfriends :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

75. Re: Transfer-Coding Base64

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37558bfc34902e0@ping.be>
Source record: 77772

on Tue 01-06-1999 21:26 Nigel Williamson wrote:

>Hi, Can anyone please tell me where I can get the Atari version of the
>transfer-coding prog base64. This is being used by Windows progs to send
>msgs which can be automatically decoded by the appropriate MSoft Windows

I thought Oasis 2 had inbuild base64 decoder.
I should say use a more up-to-date mail/newsreader like Okami and Newsie
and you won't have any trouble anymore to decode base64 messages.
Anyway you can find Esscd64.zip on the Belgium ftp-server
chapelie.rma.ac.be in atari/archivers.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

76. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37558bfc34902e1@ping.be>
Source record: 77773

on Wed 02-06-1999 10:10 Krzysztof Maj wrote:

>
>On Mon 31-05-1999 04:19 (GMT) Louis wrote:
>
>After starting aFTP I cannot enter any menu nor exit the programm.
>The only solution is to reset a computer. The same was with the
>previous versions of aFTP. What is the reason?
>Programm is in version for STiNG.
>My stuff is: MEGA STE 4MB, single TOS 2.06, monitor mono.

I'm sorry to say but I think your OS is too outdated to run aFTP.
aFTP needs at least AES v. 3.30 to run properly. Which AES do you have?
TOS 3.06 for instance has AES 3.20.
You also need a desktop that supports the AV protocol (Thing 1.27).

IMHO it's time to invest some money in a more up-to-date OS like Geneva,
N_AES, MagiC. You surely won't regret the update as more and more program
are relying on a modern OS.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

77. SV: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7j400f$f1p$1@cubacola.tninet.se>
Source record: 77774

Steve Lugovsky <steve@hitec.com> skrev i
diskussionsgruppsmeddelandet:928268966.250.4@news.remarQ.com...
>
> Sorry I didnt say this before but howbout the SC1224? I've seen a few of
> those for sale on eBay and was wondering if they would fill the need. If
> so, is there an adapter for that model?

You can use the SC1224 on a Falcon, but it's a waste. Rather buy a standard VGA monitor, or maybe a SM124, at least for serius work.

Whatever monitor you buy must have an appropriate adapter to the D-sub 19 video port of the Falcon. Atari Corp. thought it would make life too easy for Falcon owners to have a standard VGA connector in the chassis. Ordinary VGA and SVGA monitors could then be plugged in straight. And we don't want that, do we? (...) The SM124 and SC1244 would still need adaptors, but that would be a minority of total users.

How about Mac monitors? Anyone tried that?

I've used a Sony GDM20E20 which has the peculiar Sun connector. An adapter to SVGA is connected to that one, then another adapter is connected to that adapter, F030 to VGA.

There ought to be a pool of extended settings for the Videl chip in combination with different monitors. Would help make the most out of each combination.

MG

78. Cubase Requirements

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: link <cushman@execulink.com>
Message-ID: <3755B5EE.1B10@execulink.com>
Source record: 77775

Hey,

I have a 1040stF (What the "F" means i dont exactly know). Anyhow, is it capable of running st versions of cubase? Im not sure exactly what the spex are.

thanx

lincoln w. cushman
cushman@execulink.com

79. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c21@oden.se>
Source record: 77776

on Tue 01-06-1999 17:06 Dan Wilga wrote:

----- snip ----- re: problems with Thing under Geneva 6
>
>Hmmm... I thought I had tested Geneva with Thing a long time ago. I'll try
>to remember to look at this again.

This problem has been explained in other posts, but I'll repeat the conclusion here (in case you missed those).

Under multitasking Thing uses the shel_write variant that allows for setting a Malloc memory limit for the new application to be started. The default setting, used when a limit of zero is passed, should be that the program will not have any memory limit. Geneva instead sets a limit of zero bytes, which causes most programs to fail.

This problem only occurs when Geneva is used 'stand-alone', without MiNT that is, presumably because the Psetlimit function is used instead when doing the same thing under MiNT. It is Psetlimit which is defined to enforce no limit when the passed limit value is zero, so you will not find this info in all AES docs, as Psetlimit is MiNT gemdos, not AES.

Thing has a patch for this, and will have a workaround in next version, so there is no emergency status on this problem now, but it should be fixed for future Geneva releases anyway.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

80. Re: where to buy TOS roms?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c23@oden.se>
Source record: 77777

Hi Martin-Eric,

on Wed 02-06-1999 13:09 Martin-Eric Racine wrote:

>I'm purchasing a MEGA-STE that has a German TOS which I want to
>replace with the US or Swedish TOS, but where can I buy those TOS
>roms nowadays???

According to Mille Babic, you will attend NAS-99, and there you are bound to
meet lots of people who can get you a swedish TOS 2.06 (eg: Martin Graiter).
I'm not sure if I'll be there myself though, it depends on a lot of things,
I'm not yet sure of. If I do attend, then I too can fix it for you.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

81. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c22@oden.se>
Source record: 77778

Hi 'Phantomm',

on Wed 02-06-1999 01:03 Phantomm wrote:

>Just got my CT2 v.B and I must say, its a nice looking board! :)

It is, and it gives great speed too, but take very great care in the
installation. Else you can scratch it all up on the 'experience' account.

This is not a project where shortcuts pay off. Take your time and do it
properly, thinking each step through before carrying out any of them.

NB: Centek themselves have reevaluated the installation difficulty and
will not deliver the next CT2 series to private customers for DIY
installation. They will have to send their Falcon motherboards to
Centek (or retailer) instead. All according to their latest mailpost.

>Even the disk that came with it Works! ;)

Good, because after the physical installation you must install the Flash
boot code. Without it, you can only use 16MHz compatibility mode safely.
Most boards come with pre-installed Flash contents though. (from tests ?)

>Before I start the installation, was wondering if there is any thing
>I should change or look out for that is not documented.

1: Fat capacitor

With CT2 in a position above the place where it will be installed, look
below the right edge of the CPU. There will be a fairly big capacitor
there. The size of this can vary, and some are so 'fat' that it will
prevent proper seating of CT2 in its connectors, because one of the
plastic clamps holding the CPU fan in place comes down on the middle
of that capacitor. If any attempt is made to 'push home' the CT2 at
this stage, it can damage the CPU and/or the CT2 board.

I had this problem, and fixed it by carefully snipping off the bottom
part of that plastic clamp.

2: High fan

The CPU fan is too high. Even when it is slid down to its lowest
position (it can slide up and down a little), it is still too high
to avoid touching some components on the keyboard, when that is
reinstalled.

I solved this by opening the keyboard, desoldering the resistors,
and then mounting them on the opposite side of the keyboard PCB,

so they will be inside the keyboard housing. That worked fine,
but don't do it if you have never opened an Atari keyboard before,
or at least be extremely careful. There are individual parts for
each key and they will be loose when keyboard PCB is removed, and
it is extremely easy to lose some of them. Also, take great care
not to damage the LEDs, as is easily done if not thinking of them
when removing the PCB.

If you can't or won't make this modification you'll have to do what
Centek recommend, which is to simply ignore the fact that keyboard
presses down on the CT2 CPU fan.

3: Shield plates

The top shield plate that covers the area above the expansion
connectors can not be reinstalled with CT2 installed. I chose
to cut away the parts that conflict with CT2, and keep all
the rest, including most of the PSU shield cage. This is because
I care about shielding both against HF RFI and against HV pulses.

This modification does demand special tools, and experience in
using them, so some people may prefer to just leave these shields
off when CT2 is installed. I know many do that even without it.

4: flat cable type

The documents clearly refer to a high quality multi-stranded type
of flat cable being used for the installation. Nevertheless, the
type delivered with my CT2 was a chep singlestranded type, not at
all suitable for individual connection to soldered joints, where
any bending back and forth of it will break that single strand.

I decided to use it anyway, so they wouldn't give me trouble later
about not having installed my CT2 'as supplied', but be very careful
with how you use it, and *never* remove insulation in such a way
as to leave that single strand 'nicked'. Else it will definitely
break at that point very soon.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

82. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c24@oden.se>
Source record: 77779

Hi Louis,

on Wed 02-06-1999 10:10 Krzysztof Maj wrote:
>On Mon 31-05-1999 04:19 (GMT) Louis wrote:
>
>After starting aFTP I cannot enter any menu nor exit the programm.
>The only solution is to reset a computer. The same was with the
>previous versions of aFTP. What is the reason?
>Programm is in version for STiNG.
>My stuff is: MEGA STE 4MB, single TOS 2.06, monitor mono.

aFTP requires that a competent AV_SERVER is installed, and running
in parallel to aFTP. This means you need multitasking and a desktop
with a good AV_SERVER implementation. The best available is Thing.

So, with Thing, and either of MagiC, NAES, Geneva, aFTP works fine.

NB: for error free use with Geneva without MiNT,
Thing will need the patch discussed in recent posts.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

83. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c26@oden.se>
Source record: 77780

Hi Johan,

on Wed 02-06-1999 11:57 Johan Klockars wrote:
>In article <3753a9ce4f44c82@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>
>>'for some reason' is a wide range, so let's just agree that there are
>>cases when the 'marks' will be erroneously used as if they were image
>>data, and that the APPs that suffer from this are not suitable for use
>>with this caching method, and the same naturally goes for those that
>>make partial image updates. (eg: for animation of some image)
>
>Yes, but I really doubt such applications are very common (as long as
>only icon sized images are cached, that is).

Agreed.

>>>For icon sized images I really don't think this is likely, but for general
>>>images it might happen. If it does, just turn off the feature and live
>>>with the slowdown.
>>
>>That is one way to do it, but if most do this, then the code serves no
>>real purpose.
>
>I don't think most people would have to turn it off (certainly not for
>most programs), and in any case it's just a few lines.

Sure, I just wanted to say that simply turning it off or on for the whole
system would not be very useful.

>>>(It would be possible to make this selectable per virtual workstation.)
>>
>>That would be a better way to do it, although there would have to be some
>>clever mechanism for making this 'automagical'. Possibly similar to how
>
>Preferably. I don't intend to look into this for some time, though,
>since there are more important things to work on.

Ok by me.

>>this VDI feature. Your idea of enabling this feature per workstation
>>could be the best solution to this. Then the user can easily eliminate
>>future such problems for a given APP when any such problems appear.
>
>Actually, depending on how third part desktops do their icon drawing,
>it might be enough in many cases to enable this only for a predefined
>virtual workstation.

But under various multitaskers you can't identify such things merely by
the starting order. There may be any number of GEM programs started
before the 'Desktop'.

>There might be some other applications beside desktops that could benefit
>from icon caching, but I can't really think of any. The same goes for
>caching of large images (a picture viewer probably wouldn't do many
>redraws and image drawing/processing programs do updates).

Why not ? You seem to be assuming that only one picture is being viewed,
but there could just as well be a whole sheaf of them, each in its own
window. I often do this when viewing illustrations that all belong to
the same main document or hardware project. I also quite often use CAB
with many windows. (Not just frames, but fully separate browser windows.)

>>Free icon sizes do add some complexity, but it should not be very hard,
>>especially in the kind of system where you plan to add caching of all
>>kinds of bitmaps. The added complexity to keep track of image sizes
>>will be needed for that as well.
>
>Adding cache support for images of size of up 96x32 could be done with
>very little effort (for those I wouldn't worry about wasting space, but
>would simply allocate one or more 32x32 (which is probably the most
>common size) blocks for each one).
>More general image caching is something to consider later.
>Fonts, fortunately, are handled completely inside the VDI, so there
>should be no problems with them.

Agreed.

>>Loadable drivers, with freely available specifications, is one of the
>>ways to allow more participants to contribute to such enhancements,
>>with wider support than the original author can provide.
>
>Yes. In the case of fVDI, there will even be full sources available
>for the whole thing (I'm not entirely sure the mach64 sources can be
>made available, but I hope so), so there's no need to start from scratch
>for other devices.

That is a commendable approach.

>>That is bad. In fact it is even stupid. If more people knew how to code
>>NVDI-compatible drivers, then all graphics cards for the TT would have
>>such drivers. And then all TT users with such cards would also become
>>NVDI users, which many of them are not today, lacking such drivers.
>
>Actually, NVDI doesn't really need a card specific driver to do its most
>useful things - text acceleration and TrueType/Speedo/PS fonts.
>Any VDI that can supply an address for a function dispatcher callable as
>a subroutine can be used as a 'device driver' for NVDI (which will then
>do little but rendering of text to a monochrome buffer).

But how is the linking to NVDI to be done then, and in such a way that
the appropriate subroutine will be used for various special resolutions ?

And how should such a function dispatcher be designed to be compatible.
(Required functions, parameter passing, result passing, etc.)

>Naturally, fVDI can also be used in this way (only from v0.91 or so
>since I'd never seen this 'feature' of the VDI documented anywhere).
>
>NVDI5 is probably able to do some or perhaps even all of its new
>dithering etc things using such a 'background' VDI too.

That is possible, but without specifications for the interface it is
useless to any third-party developers.

Hmmm, if you have implemented a compatible interface, then your docs
should also be suitable for drivers intended for NVDI. Correct ?
If so, exactly where in your docs can this be found ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

84. Re: Transfer-Coding Base64

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: nigel@littlec.demon.co.uk
Message-ID: <37579464_000036_OASIS_NEWS@littlec.demon.co.uk>
Source record: 77781

Hi, Thanks very much for both your very useful replies to my query re base64. My version of Oasis 2 is activated as far as sending out msgs in base64 but the decoding command is greyed out and not operative. My UUdecoding is operated using a separate prg on a disk from Goodmans. Cheers, Nigel Williamson.

--

---

nigel@littlec.demon.co.uk running an STFM with 4Mb RAM and 100Mb HD with MagiC 5.1 and NVDI 2.5.

---

85. Re: Program for PC mouse connected to A

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37559dd7$0$10846@news.zetnet.co.uk>
Source record: 77782

On 2 Jun 1999 17:45:10 , Nicholas Bales wrote:
>
>
>"Gerald M.-B." a crit :
>>
>> Hi,
>>
>> does anybody has a program or knows an URL with a program,
>> so a PC mouse (RS 232 C) can be used with an atari ?
>>
>> Thanks in advance
>>
>
>This is in the Quick FAQ.
>

```
Alternatively use a converter to plug it into the mouse port....no software
incompatibilities that way...

chrisc
```

86. Re: Cubase Requirements

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37559ea3$0$10846@news.zetnet.co.uk>
Source record: 77783

On 2 Jun 1999 15:53:34 , link wrote:
>Hey,
>
>I have a 1040stF (What the "F" means i dont exactly know). Anyhow, is it
>capable of running st versions of cubase? Im not sure exactly what the
>spex are.

It'll run version 2 OK, version 3 might run, but with next to nothing left for file space. If you have a lot of stuff version 2 will run out on as 1Mb machine, it always did on mine occasionally....lose all the Acc's you can, just keep the delay calculator and NVDI, if you have a memory problem then you'll have to lose them....try to get a memory upgrade from somewhere...

The <F> stands for <Fl;oppy>....your ST has an internal floppy but no TV modulator..

chrisc

87. ROMBO Vidi ST / Splitter

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: stuart@reverend.demon.co.uk
Message-ID: <3755bb83.2160968@reverend.demon.co.uk>
Source record: 77784

Hello all,

I've got a ROMBO VIDI ST digitising cartridge and RGB colour splitter
for the first person who asks for it.

People in the UK can have it posted to the for FREE!

People outside the UK will, unfortunately, have to pay their own
postage.

So, don't delay - email me today.

Stuart.

Stuart Peters
Rochester, Kent
United Kingdom

88. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3755bbd4$0$10478@news.zetnet.co.uk>
Source record: 77785

Hi all!

Going off on a slightly different tack, I thought that you might be interested to know that I've put the maps for the original DM on my website.

Go to http://www.users.zetnet.co.uk/jfhaslam/download.htm for them!

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

89. "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3755BF54.63613129@cheta.net>
Source record: 77786

When I used MiNT .095 I could use partitions up to 256mb. I now need to access BGM partitions under TOS 1.2. I have an ICD Link II interface and am useing ICD drivers as I am unaware of any (free) replacement drivers. The adscsi manual that came with my link II says I can use BGM partitions but TOS won't mount them. What do I do?

90. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j4fl7$1jj$1@nyheter.chalmers.se>
Source record: 77787

In article <3755994e2179c26@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Wed 02-06-1999 11:57 Johan Klockars wrote:
>>In article <3753a9ce4f44c82@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>But how is the linking to NVDI to be done then, and in such a way that
>the appropriate subroutine will be used for various special resolutions ?
>And how should such a function dispatcher be designed to be compatible.
>(Required functions, parameter passing, result passing, etc.)

Actually, the thing NVDI wants is the normal VDI dispatcher, only
callable as a subroutine (that is, it can't end with RTE).
The interface used for the text output is the standard vrt_cpyfm().

Even the original Atari VDI can supply an address to such a routine,
so the 'trick' with removing NVDI's device drivers work with that too
(but it will of course be quite slow). I assume this has always been
used by the various GDOSes.

It's of course easy to call an underlying VDI even without such a
subroutine address, by faking a TRAP #2. This costs a couple of extra
instructions, but that is usually completely negligible. Actually, in
fVDI the subroutine in question does just that.
I've been calling the old VDI this way since day one in fVDI, as I
didn't implement all the necessary functions (even now a few things
(for example the vector exchange and mouse/keyboard input functions)
are delegated).

>>NVDI5 is probably able to do some or perhaps even all of its new
>>dithering etc things using such a 'background' VDI too.
>
>That is possible, but without specifications for the interface it is
>useless to any third-party developers.

But the interface in question is the normal VDI calls. For the dithering
functions I'd assume that a vro_cpyfm() is used.

>Hmmm, if you have implemented a compatible interface, then your docs
>should also be suitable for drivers intended for NVDI. Correct ?

No, this is quite separate from the normal NVDI device driver concept
(which seems similar to the one fVDI uses).
With the 'background VDI' method, NVDI isn't really involved in most
of the operations at all, it simply passes them straight through. The
device drivers on the other hand can take over specific functions
(I think the standard screen mode ones only handle colour palette setting

and perhaps a couple of similar things).

>If so, exactly where in your docs can this be found ?

There's aren't any actual fVDI programming docs at this time, only
some example source code.
IIRC, the undocumented 'return dispatcher address' VDI call is accessed
by handing in -1 instead of $73 in register d0.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

91. Re: Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7j4e8f$1r6e@enews1.newsguy.com>
Source record: 77788

On 30 May 1999 04:39:54 , Neil Roughley wrote:

>You could have at least taken out my comments in the st.gif used on this
>page. Load it into a text editor and look at the header :-^
>
>Ironically it took me longer to figure out how to add comments to gifs
>using qed in binary mode than it did to do the actual graphic (scanned
>from an old CompuServe advertisement).
>
>If you're intent on using the graphic, I'll create a version that blends
>in with your page's specific background color.

Sorry Neil, I didn't know that was your pic. Prior to even starting my web page (over the last couple of years), I've grabbed sooo many Atari-related images off the web I don't remember where they all came from. I just had a folder full of Atari-related images, and threw that one up for that page at the time.

And as far as comments, I guess I never realized or noticed you could put something in there - as I don't often view GIFs in a text editor! :^)

I'll replace the picture with something else if you like (don't want to offend anyone). I've got a scanner, and tons of old COMPUTE and video game magazines, and I had planned to get some good Atari material from there anyway.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

92. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Alyre Chiasson <chiassa@umoncton.ca>
Message-ID: <3755D21B.61355D0E@umoncton.ca>
Source record: 77789

I am impressed, you are right on the mark. It is the control key. I will
check out the traces as you suggested.

Thanks

Alyre

Martin-Eric Racine wrote:
>
> > Can a TT keyboard be used on a Mega Ste.
>
> MEGA-ST, MEGA-STE and TT keyboards are all compatible.
>
> > Also is it possible to repair a dead key on an Mega Ste keyboard
> > and if so what do you look for, take apart and replace?
>
> It probably is the Control key, right?
>
> Anyways, near the metal shield's edge, you'll see that some
> traces might be broken (use a magnifier glass to spot the
> exact place of the break) and needs fixing.
>
> This can be done using a tiny #30 wire (as described in a
> Mario Becroft text once found on my TT FAQ - I'll have to
> run it through an HTML filter and put it back soon) or with
> highly specialized conductive fluid (looks like some silver
> photocopy corrector fluid).
>
> Otherwise, Best Electronics sells their own replacement
> mylars, made of a slightly thicker and thougher material.
>
> http://www.best-electronics-ca.com/
>
> --
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The Atari TT030 Homepage http://funkyware.atari.org/TT030/
> --
> Intellitel Communications www.intellitel.com +358 (5) 624 3283

93. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7j4cl2$h0q@james.hwcn.org>
Source record: 77790

In article <3754DDFA.69CB0CA4@SPAMBLOCKbassment.demon.nl>, Maurits van de Kamp
<maurits@SPAMBLOCKbassment.demon.nl> wrote:

>Anyone got a girlfriend who is willing to sacrifice herself for the
>Atari scene? ;))
~^

Indeed! We must show the rest of the computer world that though our computers
may be old they can still be just as hentai as theirs can.

Keep them Atari joysticks pointing up.

CRACKERS
(And may your disks never be floppy from hell!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

94. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7j4cl4$h11@james.hwcn.org>
Source record: 77791

In article <7j2r8jovt1@pegasus.csx.cam.ac.uk>, "Stephen Moss" <sgm23@eng.cam.ac.uk>
wrote:
>Chris Cracknell wrote in message <7j179f$sgg@james.hwcn.org>...

>Ok there has been a lot of discussion about this and suggestions that we can
>use other images, now Jane Jeston is a cartoon character and it remined me
>of that old Red Dwarf episode where the Cat and Lister are watching the
>Flintstones and decide the Wilma Flintstone is the most attractive woman in
>the world and so I was thinking that with reference to the above and at
>great risk of sounding warped and twisted that as the "Jane Jeston" strip
>poker game is based on a cartoon charcter perhaps someone with more artistic
>skill than myself could make suitable images of other cartoon women that we
>could use.
~^

I've always liked Betty Rubble more than Wilma Flintstone. There's a Betty
KiSS doll that could be used to make a Strip Poker set.

Most of the images for the Sailor Mercury Strip Poker set were taken from Kiss
dolls.

~^
>So how about the blonde from Scooby Do?, any other suggestions.
~^

Daphani is okay, but the one from Scooby Do that always turned me on was
Thelma. I've always been attracted to the quiet, brainy girls. I think
her glasses and knee socks are cute and there was one episode of
Scooby Do that showed her in a bathing suit and it turns out she's
hiding quite a nice body under that oversized sweater she wears.

Hey, Thelma is the original "Geek Grrrrl".

Maybe I'll have to make a Thelma strip poker disk too. I'm going to have
to search for something to edit the sprites in that game first. I really
need to be able to free up more of the pallet.

CRACKERS
(Picturing Thelma surfing the web in her underware from hell!!)

PS. yes, "underware" was spelt that way intentionally.

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

95. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3755DE32.F7E4A389@jps.net>
Source record: 77792

My TT keyboard only needed to be disassembled and have the dust cleaned
off the contacts....

> > Also is it possible to repair a
> > dead key on an Mega Ste keyboard and if so what do you look for, take
> > apart and replace?
> >
>
> Tricky. It's probably due to a broken membrane. If you are desperate,
> you can take to whole keyboard assembly apart, and check all the traces
> on the keyboard membrane. If you find a broken trace, you can try
> repairing it with the stuff you get from auto shops for repairing rear
> windscreen demisters.
>

96. EZ-IP client bugfix

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375485ca889122@oden.se>
Source record: 77831

Hello everyone, but particularly STinG users

Version 1.0 of the EZ-IP clients I uploaded a day (or so) ago had a bug
that would bomb when falling back on using the built-in server address.

This bug is now fixed, and the version 1.1 archive is ready for download on
my homepage.

Thanks go to Olivier Booklage and Eabe Kuik of the beta testing crew
for reporting this error.

Actually I had tested the fallback routine early on, but then I had to test
the other modes too, and then I made a change that added the bug. And I
forgot to test all ways again, as I should have.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

97. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <37547b8d$0$10475@news.zetnet.co.uk>
Source record: 77832

On 31 May 1999 09:48:09 , Maurits van de Kamp wrote:
>Trevor Spencer wrote:
>
>> What is the best time to go on IRC? Everytime I go on everyone seems to
>> be leaving - is it something my best friend won't tell me??
>
>Yes - we're all talking about you behind your back and quickly disappear
>as soon as you join. ;-)

Well it must be a pretty boring and quick discussion then :-))

>
>Seriously, most activity in the ircnet #atari is in the evening, usually
>the earlier CET hours (19-22) and if enough Americans and Australians
>are there, it has another peak later in the night (CET). During daytime,
>#atariscne is often more active than #atari.
>.

That's probably the problem, I tend to log on around midnight to 02 when
all self respecting Atarians in this time region are asleep! I must try
a bit earlier.

Trevor

98. USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7j1vt2$m821@news.ajou.ac.kr>
Source record: 77833

Greetings Atari Folks,

Just got my CT2 v.B and I must say, its a nice looking board! :)

Even the disk that came with it Works! ;)

Before I start the installation, was wondering if there is any thing
I should change or look out for that is not documented.

Will Probably install it in a standard Falcon case, not sure yet.

Any help is appreciated,

phantomm@kih.net

99. Atari-users.net's Links

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7j27ja$8i5$1@nnrp1.deja.com>
Source record: 77834

```
The recent additions to the Links Engine..

----------------------------------------------------------------

The TT030 Homepage (added: 8-May-1999)
http://funkyware.atari.org/TT030/
This TT030 page includes a FAQ, hardware hacks, repair infos
and more.
Some material also applies to the Stacy and MEGA-STE.

----------------------------------------------------------------

Grafix The Easy Way Art Tutor Web Site (added: 15-May-1999)
http://www.sillysoftware.freeserve.co.uk/grafix/Menu.htm
Learn how to draw 2D Graphics and Sprites with this web site
from Silly Software.

----------------------------------------------------------------

The A-ONE Magazine Home Page (added: 31-May-1999)
http://a1mag.atari.org
Home of A-ONE (Atari Online News, Etc.) Magazine

----------------------------------------------------------------

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

100. Need Help Falcon HW Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: msaeger@xnet.com
Message-ID: <7j2773$in8$1@flood.xnet.com>
Source record: 77835

I left my Falcon turned on for most of the day yesterday. In the
afternoon when I returned I got several error messages. For example:
1. Trying to run Works(and other programs) I got "File is not
executable"
2. Opening up a Drive: Not enough memory
3. Playing a .AVR file: sound has "static"0
4. Trying to run MagiC: bombs

Leaving the Falcon turned off over night -- now it seems fine.

Something seems to be heat sensitive. Is it my memory, or memory
controller, or DSP? Any Ideas?

101. Re: Atari/iMac disk conversion

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Joshua Kaijankoski <joshuak@isys.ca>
Message-ID: <53253.175$J01.716@198.235.216.4>
Source record: 77836

Well, you can always use PC exchange. Format a disk on the iMAC using PC exhange and then bring it over to the Atari, copy the files needed on the disk and bring it back to the iMAC. Simple as that. All iMACs have PC Exchange so you don't need to worry about finding it.

Josh

Josh Renaud <kirkman@bbbs.galilei.com> wrote in message news:3754a940.0@news.primary.net...
> Hi! I am a longtime Atari user, and I recently purchased an iMac... I have
> the SuperDisk drive, which reads regular Mac floppies...
>
> I have been trying to use "Dust" (a shareware Atari disk converter) to read
> my Atari floppies on the iMac and convert them into .ST files that I could
> use with Nostalgia or some other emulator. Unfortunately, this doesn't seem
> to be working. I think it's just because Dust is so old it doesn't recognize
> the USB floppy drive.
>
> In any case, can someone suggest a program that I might be able to use to
> read and/or convert these Atari disks on my iMac?
>
> thanks in advance!
>
> --Josh

102. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7j1u6i$7mo$1@mohawk.hwcn.org>
Source record: 77837

Lethor7 (lethor7@aol.com) wrote:
: hi,
: DM Nexus?? No, never heard of it. What
: did it look like? Sounds interesting.
: Chaos Strikes Back never made it to the
: PC as far as I can tell. But it is availible on
: the Automation Cd collection.
: Yeah, DMII was so un-DM. Where the heck
: did they get the idea for it???
: thanks,
: james.

DM Nexus looks really cool. Looked like DM, but with some enhancements...new monsters....plays on the Saturn....apparently, only released in Japan.

DMII was not too bad.....I just did not like the thief who perpetually steals things, and those damn orbs!...otherwsie, I thought it was OK....I thought the store idea was cool.

Willy

103. Re: FS:A bunch of Atari ST hardware... AUCTION

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3754B714.15C0@geocities.com>
Source record: 77838

* L E T ' S G E T O N E T H I N G S T R A I G H T *

(And I'm not picking on you, I just think we need to set a protocol
here in this news group as it has been needed to set in any news group.)

When you sell an item, you set a price, and you advertise it here.
You start the title with a "FS" for "FOR SALE" to indicate an item and a
price is listed within the message.

If you have an item to auction and a link to something important, you
type "FA" for "FOR AUCTION". This will let the reader know that this is
an item that the price is not decided on, but can be looked into and bid
for.

Both are great. "FS" items generally sale faster and are generally not
worth checking if more than a day or two. However, a "FA" item could be
good for up to seven days on the e-bay.

What do the rest of you think? I think proper labling of sale/auction
items is key in any newsgroup.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

104. Re: NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7j2ko0$pl3$1@news6.svr.pol.co.uk>
Source record: 77839

On 31 May 1999 17:21:57 , Slc.Dennis Bishop wrote:
>I have been using the FTP part of NEWSie to upload jpgs to my web
>space. When I first logon,get the DIR list and do an upload, this all
>goes just find, then after the file has been uploaded newsie displays
>the message 'sending request' and sits there waiting for whatever

I often find that I have to kick NEWSie's ftp into life with a press of the
[Esc] key here.

>until the coming of the next ice age. After 15 mins I hit reset to get
>out. and as I can't use cab 2.7 because I get that Can't Find RSC
>message, I can't use it for FTPing.

In any case you can't use CAB to upload files, or did I read you wrong?

Re your rsc not found, check that you've got the right name for the rsc file
which is CAB.RSC

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

105. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <3754DDFA.69CB0CA4@SPAMBLOCKbassment.demon.nl>
Source record: 77840

Chris Cracknell wrote:

> my webpage for about a week or so at this URL. If anyone wants to archive
> it on another site feel free to do so. Maybe someone will put together a
> webpage dedicated to Atari ST Hentai programs with a special section for
> Strip Poker disks.

Anyone got a girlfriend who is willing to sacrifice herself for the
Atari scene? ;))

Maurits.

106. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7j2q5g$ek2$1@nnrp1.deja.com>
Source record: 77841

In article <375478BD.561ACCE5@umoncton.ca>,
chiassa@umoncton.ca wrote:

> Can a TT keyboard be used on a Mega Ste. Also is it possible to

Yes, apart from the colour (the TT looks better) they're identical.

repair a
> dead key on an Mega Ste keyboard and if so what do you look for, take
> apart and replace?

I'm sorry, but I have never taken a TT-keyboard apart so I don't know
how they work. What's wrong with the key btw.? Is it stuck or just dead?

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

107. Cubase Audio won't shrink :(

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <3754E006.983A4893@SPAMBLOCKbassment.demon.nl>
Source record: 77842

Heya!

As most ppl know by now :) I've been a happy Cubase Audio Falcon user for years now. Recently though I've stumbled on a problem: Selecting "erase unused" from the audio pool doesn't work on a lot of my audio recordings, even though it reports it can shrink it to like 48% of the original size.

CAF just starts shrinking, seems to do a lot of work, then recreates the image, and the result is.. exactly the same as it started. Still a large unused part in the audiofile, no change at all.

On some files it still does work. The only regularity I can find in this (but I'm not sure, might be coincidence) is that shrinking doesn't work on files that were imported into CAF instead of recorded in the same song I'm trying to shrink it in. To be more precise, I've noticed this on songs I've imported from ADATREC recordings, and also a song which used to be in 16-track compressed mode and was converted back to 8-track (and hence re-imported into the audio pool).

If this is the case, how can I make CAF think it's really dealing with it's own recordings? And if not, what else can be the problem? I really need to solve this, because I've got a lot of unused stuff to get rid of (large recording project), and the only other way I can think of to do this, is passing all the segments to the offline menu, and copying them to individual samples and then importing them back. But with this many segments, naah..:)

Help!! :)

Maurits.

108. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3754DC16.3453D540@directprovider.REMOVETHECAPITALS.net>
Source record: 77843

Steve Lugovsky a ï¿½crit :
>
> Sorry I didnt say this before but howbout the SC1224? I've seen a few of
> those for sale on eBay and was wondering if they would fill the need. If
> so, is there an adapter for that model?
>

Although an SC1224 will work, best results are obtained with a VGA
monitor on a Falcon030.

You can buy the adapter from your closest Atari dealer, or build one
yourself. There are instructions on building a multisync adapter in the
Quick FAQ, which is the same as a VGA adapter, except you should leave
out the little switch.

It's difficult to point you to a dealer because you forgot to state
where in the world you are.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

109. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3754DD87.2C4E4AED@directprovider.REMOVETHECAPITALS.net>
Source record: 77844

```
Alyre Chiasson a ï¿½crit :
>
> Hello,
>
> Can a TT keyboard be used on a Mega Ste.

Yes, it's a simple swap job.

> Also is it possible to repair a
> dead key on an Mega Ste keyboard and if so what do you look for, take
> apart and replace?
>

Tricky. It's probably due to a broken membrane. If you are desperate,
you can take to whole keyboard assembly apart, and check all the traces
on the keyboard membrane. If you find a broken trace, you can try
repairing it with the stuff you get from auto shops for repairing rear
windscreen demisters.

> Thanks
>
> Alyre Chiasson

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

110. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7j72t3$3p2$1@news.campuscwix.net>
Source record: 77645

```
-> And this is the new cron entry:
->
->if [ -x /usr/sbin/cron ]; then
-> echo -n " cron"
->fi
```

Hmm...okay, when I printed the README!.MINT file out, I apparently lost
some stuff. The new cron entry should have been:

```
if [ -x /usr/sbin/cron ]; then
UNIXMODE="/brUs"; export UNIXMODE
(cd /var/cron && /usr/sbin/cron >&/dev/null || echo "/etc/rc: cannot cd to /var/cron")
echo -n " cron"
fi
```

So I'm thinking, "ah-ha" but sorry, this did not work either. I changed my
/etc/rc file to reflect the new cron entry, and it won't even boot up like
its supposed to. Using the above, I get this error:

```
/etc/rc number 59 syntax error; fd number.
```

Well, thats where I am right now... ;-)

Thanks in advance for any help!

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

111. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906031244.a52645@su2.maus.de>
Source record: 77646

```
TM>What do I do?
Try BigDOS or MagiC.
```

112. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906031245.a52646@su2.maus.de>
Source record: 77647

```
J>I just fell into some Syquest rives, but without the cartridges. Anyone
J>know where I could get the cartridges?
Keep off if it's a 3.5 inch drive!
```

113. Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990602222432.18006.00000328@ng-cm1.aol.com>
Source record: 77695

I just fell into some Syquest rives, but without the cartridges. Anyone know where I could get the cartridges?

114. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7j4ptv$nfp3@news.ajou.ac.kr>
Source record: 77696

On 2 Jun 1999 20:30:35 G, Ronald Andersson wrote:

>Hi 'Phantomm',
>
Hi Ronald,

>
>It is, and it gives great speed too, but take very great care in the
>installation. Else you can scratch it all up on the 'experience' account.

>
>This is not a project where shortcuts pay off. Take your time and do it
>properly, thinking each step through before carrying out any of them.
>
>NB: Centek themselves have reevaluated the installation difficulty and
> will not deliver the next CT2 series to private customers for DIY
> installation. They will have to send their Falcon motherboards to
> Centek (or retailer) instead. All according to their latest mailpost.
>
>
I never take short cuts when it comes to electronics. I finished a
good electronics course years ago. I'm no master but projects such as
these are no problem for me as long as I am physically up to doing it
and the parts are all in working condition.

I've had my Falcon apart many times. At present I have a Expose
installed, slighty modified to work correctly and also the Buffer
Modification from a 25/50 Nemesis. Both the Expose and Nemesis Buffer
work fine. However the main Nemesis board is another story. I am
almost positive that I have a bad chip or chips on the Nemesis board.
It could be simply a oscillator, but I got so discussed with it after
trying 4 or 5 times to get it working that I never bothered ordering
replacement oscillators. Also the original disk that came with it
was damaged. Titan was of no help either. My e-mails regarding the
signs and symptoms of Nemesis problems never answered.
I was extremely careful with the Nemesis installation and wanted it
to work real bad. I understand that stuff can get damaged during
shipping and etc. But to ignore my e-mails when I have a problem
with one of there products doesn't help matters.

I got a big sigh of relief went the directory of the CT2 disk came up.
I've a good feeling that the CT2 board I have is a good one. ;)

>
>Good, because after the physical installation you must install the Flash
>boot code. Without it, you can only use 16MHz compatibility mode safely.

>Most boards come with pre-installed Flash contents though. (from tests ?)
>

>
>1: Fat capacitor
> -------------
> With CT2 in a position above the place where it will be installed, look
> below the right edge of the CPU. There will be a fairly big capacitor
> there. The size of this can vary, and some are so 'fat' that it will
> prevent proper seating of CT2 in its connectors, because one of the
> plastic clamps holding the CPU fan in place comes down on the middle
> of that capacitor. If any attempt is made to 'push home' the CT2 at
> this stage, it can damage the CPU and/or the CT2 board.
>
> I had this problem, and fixed it by carefully snipping off the bottom
> part of that plastic clamp.

ok, I see what ya mean. I do have a fairly large capacitor there. And
the CT2 Fan does stick out a bit. I compared the length of the CT2 v.
B board with the Expose. The Expose board is about 2 inches longer
than the CT2. But the CT2 is a bit wider than the Expose board.
I may have to snip that plastic clamp, thanks for the tip.

>
>
>2: High fan
> --------
> The CPU fan is too high. Even when it is slid down to its lowest
> position (it can slide up and down a little), it is still too high
> to avoid touching some components on the keyboard, when that is
> reinstalled.
>
> I solved this by opening the keyboard, desoldering the resistors,
> and then mounting them on the opposite side of the keyboard PCB,
> so they will be inside the keyboard housing. That worked fine,
> but don't do it if you have never opened an Atari keyboard before,
> or at least be extremely careful. There are individual parts for
> each key and they will be loose when keyboard PCB is removed, and
> it is extremely easy to lose some of them. Also, take great care
> not to damage the LEDs, as is easily done if not thinking of them
> when removing the PCB.
>
> If you can't or won't make this modification you'll have to do what
> Centek recommend, which is to simply ignore the fact that keyboard
> presses down on the CT2 CPU fan.

I notice that 2 top corners on my CT2 fan look like that have already
been snipped. I assume this was done to help with the keyboard/fan
problem. Did your CT2 come this way?
And is the fan so high that it actually causes the keyboard not to sit
even or does it just barely touch the fan?

I took my STE's keyboard apart once to re-solder loose joystick/mouse ports. I think my Falcons joystick/mouse ports may need this attention as well. I might as well do both if the keyboard does not sit correctly.

>
>
>3: Shield plates
> -------------
> The top shield plate that covers the area above the expansion
> connectors can not be reinstalled with CT2 installed. I chose
> to cut away the parts that conflict with CT2, and keep all
> the rest, including most of the PSU shield cage. This is because
> I care about shielding both against HF RFI and against HV pulses.
>
> This modification does demand special tools, and experience in
> using them, so some people may prefer to just leave these shields
> off when CT2 is installed. I know many do that even without it.

I have a Dremel and like you would prefer to have some shielding.

>
>
>4: flat cable type
> ---------------
> The documents clearly refer to a high quality multi-stranded type
> of flat cable being used for the installation. Nevertheless, the
> type delivered with my CT2 was a chep singlestranded type, not at
> all suitable for individual connection to soldered joints, where
> any bending back and forth of it will break that single strand.
>
> I decided to use it anyway, so they wouldn't give me trouble later
> about not having installed my CT2 'as supplied', but be very careful
> with how you use it, and *never* remove insulation in such a way
> as to leave that single strand 'nicked'. Else it will definitely
> break at that point very soon.
>

The cable I received is grey and just like a 50 pin ribbon cable. All wires are connected together with a thin piece of insulation.

I have some general questions about the CT2 v.B, I've not completely read the documentation yet so I hope I'm not asking something that is already covered. I'm not going to do any thing that will void the warrantee on the CT2 v.B until I have it working correctly.

Since I have a working Expose, I would very much like to use it with the CT2 v.B board if possible. I know it is next to impossible to have both boards in a standard Falcon case. The only way I can see that I might could use the Expose with the CT2 in a standard case would be to use some ribbon cables and run the Expose outside of the Falcons case. I'd much rather get sometype of replacement case for the Falcon than do the above. However, I'm not sure if the Expose will work with

the CT2 v.B if sometype of pass thru connections are made.
Do you or anyone else know if the Expose will work with the CT2 v.B?
If so, should the Expose be on the bottom with the CT2 v.B on the Top
or the other way around? Does it matter?
If it does work will I be able to use all that extra memory with Apex
Media to grab video?
(Mike Where are ya?) ;)

Also, does the CT2 v.B have any effect on the Falcons cartridge port?
I have a VideoMaster Falcon cartridge, Will I still be able to use it
with the CT2 v.B?

Also, I do alot of D2D recording. Does the CT2 v.B have any negative
effects with D2D recording?

Are there any known problems with any 2.5 IDE hard drives with the
CT2 v.B? I have a Toshiba 2.5 6.4gig IDE will this one work
correctly?

And finally, I am looking for a replacement case for the Falcon if
I need to re-case it. I would like to find one especially designed
to do this. That has enough room for aftermarket cards and etc.
I really don't want to use a PC type case.
If anyone has one for sale/trade new or used then please e-mail me.
I'm in the USA, but would probably purchase one from overseas if
something could be arranged.

Thanks for your help,
phantomm@kih.net

115. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755cdd64a82570@oden.se>
Source record: 77697

Hi Didier,

on Wed 02-06-1999 18:00 Didier MEQUIGNON wrote:
>On 2 Jun 1999 17:08:06 G, Ronald Andersson wrote:
>
>About CPU-Cooler...
>>
>>I definitely agree. IMHO it it the Lattice ispLSI chips that are alone
>>responsible for most of both the heat generation and the heat sensitivity
>>of the CT2. If I angle my fan in any other way than blowing cool air
>
>You're right. At factory all VME cards works without CPU-Cooler.

Yes, but that is probably on fairly wide-open test boards. In a real
system and running above specified speed, some cooling is called for.
But the mistake lies in not arranging it so that the other CT2 chips
(ie: the Lattice chips) also share this cooling.

>>directly at them, then they quickly get very hot, and then the system
>>eithr bombs or freezes.
>
>A bad idea this CPU-Cooler...

'This' cooler, and its arrangement, is a bad idea.
The question is how best to replace it. Where did you get your fan,
and what type is it (perhaps it can be found here too).

>>Have you tried measuring the tempereature of the Lattice chips too ?
>
>No I have closed box, all tests are made with the cover.

Which I can't :-(

----- snip ----- re: lack of suitable AVI's to test Aniplayer DSP interrupts
>
>Do you want a little file (< 100 KB) for test it ?

Yes, but not here. We'd better do such things in private mail.

>
>About MGPL-110, I havn't found this program on my usuals FTP, please send
>my this program, thanks.

Ok, but this too belongs in private mail, so I'll send a mail reply too.

116. Re: Sting Help?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990603023732.10589I-100000@halifax.chebucto.ns.ca>
Source record: 77698

Are you using a password with more than 8 characters? STinG's serial
CPX has an 8 character limit although the dialer and your ISP will allow
more than 8. That's what stuck me for a long while.

On 2 Jun 1999, Mark Friedman wrote:

> Can someone help me with Sting. I've set up the dialer with the relevant
> info, it dials in but stops at "Initializing Link". then tells me that the Link has
failed. Is there something in "default.cfg" that I need to add
> by hand? I think my "dial.scr" is OK.
> Any help is appreciated.
>
>

117. FAD Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: puffpuffin@aol.com
Message-ID: <19990603014956.04055.00000825@ng-ch1.aol.com>
Source record: 77699

Hi everyone,

I just purchased a Line Audio FAD and I need help. The docs suck rocks and it didn't even come with a disk! So here goes...

1. I downloaded CD Reader from the Soundpool web site but it doesn't seem to work. Every couple seconds, the CD skips. I know the CD is good too because regular CD players play it just fine. The German documentation doesn't help much either.

I have MATRIX.PRG installed (also from the Soundpool site) which I believe replaces FDI_INIT.PRG. I tried setting the SPDIF/JamIN switch both ways to no avail.

2. Is there any PD/shareware sound players that direct sound through the FAD? I tried AniPlayer and all I got was static. (Didier Mequignon, if you're here, how about adding this feature in a future upgrade? :))

3. Does MusiCom 2 from Compo work with the FAD? I can't seem to get it to work. I select 'Coaxial' in the DSP Input area and CD as the input source. No audio output though.

I do plan on buying AudioMaster in the future especially now that it's under 100UKP. But I'm waiting for Wizztronics.

I have a 14MB Falcon, 1.4GB IDE HD, VGA monitor, ExtenDOS Gold 3.1 and a Toshiba 4X CDROM drive.

Thanks in advance, Phil

118. Stacy

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: jan-otto happel <johappel@cs.tu-berlin.de>
Message-ID: <7j59u1$h18$1@news.cs.tu-berlin.de>
Source record: 77700

```
Hallï¿½chen!
Suche den ST Laptop Stacy.
Gibts Verkaufsinteressenten?
Danke,
Jan
```

119. Re: Cubase Requirements

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3756326D.54E76F1C@directprovider.REMOVETHECAPITALS.net>
Source record: 77701

```
link a ï¿½crit :
>
> Hey,
>
> I have a 1040stF (What the "F" means i dont exactly know).

Internal Floppy drive. The earlier ST models had an external drive.

> Anyhow, is it
> capable of running st versions of cubase? Im not sure exactly what the
> spex are.
>

Well, it's an ST, so it can run any ST versions of Cubase, that is
Cubase 2.0 or 3.0, not Cubase Audio. However, you only have 1Mb, so
Cubase will run in a sort of degraded mode, you will not be ablt to use
scoring or external modules. These require at least 2Mb of RAM.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

120. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7j5a3n$2h88@enews1.newsguy.com>
Source record: 77702

On 2 Jun 1999 01:03:30 G, Phantomm wrote:

>Just got my CT2 v.B and I must say, its a nice looking board! :)
>
>Even the disk that came with it Works! ;)
>
>Before I start the installation, was wondering if there is any thing
>I should change or look out for that is not documented.

You might want to e-mail or call Alex at ATY Computer in Oakland, California.

He installed my Nemesis, and he has installed CT2s as well as just about every other ST/Falcon accelerator out there.

He can be reached at:

Alex Yu
ATY Computer
320 10th Street, Suite 130
Oakland, CA 94607
voice & fax (510) 836-2309
email: atycom@infinex.com
http://www.infinex.com/~atycom/

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

121. Re: NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7j5a3l$2h88@enews1.newsguy.com>
Source record: 77703

On 31 May 1999 19:31:18 , Louis wrote:
>on Mon 31-05-1999 17:21 Slc.Dennis Bishop wrote:
>
>>I have been using the FTP part of NEWSie to upload jpgs to my web
>>space. When I first logon,get the DIR list and do an upload, this all
>>goes just find, then after the file has been uploaded newsie displays
>>the message 'sending request' and sits there waiting for whatever
>>until the coming of the next ice age. After 15 mins I hit reset to get
>>out. and as I can't use cab 2.7 because I get that Can't Find RSC
>>message, I can't use it for FTPing.
>
>Dennis,
>
>same happens here, and also with aFTP. After the file's been sent, it
>waits for the new dir to display and hangs forever. Simply quit, start
>again and do the next file. You'll find the first file in the dir then
>too...

I've had the same problems uploading to my [web site's] FTP site. I use NEWSie most of the time (with STinG), and occasionally, I'll be able to send several files quickly, and the directory will update after each one. But most of the time it will only update properly after the first file, then hang thereafter.

I've tried connecting through two different ISPs as well, with similar results.

I used to sometimes use MG-FTP, but it's been a while and I don't think I ever tried uploading with it. I'll have to try it agian, as well as the newest AFTP and see if the same problems come up.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

122. MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7j5dai$qsg@newstoo.ericsson.se>
Source record: 77704

```
Hi all,

A new version of mymail will be released 11-13 June
at NAS (Nordic Atari Show) http://www.sak.nu/nas

Cause of too much to do at work i have not bean able to respond
on all yours mail to me but i read them all.

/Erik Hall
```

Hiroshima 45, Tjernobyl 86, Windows 95,
Aviod the next disaster.....

Erik H&#65533;ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
---------- /|\
/ | \
http://www2.tripnet.se/~erikhall/index.html
---

123. Re: NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dsonh9.bcz3j31fivxdsN@srry01m06-208.bctel.ca>
Source record: 77705

Louis <louis@holleman.demon.nl> wrote:

> same happens here, and also with aFTP. After the file's been sent, it
> waits for the new dir to display and hangs forever. Simply quit, start
> again and do the next file. You'll find the first file in the dir then
> too...

I don't experience this with aFTP -- the directory is always updated correctly. But I remember older versions of aFTP hanging immediately after the upload was completed, though other factors may have been involved here (earlier versions of STinG combined with two ISPs not in use anymore).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

124. Re: Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dssq0g.kmi6ti1kkokoN@srry01m06-208.bctel.ca>
Source record: 77706

Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

> Sorry Neil, I didn't know that was your pic. Prior to even starting my
> web page (over the last couple of years), I've grabbed sooo many
> Atari-related images off the web I don't remember where they all came
> from. I just had a folder full of Atari-related images, and threw that
> one up for that page at the time.

No problemo, Paul. I visit many Atari pages, having seen my "borrowed"
graphics on a few occasions.

> And as far as comments, I guess I never realized or noticed you could put
> something in there - as I don't often view GIFs in a text editor! :^)

GrafTool displays comments. It's because of this program that I became
aware of comments in GIFs and JPEGs (some of them quite comical).

As far as I know there is no Atari program that can write comments, so I
studied the GIF specification and used qed to insert them. (A recent
batch conversion with Imagecopy to add interlacing ended up deleting all
the comments anyway.) Adding comments to JPEGs was easy, since Atari
software exists.

> I'll replace the picture with something else if you like (don't want to
> offend anyone). I've got a scanner, and tons of old COMPUTE and video
> game magazines, and I had planned to get some good Atari material from
> there anyway.

Go ahead and use it. In one way the pictures aren't mine in the first
place, because they were scanned from magazines and promo material. But
I invested a great deal of time in many of them, and these were the ones
"marked".

My offer still stands if you require any help. It's fairly simple to
have a graphic blend into a web page's non-white background (like the
blue you're using). A few steps in a half-decent paint program will do
the trick.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

125. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3756572c2be8920@oden.se>
Source record: 77707

on Wed 02-06-1999 19:33 Technoid Mutant wrote:

>When I used MiNT .095 I could use partitions up to 256mb. I now need to
>access BGM partitions under TOS 1.2. I have an ICD Link II interface
>and am useing ICD drivers as I am unaware of any (free) replacement
>drivers. The adscsi manual that came with my link II says I can use BGM
>partitions but TOS won't mount them. What do I do?

You should be able to use BGM partitions for secondary partitions, but not
for the boot partition. That needs to be a GEM partition, and it has to
be the 'old' GEM partition type, not the TOS 1.04 type. Settings for that
exist in the ICD partitioning dialogs, but I don't remember the exact
terms they used now.

This means that the boot drive will be limited in size to 16 or 32 MB,
I don't remember which right now.

Also, if you make more than three partitions on a drive with ICD software,
then those further partitions will not be accessible from AHDI or HDDriver
software, as ICD used their own scheme for extra partitions. This may be
important if/when you decide to switch to using HDDriver in the future.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

126. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3756572c2be8921@oden.se>
Source record: 77708

Hi Johan,

on Wed 02-06-1999 23:44 Johan Klockars wrote:
>In article <3755994e2179c26@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

>>But how is the linking to NVDI to be done then, and in such a way that
>>the appropriate subroutine will be used for various special resolutions ?
>>And how should such a function dispatcher be designed to be compatible.
>>(Required functions, parameter passing, result passing, etc.)
>
>Actually, the thing NVDI wants is the normal VDI dispatcher, only
>callable as a subroutine (that is, it can't end with RTE).
>The interface used for the text output is the standard vrt_cpyfm().

Oh, I see. I didnt realize that you meant this. I have actually used
that routine myself.

>Even the original Atari VDI can supply an address to such a routine,
>so the 'trick' with removing NVDI's device drivers work with that too
>(but it will of course be quite slow). I assume this has always been
>used by the various GDOSes.

Yes, that was why I used it, in a version of AMC_GDOS that I patched
for XBRA compliance in all vector bending. While slow, I found it
very useful for having some GDOS in ST machines with little memory.

>It's of course easy to call an underlying VDI even without such a
>subroutine address, by faking a TRAP #2. This costs a couple of extra
>instructions, but that is usually completely negligible. Actually, in
>fVDI the subroutine in question does just that.

Hmmm, there may be a problem with that method, if more stuff is linked
in the trap #2 vector. Letting the subroutine do it like a trap might
then invoke the overhead costs of those other dispatchers. I'm not
sure though. It depends on what you mean by 'faking a trap'.

----- digging in my memory banks -----

Hmmm, I just had a look in the sources to refresh my memory, and it
turns out that this is actually the driver called 'SCREEN.SYS' in
ASSIGN.SYS files, and in the structures that handle drivers, both
loadable and 'rommed', the subroutine address is stored in the same
element as the program start address of a loaded driver.

This should mean that the required 'behaviour' of loaded drivers
should be identical to that of this subroutine, although an enhanced
GDOS can naturally allow/demand some extra functions.

Note also that AMC_GDOS did not ever modify that subroutine address.
Even after installation of AMC_GDOS any program making a TRAP #2
call with d0 = 2, would still get a pointer to the same routine as
before AMC_GDOS was loaded. This means that the subroutine was not
intended to lead to a fullfledged VDI but only to a fairly simple
screen driver, not implementing any of the GDOS functions itself.
And that too fits the idea that this driver is really the archetype
of all loadable device drivers.

How do you deal with these things in fVDI ?

If this is true, many speedup possibilities exist for your driver, as
that does not seem to be implemented so, but rather as an alternative
entry point to the full VDI you implement.

Also, careful studies of this driver as implemented by TOS and with
comparisons to disassemblies of various (free) GDOS drivers should
lead to sufficient knowledge of the needed structures to allow the
construction of alternative screen drivers that should be compatible
with any Atari compliant GDOS. And that should (hopefully) include
NVDI too.

Btw:
I hope you implemented XBRA for this vector too, for it is a system
vector, even though it has no specific storage address. Anyone who
modifies any system vector must use XBRA, in this case as in others.

>I've been calling the old VDI this way since day one in fVDI, as I
>didn't implement all the necessary functions (even now a few things
>(for example the vector exchange and mouse/keyboard input functions)
>are delegated).

That sounds sensible to me, as there should be no reason to implement
such things any different regardless of the physical display methods.

>>>NVDI5 is probably able to do some or perhaps even all of its new
>>>dithering etc things using such a 'background' VDI too.
>>
>>That is possible, but without specifications for the interface it is
>>useless to any third-party developers.
>
>But the interface in question is the normal VDI calls. For the dithering
>functions I'd assume that a vro_cpyfm() is used.

Yes, I see now.

>>Hmmm, if you have implemented a compatible interface, then your docs
>>should also be suitable for drivers intended for NVDI. Correct ?
>
>No, this is quite separate from the normal NVDI device driver concept
>(which seems similar to the one fVDI uses).

I think they have to be very similar to original GDOS drivers for reasons
of compatibility, and that they in turn are compatible to original TOS VDI.

Given what I have seen in disassembly sources it has to be so.

>With the 'background VDI' method, NVDI isn't really involved in most
>of the operations at all, it simply passes them straight through. The
>device drivers on the other hand can take over specific functions
>(I think the standard screen mode ones only handle colour palette setting
> and perhaps a couple of similar things).

They are indeed rather small for a full VDI, but also rather big for just handling palettes, so we can take it for granted that some other stuff is also involved, but that most work is delegated.

>>If so, exactly where in your docs can this be found ?
>
>There's aren't any actual fVDI programming docs at this time, only
>some example source code.

Then I take it that you are not actually tied to any specific format for your own loadable drivers, such as you would be if that had been spread widely as an official fVDI doc.

This is good, because I think that further studies may result in enough info to allow fVDI greater compatibility to NVDI. Given the admittedly scant info already available, I believe it should be possible to achieve sufficient compatibility to make drivers mutually exchangeable.
(I may be wrong, but I hope not.)

What we need today is not more separate formats for such things, but more ways for related things to share common formats. If the standard for a loadable driver is indeed simply to support standard VDI operations in the same way that the TOS VDI subroutine does, and possibly even delegate some work to that routine, then such compatibility should be achievable.

>IIRC, the undocumented 'return dispatcher address' VDI call is accessed
>by handing in -1 instead of $73 in register d0.

It is indeed. In my programming libs I use the following macro:

```
;-----------------------------------
vq_driver MACRO
pea (-1).w
trap #2
ENDM
;-----------------------------------
```

--
Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

127. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3756572c2be8922@oden.se>
Source record: 77709

Hi again, Phantomm,

on Thu 03-06-1999 02:39 Phantomm wrote:
>On 2 Jun 1999 20:30:35 G, Ronald Andersson wrote:
>
----- snip ----- re: careful work needed for CT2B installation
>
>I never take short cuts when it comes to electronics. I finished a
>good electronics course years ago. I'm no master but projects such as
>these are no problem for me as long as I am physically up to doing it
>and the parts are all in working condition.

Good.

----- snip ----- re: your problems with your Nemesis
>
>But to ignore my e-mails when I have a problem
>with one of there products doesn't help matters.

That is very bad etiquette, and will not improve their
chances for getting repeat customers.

>I got a big sigh of relief went the directory of the CT2 disk came up.
>I've a good feeling that the CT2 board I have is a good one. ;)

Hopefully it is.

----- snip ----- re: problem 1: Fat capacitor
>
>ok, I see what ya mean. I do have a fairly large capacitor there. And
>the CT2 Fan does stick out a bit. I compared the length of the CT2 v.
>B board with the Expose. The Expose board is about 2 inches longer
>than the CT2. But the CT2 is a bit wider than the Expose board.
>I may have to snip that plastic clamp, thanks for the tip.

Sounds like you have the same cap type I have there, and then you can
change the 'may have to' to 'must'.

----- snip ----- re: problem 2: High fan
>
>I notice that 2 top corners on my CT2 fan look like that have already
>been snipped. I assume this was done to help with the keyboard/fan
>problem. Did your CT2 come this way?

Yes it did. Centek are aware of the problem, but their snipping only
affects the corners, and that is not enough. And snipping the border
around the fan itself is not advisable. That could ruin the fan.

>And is the fan so high that it actually causes the keyboard not to sit
>even or does it just barely touch the fan?

With the resistors I mentioned in original places the keyboard did not sit straight, but could be 'wobbled' slightly, and when the cover was closed a lot of pressure would be applied at the point where resistors met the protective border of the fan. with the resistors moved inside the keyboard housing the keyboard PCB barely touches the fan border. They still touch, but no significant pressure is applied when closing the cover.

>I took my STE's keyboard apart once to re-solder loose joystick/mouse
>ports. I think my Falcons joystick/mouse ports may need this attention
>as well. I might as well do both if the keyboard does not sit
>correctly.

That is a good idea, in fact I did the same myself, as opening these keyboards is something I do as seldom as possible.

----- snip ----- re: problem 3: Shield plates
>
>I have a Dremel and like you would prefer to have some shielding.

Good. Just be careful when you make the extra cutout that will be needed for the fan, as that needs to extend inside the 'cage'. Use a margin of at least one mm to make sure that the plate does not press against any part of the fan.

----- snip ----- re: problem 4: flat cable type
>
>The cable I received is grey and just like a 50 pin ribbon cable.
>All wires are connected together with a thin piece of insulation.

Yes, but that describes virtually all ribbon cables. The difference I speak of is whether each separate wire has a single metal strand or has several strands twisted together. The latter type has much better mechanical stability, as the strands support each other in a flexible way not possible for a single stiff strand.

The instructions describe twisted multistranded wires, but the cable supplied had singlestranded wires.

>I have some general questions about the CT2 v.B, I've not completely
>read the documentation yet so I hope I'm not asking something that is
>already covered. I'm not going to do any thing that will void the
>warrantee on the CT2 v.B until I have it working correctly.
>
>Since I have a working Expose, I would very much like to use it with
>the CT2 v.B board if possible. I know it is next to impossible to have
>both boards in a standard Falcon case. The only way I can see that I
>might could use the Expose with the CT2 in a standard case would be
>to use some ribbon cables and run the Expose outside of the Falcons
>case. I'd much rather get sometype of replacement case for the Falcon
>than do the above. However, I'm not sure if the Expose will work with

>the CT2 v.B if sometype of pass thru connections are made.
>Do you or anyone else know if the Expose will work with the CT2 v.B?

I do not now if that board will work with CT2B, regardless of connection method, but I do know that Centek have tested some graphics cards with the CT2B, connecting them by such methods, and that they did work. Unfortunately the Centek post did not say which graphics card(s) were tested this way.

>If so, should the Expose be on the bottom with the CT2 v.B on the Top
>or the other way around? Does it matter?

No board can be plugged on top of the CT2B, as it has no connectors, and no place for any such connectors to be installed, due both to the position of the FastRam SIMM socket and the position of the CPU with its heatsink and cooling fan.

Whatever method is used, any extra connectors between CT2B and the Falcon motherboard must be kept short and straight, for connecting them to each other any kind of cable is out.

>If it does work will I be able to use all that extra memory with Apex
>Media to grab video?
>(Mike Where are ya?) ;)

As I'm not sure how it is done I can give no absolute answer, but my guess is "no". By grabbing I assume you mean realtime dumping to disk, and direct DMA transfers are only possible from ST-RAM on the Falcon. The Falcon DMA chip can not access FastRAM, as it only drives 24 bits of the 32 bit address bus.

>Also, does the CT2 v.B have any effect on the Falcons cartridge port?

Yes. But the effect varies in different boot modes.

>I have a VideoMaster Falcon cartridge, Will I still be able to use it
>with the CT2 v.B?

I think so, but possibly not in turbo modes. That remains to be seen.

>Also, I do alot of D2D recording. Does the CT2 v.B have any negative
>effects with D2D recording?

I don't think so. Quite the opposite should be the case, as VIDEL and COMBEL have 50 MHz clocks instead of 32 MHz, and that means that all DMA operations should proceed swifter. But I can't verify this myself as I don't work with D2D at all.

>Are there any known problems with any 2.5 IDE hard drives with the
>CT2 v.B? I have a Toshiba 2.5 6.4gig IDE will this one work
>correctly?

I have heard of troubles with old ones, but 6.4 GB should mean a fairly modern drive, so it should work. I have no direct knowledge about that particular drive though.

>And finally, I am looking for a replacement case for the Falcon if
>I need to re-case it. I would like to find one especially designed
>to do this. That has enough room for aftermarket cards and etc.
>I really don't want to use a PC type case.
>If anyone has one for sale/trade new or used then please e-mail me.
>I'm in the USA, but would probably purchase one from overseas if
>something could be arranged.

I can't help with that, but hopefully someone else here can.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

128. NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990603123749.2532B-100000@hal.fishpool.fi>
Source record: 77710

```
On Wed, 2 Jun 1999, Ronald Andersson wrote:
> Hi Martin-Eric,
> According to Mille Babic, you will attend NAS-99,
> I'm not sure if I'll be there myself though,

I would certainly be glad to finally get to meet you! ;-)

Anyways, _who_ is going this year?

If someone happens to be coming from Finland (through the ferry)
or from Stockholm (I get off the Viking ship near Schlussen), I
would like to hear from you.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/
------------------------------------------------------------
Intellitel Communications www.intellitel.com +358 (5) 624 3283
```

129. Re: Strip Poker for ST Hentaisha

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <37565361.75032F98@SPAMBLOCKbassment.demon.nl>
Source record: 77711

Louis wrote:

> >Anyone got a girlfriend who is willing to sacrifice herself for the
> >Atari scene? ;))
>
> Hi, hhmmmm, BAD idea...! Better ask for EX-girlfriends :-)

Hmmm I've got two of those, but I doubt they would cooperate..:)

Maurits.

130. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375667b438d13f0@oden.se>
Source record: 77712

Hi Martin-Eric

on Thu 03-06-1999 12:40 Martin-Eric Racine wrote:
>On Wed, 2 Jun 1999, Ronald Andersson wrote:
>> Hi Martin-Eric,
>> According to Mille Babic, you will attend NAS-99,
>> I'm not sure if I'll be there myself though,
>
>I would certainly be glad to finally get to meet you! ;-)

Yes, it would be nice. But I haven't decided for sure yet.
I'd like to be able to bring some machines if I go, but that won't
work if I have to go by train.

>Anyways, _who_ is going this year?

I don't know, except for you and a couple of guys from Gothenburg,
and I expect most Atarians in Gothenburg will drop in to check it
out, since it's so close for them.

>If someone happens to be coming from Finland (through the ferry)
>or from Stockholm (I get off the Viking ship near Schlussen), I
>would like to hear from you.

When do you arrive in Stockholm ? Though I don't live inside the
city proper, I do live within the range of the subway system
(in fact my station is the end of a line), so I can reach 'Slussen'
in appx 45 minutes.

Even if I don't attend NAS, we could still meet for a few beers
or something, depending on your plans and the timing of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

131. SV: Need Help Falcon HW Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Met53.4319$Nc.7155@nntpserver.swip.net>
Source record: 77713

Hi,

> I left my Falcon turned on for most of the day yesterday. In the
> afternoon when I returned I got several error messages. For example:
> 1. Trying to run Works(and other programs) I got "File is not
> executable"
> 2. Opening up a Drive: Not enough memory
> 3. Playing a .AVR file: sound has "static"0
> 4. Trying to run MagiC: bombs
>
> Leaving the Falcon turned off over night -- now it seems fine.
>
> Something seems to be heat sensitive. Is it my memory, or memory
> controller, or DSP? Any Ideas?

Do you have an accellerator board or memory board fitted?
If you have an accellerator board, there may be a problem with the overclocked CPU, so maybe you could try glueing a small heatsink on the CPU. If you have a memory board, it may be poor contact due to oxidation and you could try to remove the board and fit it back a couple of times and the oxides will probably be removed - or if may be oxides in the SIMM sockets on the memory board - then you should try to remove the SIMM:s and clean them with a fibre-glass pen, as well as the SIMM sockets and then insert the SIMM:s again.
If you don't have those add-ons, it may also be an oxide problem on the standard memory cards' connector or an oxide problem in the TOS socket (located under the memory card). The TOS ROM is a PLCC chip and you should take special care when lifting it out of the socket, since there's a risk of damaging the socket. The best way is to get hold of a special tool, called PLCC-lifter - it's much safer than using a small screwdriver and you don't risk cracking the socket in two pieces...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

132. SV: Cubase Audio won't shrink :(

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Net53.4320$Nc.7155@nntpserver.swip.net>
Source record: 77714

Hi,

> As most ppl know by now :) I've been a happy Cubase Audio Falcon user
> for years now. Recently though I've stumbled on a problem: Selecting
> "erase unused" from the audio pool doesn't work on a lot of my audio
> recordings, even though it reports it can shrink it to like 48% of the
> original size.

> If this is the case, how can I make CAF think it's really dealing with
> it's own recordings? And if not, what else can be the problem? I
really
> need to solve this, because I've got a lot of unused stuff to get rid
of
> (large recording project), and the only other way I can think of to do
> this, is passing all the segments to the offline menu, and copying
them
> to individual samples and then importing them back. But with this many
> segments, naah..:)

I've found it a lot safer to make a "permanent mixdown" rather than using the "erase unused" function. It's often much faster to do it that way instead too...
To do this, you go to the "Hardware setup" menu and select "Mix" as input instead of the others. Then you simply choose the audio section in the arrange window you want to process and mute all other audio tracks. You should set the track to maximum output in the mixermap you use - otherwise you'll record with a lower volume. You set the Left and Right locators to the points that incorporates everything you want to keep and then you record on another track. If it's a stereo track you want to cut down a bit, you can only make a new recording on track 1 and 2 (with the ANY setting), so you'll have to move the original track to another track - for example track 3. The output will then come from track 3 and 4, so you should pan those tracks to the extreme left and right, as well as setting the to maximum volume in the mixermap and voilï¿½ - you've got your new track where the parts you don't need are erased. If you try to edit a stereo track that's moved elsewhere than track 1+2, you will only see one of the tracks in the audio editor, so don't be afraid if it's so - it's normal and you will still be able to record the complete stereo track. You can't lift the track out of the Pool and drop it directly on a track that doesn't have the "ANY" setting, so you have to drop it there and then move it to other tracks afterwards.

Best regards,
Claes
My e-mail address: claes@holmerup.com

My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

133. Re: Cubase Audio won't shrink :(

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <375668FC.16BE678D@SPAMBLOCKbassment.demon.nl>
Source record: 77715

Claes Holmerup wrote:

> I've found it a lot safer to make a "permanent mixdown" rather than
> using the "erase unused" function. It's often much faster to do it that
> way instead too...

Thanks for this suggestion - I was planning to do a mixdown in the end
but I actually never considered it as an alternative to the shrink
function. :) With the huge load of data I have now (recorded a band's
entire repertoire onto 8 tracks with AdatRec) I'd prefer to make some
space first, but I guess it'll work as it is, too. It will be a lot of
work to remove little bits in between this way but they won't free much
space anyway, I can just as well leave them in in case I regret my cuts
later on or something. :)

Thanks!

Maurits.

134. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7j5pua$8lq@newstoo.ericsson.se>
Source record: 77716

In article <Pine.LNX.3.96.990603123749.2532B-100000@hal.fishpool.fi>, Martin-Eric Racine
>
>Anyways, _who_ is going this year?

I will be there !

Erik Hall

135. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <375670E2.75363DD4@SPAMBLOCKbassment.demon.nl>
Source record: 77717

joska@nuts.edu wrote:

> Yes, apart from the colour (the TT looks better) they're identical.

I feel a flamewar coming on....:)

Maurits.

136. "AUNT BYTES" IS COMING / CHAT SESSION this Saturday

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37566E62.49CE@geocities.com>
Source record: 77718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just a quick word.. if you wanted to ad an article to this month's AUNT BYTES, we'd love to publish it, but we need it.. err.. NOW! :)

Also, the next AUNT MEETING will be June 12th at 10 o'clock am till 1 pm. That's TWO SATURDAYS FROM TODAY!

Until then... CHAT SESSION *this* Saturday night at 8 pm for just some general hanging out and fun.

Take care fellow Atarians!

Doctor Clu

```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

--


```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```


```
THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=
```

137. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11c03df8adcf006f9896fd@news.prodigy.net>
Source record: 77719

In article <928268966.250.4@news.remarQ.com>, dated Tue, 1 Jun 1999
15:19:18 -0500 steve@hitec.com stated:

> Sorry I didnt say this before but howbout the SC1224? I've seen a few of
> those for sale on eBay and was wondering if they would fill the need. If
> so, is there an adapter for that model?

An SC1224 would work, but would limit you to the lower (200 line)
resolutions, or force interlace for higher (400 line) resolutions.

If you are still interested, I have an early JVC-made "swayback" SC1224
in excellent condition along with a Falcon-to-Atari monitor block I would
be willing to sell.

BTW, the same monitor block works with both types of Atari monitors; the
SC1224/SC1435, and the SM124/SM125.

==========
lonniemcclure@prodigy.net

138. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ER237LAwOoV3EwM4@steverosie.demon.co.uk>
Source record: 77720

In article <19990602222432.18006.00000328@ng-cm1.aol.com>, JLensbo
<jlensbo@aol.com> writes
>I just fell into some Syquest rives, but without the cartridges. Anyone know
>where I could get the cartridges?
>

Hi

I do know where you can get them from, at a decent price;)

The problem is that I'll have to take it for granted that you are in the
UK!

Anyway depending what cartridges you want, depends on the price you have
to pay.

Try this address: www.transco.co.uk

This company can supply allsorts of storage media.

And no it's not the gas people, I thought exactly the same when I had it
given me.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

139. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <bBBwPOAtQoV3EwPO@steverosie.demon.co.uk>
Source record: 77721

In article <3756572c2be8920@oden.se>, Ronald Andersson <dlanor@oden.se>
writes
>You should be able to use BGM partitions for secondary partitions, but not
>for the boot partition. That needs to be a GEM partition, and it has to
>be the 'old' GEM partition type, not the TOS 1.04 type. Settings for that
>exist in the ICD partitioning dialogs, but I don't remember the exact
>terms they used now.
>
>This means that the boot drive will be limited in size to 16 or 32 MB,
>I don't remember which right now.
>
>Also, if you make more than three partitions on a drive with ICD software,
>then those further partitions will not be accessible from AHDI or HDDriver
>software, as ICD used their own scheme for extra partitions. This may be
>important if/when you decide to switch to using HDDriver in the future.

Do these rules apply under normal TOS?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

140. Large Lot of Atari hardware/software auction ends TODAY

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Rob Ehlers <rehlers@newsguy.com>
Message-ID: <375698D6.6F284CF7@newsguy.com>
Source record: 77722

I have a large assortment of atari ST hardware/software up for auction,
ending today at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110769779

141. Portrait orientation

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7j65lp$g99$2@zingo.tninet.se>
Source record: 77723

Many years ago I read about a german word processor, "2:nd Word" which allowed you to tilt the monitor 90 degrees and thus have the more useful portrait orientation of the screen and program. Anyone here who can say how it worked?

This is quite a charming idea. Has anyone heard of other applications written in this way? When I come to think of it I'd like ALL my applications in portrait orientation...

MG

142. TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7j65lr$g99$3@zingo.tninet.se>
Source record: 77724

Heard some rumour that there might be a TT version of the Centurbo board?
Could this be correct? And may we expect an ST version as well?

MG

143. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <37569D7E.5B9D0D2F@SPAMBLOCKbassment.demon.nl>
Source record: 77725

Martin Graiter wrote:

> Heard some rumour that there might be a TT version of the Centurbo board?
> Could this be correct? And may we expect an ST version as well?

They did consider a TT Centurbo for a while, but they gave up. :(As
they put it, the CT2 for the Falcon is the last bit of Atari development
they've done, from now on it's only Phenix stuff.

Just buy a Hades060 ;-)

Maurits.

144. COBOL port?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928424208.261.46@news.remarQ.com>
Source record: 77726

Is there a port of COBOL available for the ST? I need to brush up on some dusty old skills. I've checked a number of FTP sites and haven't come across any.

Thanks,

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

145. FA 14 meg ram gizmo expansion module

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Sinive Seely <rollsl@uleth.ca>
Message-ID: <7j665d$dsc1@mars.online.uleth.ca>
Source record: 77727

upgrade your falcon to 14 megs

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112842662

happy bidding

146. The Milan

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990603115300.29273.00000017@ng-fl1.aol.com>
Source record: 77728

Does anyone in the U.S. own a Milan yet? If anyone does, please respond with your thoughts about it.
Also, are there any North American Milan distributors yet?
Thanks,
Sam Ferrer

147. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <928425441.4726@www.remarq.com>
Source record: 77729

On 2 Jun 1999 20:30:35 G, Ronald Andersson wrote:

Hi 'Phantomm',

Hi Ronald,

bad chip or chips on the Nemesis board. It could be simply a oscillator, but I got so discussed with it after trying 4 or 5 times to get it working that I never bothered ordering replacement oscillators. Also the original disk that came with it was damaged. Titan was of no help either. My e-mails regarding the signs and symptoms of Nemesis problems never answered. I was extremely careful with the Nemesis installation and wanted it to work real bad. I understand that stuff can get damaged during shipping and etc. But to ignore my e-mails when I have a problem with one of there products doesn't help matters.

:(. I have already commented on this subject many times... BTW, be sure the "HI" oscillator is installed and making good contact. I have problems if the socket is left open. Your Nemesis is the newer version, and I remember you saying they wanted something cut on the card during installation. Very strange....

Since I have a working Expose, I would very much like to use it with the CT2 v.B board if possible. I know it is next to impossible to have both boards in a standard Falcon case. The only way I can see that I might could use the Expose with the CT2 in a standard case would be to use some ribbon cables and run the Expose outside of the Falcons case. I'd much rather get sometype of replacement case for the Falcon than do the above.

I have ran my Mighty Sonic in this fashion, but the timing for that card is not near as critical as the timing for the CT2. However, it does seemed to be designed to "wait" for the Falcon to "cache up" for bus access. Even if you made a cable, it would have to be a loop, and would have the same effect as placing the CT2 outside the Falcon.
I think your like me, and probably never have the top hood on anyway:). I like the C-Lab case, but it is a tight fit for even two cards on the expansion pins, and it also holds

heat very well:(. The Falcon Rack is very roomy, but expensive. Lighthouse Towers in Germany at one time were inexpensive. I have considered placing my Falcon in a tower case, but the full size I have still just doesn't allow for an easy xfer. I think you need to get a server tower.

However, I'm not sure if the Expose will work with the CT2 v.B if sometype of pass thru connections are made. Do you or anyone else know if the
Expose will work with the CT2 v.B? If so, should the Expose be on the bottom with the CT2 v.B on the Top or the other way around? Does it matter?
If it does work will I be able to use all that extra memory with Apex Media to grab video?
(Mike Where are ya?) ;)

That's a hard one. I have a CT2B now, but won't be installing it very soon (until the 060 is working fully on the A/B, now fitting a bus sizer).
I have looked at the CT2B and decided that it will be the top card, if only for the reason that adding through pins on the Expose card will be an easier solder job. It doesn't make any difference to the Falcon which card is where from my experience. You might have to cut the jump trace on the Expose for it to work in the "first" card position. I had to do that with the ScreenEye.
The Expose card works independently of the Falcon (or CT2), and I am sure that Doug doesn't make any assumptions concerning the location of alternate ram as far as Apex is concerned. There should be no problems with the CT2. The Expose works fine on a 42Mhz bus, I can at least verify that. 128mb of raw video will be cool:).

Also, does the CT2 v.B have any effect on the Falcons cartridge port? I have a VideoMaster Falcon cartridge, Will I still be able to use it with the
CT2 v.B?

The VideoMaster works fine with alternate ram (set the flags), and works fine with a 24Mhz Falcon bus. I just discovered while checking the unit out for another user that M_Player will play the FLM files that VM creates. It can also disassemble them:). Way cool as it writes the video from memory to hard disk a thousand times faster than Apex (only in B&W). VM will work with a MSTE keyboard, but not a DEKA or other PC keyboard adapter.

Also, I do alot of D2D recording. Does the CT2 v.B have any negative effects with D2D recording?

Are there any known problems with any 2.5 IDE hard drives with the CT2 v.B? I have a Toshiba 2.5 6.4gig IDE will this

one work correctly?

I don't know anything about this, but I did see there were
tricks to use to get slower IDE drives to work. I wouldn't
think that the Toshiba would be considered a slow drive
however:). Probably this fix is for users of the old Conner
and 100mb Maxtors.......

And finally, I am looking for a replacement case for the
Falcon if I need to re-case it. I would like to find one
especially designed to do this. That has
enough room for aftermarket cards and etc. I really don't
want to use a PC type case.
If anyone has one for sale/trade new or used then please
e-mail me. I'm in the USA, but would probably purchase one
from overseas if something
could be arranged.

Thanks for your help, phantomm@kih.net

Good luck,

Mike
.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

148. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990603124219.07263.00000037@ng-fo1.aol.com>
Source record: 77730

```
>
>On the dynamic ip address problem.. here are a few solutions.. "Static"
>name services.. They will give you a name like "atari.dyn.ez-ip.net"
>or "tazbbs.dynip.com" to use. They all have clients for the pc that
>will do it automatically, it will tell the server what your IP address
>is and anyone that request the name will be given your current IP
>address if you are online. I always have a web server running on my pc
>when I'm online.. at http://tazbbs.dynip.com
>
>The services are.. www.dynip.com
> www.dyndns.com (both around $25 U.S./year)
> www.ez-ip.com (FREE AND WORKS WITH CAB!!)
>
>the last one... ez-ip you can use Cab to log on manually. Then run
>WebLight or the IRCD server(that's what I do)!! And sorry.. I already
>have the atari address. <g>
>
>
```

Pardon my ignorance... but I would call up the local internet provider and ask for what?

149. Re: FS: B/W Monitor SM124

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990603123725.07263.00000036@ng-fo1.aol.com>
Source record: 77731

```
>
>Black & White High-Res (640x400) Monitor for the Atari ST.
>

How much?
```

150. MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7j6bsa$no1$1@news.campuscwix.net>
Source record: 77732

Okay, I grabbed the cron 3 archive from ftp.funet.fi and am
trying to get it working. Setup seems pretty straight forward,
but... ;-)

I have:

/var/cron/tab/root
/var/cron/log
(I'm not using the allow or deny files)

/usr/sbin/cron
/usr/bin/crontab

(all the man pages are installed, come up fine)

I also changed my /etc/rc file:

Below (commented out) is the old crond entry:

```
#if [ -f /usr/etc/crond ]; then
# (cd /var/spool/cron; crond > /dev/null 2>&1 &)
# echo -n " crond"
#fi
```

And this is the new cron entry:

```
if [ -x /usr/sbin/cron ]; then
echo -n " cron"
fi
```

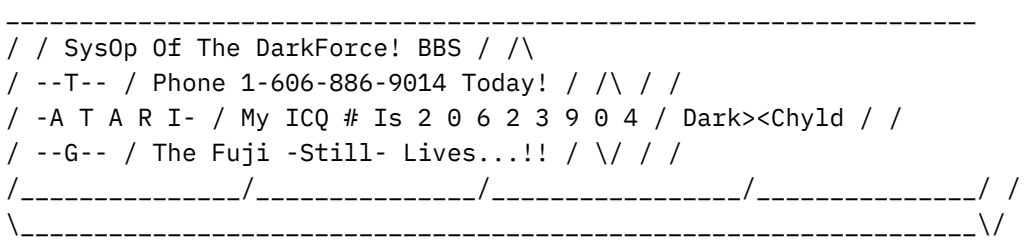
When I bootup, cron shows up as there-during the logon sequence,
but then 'echo -n " cron"' would show that, right? I can do a ps
and cron does not show up. I run crontab -e, setup what I want
it to do, and then wait. Nothing happens at all. (which is some
what of an improvement-the old crond version crashed) ;-)

Here is my tab file for root:

```
# DO NOT EDIT THIS FILE - edit the master and reinstall.
# (/tmp/crontab.121 installed on Thu Jun 3 11:50:46 1999)
# (Cron version -- $Id: crontab.c,v 2.13 1994/01/17 03:20:37 vixie Exp $)
55 11 * * * * echo "This is a test!"
```

As you can see, I was trying to get it to print out the line "This is
a test!" at 11:55am, any day, week, month, day of the week, etc,....

Anyone have any ideas? Thanks!


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

151. You live in London ? I need your help !

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3756B360.6F73B430@ping.be>
Source record: 77733

Dear London atari friends,

I have a little problem:
Iain Spence from London has sent me money for some software I'm selling,
but the problem is:
I don't remember which one he want to buy ... and in his letter he don't
mention which one he needed ...

Also, his Falcon is dead and he cannot receive or send any mail ...

I have talked to the international phone service to find his phone
number, but they say this guy has no phone number :(

If someone can contact him at 103, Harold Road Leytonstone I would be
very happy (and him also I suppose ...)

Thanks for any help ...

Perhaps could you simply find his phone number and then transmit it to
me ...

Any help appreciated.

Yours

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

152. Re: Boring day; New ST-Guide hypertext

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7j6cka$j5q$1@news1.xs4all.nl>
Source record: 77734

On 1 Jun 1999 05:35:06 G, Terry & Karen Ross wrote:
>Well, for lack of anything better to do today, I decided to do up "The
>
>Right now, I'm just adding some final touches, but I was wondering if
>there is a good repository of general-purpose (non-Atari-specific,
>that is) ST-Guides to upload it to?
>
Have you thought about coding the text with UDO [by Dirk Hagedorn]??
The tags are similar but with an UDO encoded text you can easily produce
and ST-Guide, HTML, Latex,WinHElp, ASCII, and awholelot more different formats...

Having used UDO - which is available on other platforms as well - you are
not restricted to our Atari platform ;)

gtx, Rein

153. Re: Cubase Requirements

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Stephen Cavender <sca964@gte.net>
Message-ID: <HBy53.361$5K3.13706@dfiatx1-snr1.gtei.net>
Source record: 77735

My experience running Cubase 3 on my STf left something to be desired. I didn't like it. I use Cubase 3 on a TT030 and just love it. With 4 megs of memory I can run desk accessories and MROS programs like the Interactive Phrase thingie.

I suggest you look to upgrade to a Mega ST or TT030. The convenience of the detachable keyboard is worth the extra costs not to mention HD support and TT-High video resolution. Cubase looks and works great in TT-High. In fact during a session a while ago, the composer thought I was using a Mac :)

Hehe

Steve Cavender

154. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3756BC96.F71AD29@ping.be>
Source record: 77736

Martin Graiter a *crit :

> Heard some rumour that there might be a TT version of the Centurbo board?
> Could this be correct? And may we expect an ST version as well?

A few weeks ago Guillaume Tello said to me Centek definitely abandoned this
"project".
It's a pity because a lot of people were continuously contacting me to
update the list of buyers ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

155. Re: You live in London ? I need your help !

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3756c00c$0$10478@news.zetnet.co.uk>
Source record: 77737

On 3 Jun 1999 18:54:58 +, Jo Vandeweghe wrote:

| . . . .
|If someone can contact him at 103, Harold Road Leytonstone I would be
|very happy (and him also I suppose ...)
| . . . .

Try writing back to him.

John Logan

156. Re: Boring day; New ST-Guide hypertext

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928432106.228.50@news.remarQ.com>
Source record: 77738

On 3 Jun 1999 17:05:14 G, Rein Bakhuizen van den Brink wrote:
>On 1 Jun 1999 05:35:06 G, Terry & Karen Ross wrote:
>>Right now, I'm just adding some final touches, but I was wondering if
>>there is a good repository of general-purpose (non-Atari-specific,
>>that is) ST-Guides to upload it to?
>>
>Have you thought about coding the text with UDO [by Dirk Hagedorn]??
>The tags are similar but with an UDO encoded text you can easily produce
>and ST-Guide, HTML, Latex,WinHElp, ASCII, and awholelot more different formats...
>
>Having used UDO - which is available on other platforms as well - you are
>not restricted to our Atari platform ;)
>
>gtx, Rein

Thanks Rein - I've been contemplating looking into UDO, for other matters. As far as using it for the project I just did, it shouldn't be necessary since it's already in widespread distribution - I just wanted it immediately available to me from ST-Guide. I really should have clarified the "Non-Atari-Specific" part - I meant specific to ST-Guide, but a document not relating to Atari computers. I will investigate UDO though, since I have a couple of other projects I'm working on - thanks :)

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

157. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: El Diablo <el.diablo@kockens.pp.se>
Message-ID: <D_z53.4545$Nc.6844@nntpserver.swip.net>
Source record: 77739

Erik Hall skrev i meddelandet <7j5pua$8lq@newstoo.ericsson.se>...
>In article <Pine.LNX.3.96.990603123749.2532B-100000@hal.fishpool.fi>,
Martin-Eric Racine
>>
>>Anyways, _who_ is going this year?
>
>I will be there !
>
>Erik Hall
>
>

So will I.....
All the way from Malm&#65533; !!!! ;-))

// El Diablo

158. Okami 2.1b-4

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3756cf381440e40@zetnet.co.uk>
Source record: 77740

Hi all,

I have just upgraded to Okami 2.1b-4 from 2.1b-2 and can't get Okami
to add my sig file to the bottom of my message anymore.Has the
sigs.inf file changed format or have I just overlooked something?

Thanks in Advance,

Gordy.

159. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3756dfd64d23c0@ping.be>
Source record: 77741

on Thu 03-06-1999 20:41 El Diablo wrote:

>
>Erik Hall skrev i meddelandet <7j5pua$8lq@newstoo.ericsson.se>...
>>In article <Pine.LNX.3.96.990603123749.2532B-100000@hal.fishpool.fi>,
>Martin-Eric Racine
>>>
>>>Anyways, _who_ is going this year?
>>
>>I will be there !
>>
>>Erik Hall

>So will I.......
>All the way from Malmï¿½ !!!! ;-))
>

And so will I too.
All the way from Deerlijk, Belgium

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

160. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3756627eb1860030@lvdi.net>
Source record: 77742

On Mon 31-05-1999 22:22, Ronald Andersson scribbled:

>I've just uploaded version 1.0 of my STinG EZ-IP clients to my homepage.
>ST-Guide HYP file is included, both in the archive and readable from the
>homepage.

Cool!

Um...what's an EZ-IP client? :^)
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

161. Re: Keith's www.radix.net/~atari/ gone??

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7j6qnb$q31$1@slave2.aa.net>
Source record: 77743

Hi M-ER,

That would be Keith Scroggins. He bot all of Toad's left over Atari stuff and was selling it for cheap. I bot a few items for a nice price, and he was good to do business with. I tried accessing his page, and as you noted, it's no longer valid! :-(I hope he hasn't given up. Maybe he sold most of the items - I don't know. I looked to see if I still had his email, but couldn't find it. Good luck - and if you ever find that he has a new page, be sure and post the info.

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 29 May 1999 14:54:53 , Martin-Eric Racine wrote:
>This is the URL of whoever bought Toad's overstock, but it seems
>gone. The guy was obviously called Keith, but no other info remains.
>
>I am trying to locate him, to buy some of his MEGA-STE motherboards.
>
>--
>Martin-Eric Racine

162. Keith's www.radix.net/~atari/ gone??

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TmLCmIAHZvV3EwcR@steverosie.demon.co.uk>
Source record: 77744

On Thu, 3 Jun 1999 at 21:05:47 a message from Clayton Murray was created
on the subject of Keith's www.radix.net/~atari/ gone??.
>Hi M-ER,
>
>That would be Keith Scroggins. He bot all of Toad's left over Atari stuff
>and was selling it for cheap. I bot a few items for a nice price, and he
>was good to do business with. I tried accessing his page, and as you noted,
>it's no longer valid! :-(I hope he hasn't given up. Maybe he sold most of
>the items - I don't know. I looked to see if I still had his email, but
>couldn't find it. Good luck - and if you ever find that he has a new page,
>be sure and post the info.
>

Hi

I'm still waiting for Keith to get back to me as I don't give peoples
addresses out etc. without their permission.

I do know that he has used Ebay auctions in the past, so do an Atari or
Portfolio search. I will pass his info on if & when he gives me
permission.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

163. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3755AF75.30CDA76F@ihug.co.nz>
Source record: 77793

Hi there,

Chris Crosskey wrote:
>
> I don't know wether a Falcon works with the SC1224, but it does
> (with an adapter) with the SM124/144/146..

The Falcon030 does indeed work with the SC1224 (or at least mine does!)

You can run a 768*576*32768/65536 colour desktop on this monitor, and
it will look gorgeous...I use Videl Inside 2 to setup the Videl to run
at that resolution.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

164. Re: Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-06-03 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7j4k9d$20i2@enews1.newsguy.com>
Source record: 77794

On 30 May 1999 02:59:58 , Chris Crosskey wrote:

>Any way to save the games?

Not that I can see, unfortunately... :^(

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

165. Re: Okami 2.1b-4

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <375726c425109a0@club-internet.fr>
Source record: 77648

Hello,

in article <3756cf381440e40@zetnet.co.uk>
Gordy wrote on Thu 03-06-1999 19:53 (+0200):

> Hi all,
>
> I have just upgraded to Okami 2.1b-4 from 2.1b-2 and can't get Okami
> to add my sig file to the bottom of my message anymore.Has the
> sigs.inf file changed format or have I just overlooked something?

Signature files are now in the form logname.sig (and quotefmt.inf is
logname.qfm). You need also to add there paths in o.inf:

sigfiles=i:\okami
quote.format.files=i:\okami

(cause I didn't move them in another folder)

The history file for the beta version is on Jos's site.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
My Falcon Is really Fantastic !

166. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7j7cjjcen1@zingo.tninet.se>
Source record: 77649

```
On 3 Jun 1999 12:40:36 +, Martin-Eric Racine wrote:
>On Wed, 2 Jun 1999, Ronald Andersson wrote:
>> Hi Martin-Eric,
>> According to Mille Babic, you will attend NAS-99,
>> I'm not sure if I'll be there myself though,
>
>I would certainly be glad to finally get to meet you! ;-)
>
>Anyways, _who_ is going this year?
>
Hi Martin-Erik
```

I will try to get there on saturday if i get the time. But its only a 1,5 hour
drive so if its not to much to do at work i�ll pop in during the afternoon.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
---

167. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsta01.k1i7uv1hlcx1qN@pm-d06.rhein-main.de>
Source record: 77650

> When I used MiNT .095 I could use partitions up to 256mb. I now need to
> access BGM partitions under TOS 1.2. I have an ICD Link II interface
> and am useing ICD drivers as I am unaware of any (free) replacement
> drivers. The adscsi manual that came with my link II says I can use BGM
> partitions but TOS won't mount them. What do I do?

HDDriver:

Patition size with TOS

TOS 1.00 - 1.02 256 MByte
TOS 1.04 - 3.xx 512 Mbyte
TOS 4.0x 1024 MByte

MagiC / BigDOS 1024 MByte
2048 MByte (DOS-Kompatibel)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

168. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dstal3.y4w61javtbk0N@pm-d06.rhein-main.de>
Source record: 77651

Phantomm <phantomm@kih.net> wrote:

> replacement oscillators. Also the original disk that came with it
> was damaged. Titan was of no help either. My e-mails regarding the
> signs and symptoms of Nemesis problems never answered.
> I was extremely careful with the Nemesis installation and wanted it
> to work real bad. I understand that stuff can get damaged during
> shipping and etc. But to ignore my e-mails when I have a problem
> with one of there products doesn't help matters.

A main problem. Same here, several times. I quit that.
I doasnï¿½t like to waste my time with sensless emails, they doasnï¿½t
response. One and only part left here is apex.
Other parts, nemesised falcon included, i sell to other people.

> >2: High fan
> > --------
> > The CPU fan is too high. Even when it is slid down to its lowest

Some electronic stores had flat ones, very flat. (Notebook fan)
But we should not solder on CT2.. Cut wires, remove high fan.

My "A" board comes (last year) also with cuttet fan corners, but it
works. Keyboard doasnï¿½t touch the fan, but the lower corner of the
cooler block extremly near the -12 connector of the internal PSU.

A smaler bock would be nice, works in the same way..

> The cable I received is grey and just like a 50 pin ribbon cable.
> All wires are connected together with a thin piece of insulation.

Arghs..
They doasnï¿½t gave colorised flat wire? What a joke..
Itï¿½s allways better with colorised wires..

> I have some general questions about the CT2 v.B, I've not completely
> read the documentation yet so I hope I'm not asking something that is
> already covered. I'm not going to do any thing that will void the
> warrantee on the CT2 v.B until I have it working correctly.
>
> Since I have a working Expose, I would very much like to use it with
> the CT2 v.B board if possible. I know it is next to impossible to have
> both boards in a standard Falcon case. The only way I can see that I

Same here with the screeneye. (Selled last week, i doasnï¿½t use it again)

CENTEK tells me that i have to put the screeneye below ct2.
That sound like to solder a slot to the backside of the srceeneye.

I do that, but i doasnï¿½t test it. I canï¿½t found the time, also i
selled the board last week. I think you can do the same with your
exposeï¿½. Thatï¿½s nearly the same as screeneye.

I canï¿½t found any word about that in any doc.

> might could use the Expose with the CT2 in a standard case would be
> to use some ribbon cables and run the Expose outside of the Falcons
> case. I'd much rather get sometype of replacement case for the Falcon

Yes, but were you like to connect the flat wire?
I think isnï¿½t a good idea, high bus clock an long flat wire are not
a nice couple..

> than do the above. However, I'm not sure if the Expose will work with
> the CT2 v.B if sometype of pass thru connections are made.
> Do you or anyone else know if the Expose will work with the CT2 v.B?
> If so, should the Expose be on the bottom with the CT2 v.B on the Top
> or the other way around? Does it matter?

Bottom, best way. Only way to find out, try it. I canï¿½t remember me that
anybody here use a second bus expansion since fit the ct2.

> If it does work will I be able to use all that extra memory with Apex
> Media to grab video?

Well, apex works fine with the ct2, but i doasnï¿½t check video grabbing..

> Also, does the CT2 v.B have any effect on the Falcons cartridge port?
> I have a VideoMaster Falcon cartridge, Will I still be able to use it
> with the CT2 v.B?

Sorry, doasnï¿½t have any answer for you. One an only i tested:
MidiCom Romport interface. Works fine! (Network beetween two falcons)

> Are there any known problems with any 2.5 IDE hard drives with the
> CT2 v.B? I have a Toshiba 2.5 6.4gig IDE will this one work
> correctly?

Original 64MB conner doasnï¿½t work in turbo mode.
Also a 540MB hitachi modell..
Also my old IBM DPES 31080 (SCSI) doasnï¿½t work with ct2 (turbo)

I use an toshiba 2.5" IDE drive (2.1MB) of the MAT series -> perfectly!
I think bigger ones works also fine.

> And finally, I am looking for a replacement case for the Falcon if
> I need to re-case it. I would like to find one especially designed
> to do this. That has enough room for aftermarket cards and etc.

Expensiv..
Tower or desktop cases looks nice, but also expensiv.

Older lighthouse cases had sharp metal corners!
Also the internal psu is NOT shilded!

Pentagon in germany sells a flat desktoper case, nice outfit, expensiv.

I create a flat desktopper case with transparent (smoke colored) acryl
glass, case have ALL holes for ports, floppy ect..
I doasnï¿½t use it.
(Can make a picture if i got the video board for my G3)

> I really don't want to use a PC type case.

Grey monster cases ;->

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

169. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <37575E84.CAD0ABB7@ihug.co.nz>
Source record: 77652

Mario Becroft is working on a 68030 and vga expansion for the ST at the moment.

Martin Graiter wrote:

> Heard some rumour that there might be a TT version of the Centurbo board?
> Could this be correct? And may we expect an ST version as well?
>
> MG

170. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <928477247.981.53@news.remarQ.com>
Source record: 77653

On 4 Jun 1999 06:18:43 +, Robert Schaffner wrote:
>Phantomm <phantomm@kih.net> wrote:
>
>
>Same here with the screeneye. (Selled last week, i doasn't use it again)

Umph!

:)

Mike

>
>
>Regards, Robert
>--
> -=Home of DOIT-Archives=-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>robscha@data.rhein-main.de / doitarchive@atari-computer.de
>http://www.atari-computer.de/doitarchive/index.htm
>.

171. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990604093346.4375E-100000@hal.fishpool.fi>
Source record: 77654

> > Heard some rumour that there might be a TT version of the Centurbo board?
> > Could this be correct? And may we expect an ST version as well?
>
> Guillaume Tello said to me Centek definitely abandoned this "project".
> It's a pity because a lot of people were continuously contacting me to
> update the list of buyers ...

Apparently, they abandoned because they found fewer interrested buyers
than for the Falcon CT2.

Then again, for some developpers, it seems to me that simple math is
impossible for them. I recall reading that 18000 TTs were produced,
compared to about 5000 Falcons. It should be simple enough to figure
out which one has the best market potential, then....

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

172. Re: Keith's www.radix.net/~atari/ gone??

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990604093036.4375D-100000@hal.fishpool.fi>
Source record: 77655

> That would be Keith Scroggins. He bot all of Toad's left over Atari stuff
> Good luck - and if you ever find that he has a new page, be sure and post
> the info.

www.radix.net/~kws/

No Atari info left, assides from a mention that he bought Toad's
overstock, in his CV.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

173. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j84ui$8sl$1@nyheter.chalmers.se>
Source record: 77656

In article <375667b438d13f0@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Martin-Eric
>
>on Thu 03-06-1999 12:40 Martin-Eric Racine wrote:
>>On Wed, 2 Jun 1999, Ronald Andersson wrote:
...
>>Anyways, _who_ is going this year?
>
>I don't know, except for you and a couple of guys from Gothenburg,
>and I expect most Atarians in Gothenburg will drop in to check it
>out, since it's so close for them.

I'll certainly be there, at least parts of some of the days.
I'll definitely bring my Eclipse along, most likely connected to my
AB040 Falcon.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

174. Re: Evolution Dino Dudes

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j85cn$8ub$1@nyheter.chalmers.se>
Source record: 77657

In article <374c78d8$0$10483@news.zetnet.co.uk>,
James F. Haslam <jfhaslam@zetnet.co.uk> wrote:
>
>Hi Mark!
>
>On 25 May 1999 03:05:26 , "Mark Phillips" wrote:
>>Well done, I got bored after level 2.
>>
>>
>>However, I can't work out how to get past level 10

I've come a lot further than that. It has been a few years, though,
so I don't remember the specific levels and I've forgotten where I put
my Dino Dudes password list.

If you could tell me what the password is for getting to level 10,
I'll turn the Jaguar on and take a look at it.
(I don't know if you're running on a Jaguar. Perhaps there weren't any
passwords in the other versions of the game?)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

175. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7j8ac9$9k7$1@nnrp1.deja.com>
Source record: 77658

In article <3756572c2be8920@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> on Wed 02-06-1999 19:33 Technoid Mutant wrote:
>
> >When I used MiNT .095 I could use partitions up to 256mb. I now need to
> >access BGM partitions under TOS 1.2. I have an ICD Link II interface

Old versions of MiNT do not change the partition size limits, as they go through TOS to access the filesystems. So if you were able to user these partitions with MiNT, you should also be able to use them without.

> >and am useing ICD drivers as I am unaware of any (free) replacement

AHDI? CBHD?

> >drivers. The adscsi manual that came with my link II says I can use BGM
> >partitions but TOS won't mount them. What do I do?
>
> You should be able to use BGM partitions for secondary partitions, but not
> for the boot partition. That needs to be a GEM partition, and it has to
> be the 'old' GEM partition type, not the TOS 1.04 type. Settings for that

There is nothing like a "TOS 1.04" type.

BGM partitions work for boot partitions in AHDI, CBHD, HuSHI and other drivers. If they don't with ICD's software, it's a bug in their driver.

> exist in the ICD partitioning dialogs, but I don't remember the exact
> terms they used now.
>
> This means that the boot drive will be limited in size to 16 or 32 MB,
> I don't remember which right now.
> Also, if you make more than three partitions on a drive with ICD software,
> then those further partitions will not be accessible from AHDI or HDDriver
> software, as ICD used their own scheme for extra partitions. This may be
> important if/when you decide to switch to using HDDriver in the future.

ICD allows to select the AHDI compatible partitioning schema.

> --
> --

> Regards: Ronald Andersson mailto:dlanor@ettnet.se
> http://dlanor.atari.org/ ICQ:38857203
http://www.ettnet.se/~dlanor/
> --

>

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

176. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsv3z8.1l4he9qgsgx14N@pm-d04.rhein-main.de>
Source record: 77659

Martin Graiter <graiter@starmail.com> wrote:

> Heard some rumour that there might be a TT version of the Centurbo board?
> Could this be correct? And may we expect an ST version as well?

Yes, some weeks ago some people here send questions for an TT
accelerator like falcon CT2 to centek. Last week centek respose
that not enough people are intressed, so they quit planing.
(Or else)

Thatï¿½s what i hear, iï¿½m not sure thatï¿½s correct.
Rumors..

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

177. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Simon Osborne <carbon@polarbear.swinternet.co.uk>
Message-ID: <7j899tmgr1@news8.svr.pol.co.uk>
Source record: 77660

Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl> wrote in message
news:374E76DF.8B5E4D5B@SPAMBLOCKbassment.demon.nl...
> Guy Harrison wrote:
>
> > >Does MSDOS actually HAVE a kernel? :)
> > >
> > > Oh yes. It is very small, only one instruction in fact. The 80x86
> > > equivilent of NOP.
> >

Don't you mean:

PC=ON
CRASH
RETURN

> *shrug* - do you realise what that means? It means the msdos kernel is
> reentrant, multithreaded, multiprocessor-ready, extremely slim and
> fast.. my look what I missed while I was dreading PCs all those years.
> :)
>
> Maurits.

178. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j8da7$9rg$1@nyheter.chalmers.se>
Source record: 77661

In article <3755725e30e9f1@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Tue 01-06-1999 14:11 Johan Klockars wrote:
>>In article <3753a9ce4f44c81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>And when CPU transfers such data out of the ST-RAM area there
>can be no caching to improve speed, as cache is invalid after
>DMA transfers. That is where the AB040 must really suffer in
>comparison to CT2.

Well, it's easy enough to invalidate the cache and after that you can
use the caching just fine. Normally, an AB040 setup would only disable
the caches for the video memory.

>And don't forget that all system vectors and variables reside
>here too, so that any inefficiency will also affect interrupt
>service responses and other time-critical TOS operations.

Yes, to some degree.

The AB040 Toolkit can relocate the TOS system stack to FastRAM and that
definitely speeds some things up a lot.

>>Theoretically (assuming single cycles access times), a 100 MHz SDRAM
>>can deliver 800 Mbyte/s, which should be plenty...
>
>Isn't that a bit like specifying an eternal access burst on EDO SIMMs ?

Yes, you only get that kind of speed on eternal bursts. I'd assume a
PPC normally does 32 byte bursts, which would be something like 3-1-1-1
cycles or so.

In any case, the '030/'040 (don't know about the '060) only have 32 bit
data busses and their clock frequency is usually 50MHz or lower.
That would mean a maximum RAM bandwidth about a factor of four lower.

>>to be done. I'm not saying that it will be an easy job to get the
>>emulator 100% correct, though.
>
>True, but if it can be done reasonably well in emulators for Intel
>processors (and it can), then it should at least be a lot easier to
>do it with a logically structured processor.

;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

179. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7j8he0$aa0$1@nyheter.chalmers.se>
Source record: 77662

In article <3756572c2be8921@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Wed 02-06-1999 23:44 Johan Klockars wrote:
>>In article <3755994e2179c26@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>It's of course easy to call an underlying VDI even without such a
>>subroutine address, by faking a TRAP #2. This costs a couple of extra
...
>Hmmm, there may be a problem with that method, if more stuff is linked
>in the trap #2 vector. Letting the subroutine do it like a trap might
>then invoke the overhead costs of those other dispatchers. I'm not

Yes, but on the other hand those other dispatchers might have a good
reason for being there.

>This should mean that the required 'behaviour' of loaded drivers
>should be identical to that of this subroutine, although an enhanced

NVDI drivers definitely don't need a dispatcher, but I guess they might
redirect things back into the main program immediately.
Anyway, I don't think they're compatible with the old GDOS ones.

>before AMC_GDOS was loaded. This means that the subroutine was not
>intended to lead to a fullfledged VDI but only to a fairly simple
>screen driver, not implementing any of the GDOS functions itself.
...
>How do you deal with these things in fVDI ?

Well, fVDI (like NVDI as far as I know) is an 'integrated' driver in
the sense that there is no separate GDOS. Thus, there is only one
dispatcher.

So far there are no printer drivers etc for fVDI so I'm not sure
what would be required for those (but I'm reasonably sure that I've
not done anything that would make them more difficult to write).

>If this is true, many speedup possibilities exist for your driver, as
>that does not seem to be implemented so, but rather as an alternative
>entry point to the full VDI you implement.

The dispatching is done via a function table anyway, so it doesn't
matter if only a small part of the possibilities are used.
Also, in the case of NVDI without drivers of its own, the background
VDI will actually have to deal with everything except the vst_/vqt_
calls and v_gtext/ftext/justified (and perhaps a few other things).

>construction of alternative screen drivers that should be compatible
>with any Atari compliant GDOS. And that should (hopefully) include
>NVDI too.

I don't think NVDI's drivers are compatible with the other GDOSes.

A 'screen driver' in the form of a background VDI really has to be
able to do just about everything (as described above).

In the case of fVDI, there's should really be no need to be compatible
with anyone else, since you could do one of the following things:
- Use fVDI as a background VDI.
The 'front' VDI would then take care of all non-screen devices
completely and pass most screen things through to fVDI (with text
output converted to vrt_cpyfm).
- Use fVDI as a front VDI.
fVDI will now deal directly will all devices it has drivers for
(currently only the screen). You can, however, set it up to pass
all operations on specific other handles (including the workstation
open/close calls, of course) through to the next VDI, and thus
still 'support' all hardware that VDI knows about.

In the first case screen operations will be slowed down a bit, but
you'll have access to all the font support etc of NVDI for example.
Non-screen devices will not notice fVDI.

In the second case it will be non-screen operations that are slowed
down, but they will still work fine. For now you'll have to make do
with the fVDI font support for the screen, though.
(In the future I intend to make it possible to use the background VDI
to draw text into a monochrome buffer which can then be blitted by fVDI.)

>I hope you implemented XBRA for this vector too, for it is a system
>vector, even though it has no specific storage address. Anyone who
>modifies any system vector must use XBRA, in this case as in others.

I never thought about it, but I could of course do that.
It's a bit risky, though, since nothing would work if fVDI was bypassed.

>>I've been calling the old VDI this way since day one in fVDI, as I
>>didn't implement all the necessary functions (even now a few things
>>(for example the vector exchange and mouse/keyboard input functions)
>>are delegated).
>
>That sounds sensible to me, as there should be no reason to implement
>such things any different regardless of the physical display methods.

Eventually I'll have to replace them, though, since not every system
that could potentially run fVDI will _have_ an old VDI to rely on.
For example, I'm planning to support Macs under MacMiNT.
(And the 'f' stands for (among other things) Fenix, which doesn't have
any other VDI either.)

>>There's aren't any actual fVDI programming docs at this time, only
>>some example source code.
>
>Then I take it that you are not actually tied to any specific format
>for your own loadable drivers, such as you would be if that had been
>spread widely as an official fVDI doc.

No, the driver interface is still in a state of flux.
Only about a week ago I had to change the mouse move/draw interface
rather substantially (only used for the RageII hardware mouse cursor
earlier, but in the new v0.93beta the bitplane drivers use it too).
There will definitely be more minor changes and probably a major
revision once 'all' things are working.

>This is good, because I think that further studies may result in enough
>info to allow fVDI greater compatibility to NVDI. Given the admittedly
>scant info already available, I believe it should be possible to achieve
>sufficient compatibility to make drivers mutually exchangeable.

I actually don't think there's much chance of that, but as described
above, it shouldn't really be necessary.

>What we need today is not more separate formats for such things, but more
>ways for related things to share common formats. If the standard for a
>loadable driver is indeed simply to support standard VDI operations in
>the same way that the TOS VDI subroutine does, and possibly even delegate
>some work to that routine, then such compatibility should be achievable.

That is not the way fVDI drivers are used at all, and at least the NVDI
screen drivers are also very different.

The fVDI drivers are in essence similar to the LineA functions. That is,
a selection of primitive operations that can be used to implement more
general ones. It is possible for a driver to replace a complete VDI
function (only for operations on that device of course) as well, though,
if necessary.

A basic fVDI driver would only contain pixel set/get routines and some
setup stuff. The main fVDI engine can then use those to perform any kind
of graphics operation (very slowly, naturally).
Various 'optimizations' are done by fVDI, such as using the mono-expand
routine for text output if a driver has the former but not the latter,
or using line drawing for solid fills if there's no fill routine.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

180. tny format

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <928499497@acpu.com>
Source record: 77663

ghrhoads@aol.com (GHRhoads) spake thusly:

G > Does anyone know where I can get a utility that will let me
G > read, on my Windows machine, grapics files that are in .tny
G > format. I have several disks of clip art in *.tny format that
G > I use with my Atari, but I would also like to use the clipart
G > in some windows applications.

I can't answer your question, but ImageCopy will convert .tny's to
something your pc will eat.

Tiny format is just a compressed .neo (or Degas?), so you could
'unstuff' them, IIRC, with the same utility. Then you would need
something for the pc that would eat .neo's, which would probably be
just as hard to find. So... ImageCopy on your Atari is the right
answer.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Always smile. It makes people wonder what you're up to.
___ Mountain Reader II - #00000077

181. Softjee site down?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Ellis Alexander Myles Breen <x9731466@cpca6.uea.ac.uk>
Message-ID: <Pine.OSF.4.05.9906041405220.7045-100000@cpca5.uea.ac.uk>
Source record: 77664

Anybody know what's happened to www.softjee.com? It gives me:

Forbidden

You don't have permission to access /welcome.html on this server.

Additionally, a 403 Forbidden error was encountered while trying to use an ErrorDocument to handle the request.

???

182. Re: Okami 2.1b-4

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3757d46685f050@zetnet.co.uk>
Source record: 77665

on Fri 04-06-1999 00:48 Pascal Ricard wrote:

>> I have just upgraded to Okami 2.1b-4 from 2.1b-2 and can't get Okami
>> to add my sig file to the bottom of my message anymore.Has the
>> sigs.inf file changed format or have I just overlooked something?
>
>Signature files are now in the form logname.sig (and quotefmt.inf is
>logname.qfm). You need also to add there paths in o.inf:
>
>sigfiles=i:\okami
>quote.format.files=i:\okami

Thanks Pascal,Everything seems to be working well now.Okami is
getting better and better.:-)

>The history file for the beta version is on Jos's site.

Went to Jos's site and read the history file.There have been quite a
few improvements since the last version.One lesson I have
learned...Always read the History file to find out whats new.

Gordy

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Press any key to start formatting the hard disk.

183. SV: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7j8mav$1qa$3@zingo.tninet.se>
Source record: 77666

Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl> skrev i
diskussionsgruppsmeddelandet:37569D7E.5B9D0D2F@SPAMBLOCKbassment.demon.nl...

> They did consider a TT Centurbo for a while, but they gave up. :(As
> they put it, the CT2 for the Falcon is the last bit of Atari development
> they've done, from now on it's only Phenix stuff.

What a shame.

What's so exciting about the Phenix by the way?
I've read the specs and it all looks nice, but why on earth should I buy a
Phenix?
What can it do that an Intel machine can't? It seems to me like buying an
odd piece
of harware and then praying to god every day that the company may live on
and
deliver drivers for it's hardware, spare parts etc.

Me thinks "open source" should include hardware as well. Specially for odd
products with a small market. Look at the tremendous success of the Linux
project. Everything is open and it works sometimes better than commercial
alternatives.

I'd really like to lay my hands on the ST simulator which was the embryo of
the ST series. A program simulated the new computer in toto on a VAX
workstation. This was pre-1985...

Does the Phenix exist otherwise than prototype?

MG

PS "Dolmen" means dick in Swedish...

> Just buy a Hades060 ;-)
>
> Maurits.

184. Re: SV: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <3757E869.A6045D5D@SPAMBLOCKbassment.demon.nl>
Source record: 77667

Martin Graiter wrote:

> > They did consider a TT Centurbo for a while, but they gave up. :(As
> > they put it, the CT2 for the Falcon is the last bit of Atari development
> > they've done, from now on it's only Phenix stuff.
>
> What a shame.

Yeah :(

> What's so exciting about the Phenix by the way?
> I've read the specs and it all looks nice, but why on earth should I buy a
> Phenix?
> What can it do that an Intel machine can't? It seems to me like buying an
> odd piece
> of harware and then praying to god every day that the company may live on
> and
> deliver drivers for it's hardware, spare parts etc.

It is indeed a bit of a dilemma.. it contains all the Atari goodies but
they go through great lengths to explain to everybody that it is NOT an
Atari clone. But why on earth would I want to buy an 68060 computer in
1999 when it's something completely new? :) Well, of course it will be
more reliable than an Intel box since the Midi and Audio will have Atari
reliability (no crappy PC architecture) and of course all GEM-based GUIs
are great, but I'd rather stick to a machine that doesn't try it's best
to isolate itself from the Atari world.

Still, they apparantly did some market research amongst studios, and
apparantly a very large part of ppl interested in the Phenix had never
used an Atari before. So it looks like it is a nice bit of new
machinery, with just a slightly odd choice of processor. :) And as a
studio engineer, I must say purely looking at the specs and the price,
it's a nice set of studio gear.

> Me thinks "open source" should include hardware as well. Specially for odd
> products with a small market. Look at the tremendous success of the Linux
> project. Everything is open and it works sometimes better than commercial
> alternatives.

Interesting idea..:) Well actually the PC is sort of an open source
hardware project, and indeed it is the ONLY reason for the PC's success.
:) Pity it's such a load of crap. :)

> I'd really like to lay my hands on the ST simulator which was the embryo of
> the ST series. A program simulated the new computer in toto on a VAX
> workstation. This was pre-1985...

Kewl!! :) This should be available for download.. or should be running on some internet-connected VAX so we can run it remotely or something. :)

> Does the Phenix exist otherwise than prototype?

As I understood it, the Phenix exists now as a collection of hardware circuits which were all completed individually and shown at Atari shows and stuff. From their progress I would say that it won't take that long anymore for the Phenix to come out. But I think I'm more interested in a Hades. :)

> PS "Dolmen" means dick in Swedish...

:)

Maurits.

185. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsvjd3.1igm8hxs2fdvmN@pm-d04.rhein-main.de>
Source record: 77668

> Umph!
>
> :)

Well, i was fast. Got the money i want.. Sorry :)
Anyway, one CT2 "A" left here, not tested, no EDO..

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

186. TT Centurbo? Why Centek did not begin anything ...

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3757F65D.D159CE3C@ping.be>
Source record: 77669

Robert Schaffner a *crit :

>
> Thatï¿½s what i hear, iï¿½m not sure thatï¿½s correct.
> Rumors..

That's definitely NOT !

In fact they NEVER were interested in ANY TT030 product; I remember I was speaking with them about their Falcon scanning program wanting to use it on my TT030 and they said; WE DON'T SUPPORT OLD MACHINES ANYMORE ... this was two years ago (maybe 3 ...) at a french show (the latest) ... so, some people (Guillaume Tello among them ...) were seriously hoping to make change their mind but they never succeeded because of their rather poor TT 030 oriented mind.

That's facts.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

187. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3757F460.E94FD076@ping.be>
Source record: 77670

Martin-Eric Racine a *crit :

> Then again, for some developpers, it seems to me that simple math is

> impossible for them. I recall reading that 18000 TTs were produced,
> compared to about 5000 Falcons. It should be simple enough to figure
> out which one has the best market potential, then....

You must be aware that french people are definitely TT allergic ... just take
time to read the fr.comp.sys ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

188. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7j8v0pfpq2@wanadoo.fr>
Source record: 77671

Hi Ronald,

On 3 Jun 1999 04:25:37 G, Ronald Andersson wrote:
>on Wed 02-06-1999 18:00 Didier MEQUIGNON wrote:
>>On 2 Jun 1999 17:08:06 G, Ronald Andersson wrote:
>>
>>About CPU-Cooler...
>>>
>>>I definitely agree. IMHO it it the Lattice ispLSI chips that are alone
>>>responsible for most of both the heat generation and the heat sensitivity
>>>of the CT2. If I angle my fan in any other way than blowing cool air
>>
>>You're right. At factory all VME cards works without CPU-Cooler.
>
>Yes, but that is probably on fairly wide-open test boards. In a real
>system and running above specified speed, some cooling is called for.

We have only 3-4 bigs fans under VME-Rack 21 slots, no CPU-cooler.

>But the mistake lies in not arranging it so that the other CT2 chips
>(ie: the Lattice chips) also share this cooling.
>
>>>directly at them, then they quickly get very hot, and then the system
>>>eithr bombs or freezes.
>>
>>A bad idea this CPU-Cooler...
>
>'This' cooler, and its arrangement, is a bad idea.
>The question is how best to replace it. Where did you get your fan,
>and what type is it (perhaps it can be found here too).

I have found this fan at factory, it's an ETRI Model 180DH 24VDC 2,16W
ref: 180DH2LP3100A
On FALCON computer, you have only 12V so I have found a solution :

```
+12V power-supply -----------+
| +
-+-
/ \ Fan 24V powered in 15V
\ /
-+-
33ohms | -
-5V RS422 +------====-------+
-|<|------+
on D9 1N914
mother Falcon's card
```

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

189. Mac disks can be read on a pc, and then read on the Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <1OXtbAAoDAW3EwyA@bertste.demon.co.uk>
Source record: 77672

I recently asked if anyone knew how I could transfer files from a 2mg Macintosh floppy to the Atari.

I found a novel solution....

I found a small program 313kb that allows my PC to read MAC formatted disks directly, and then save the files to hard disk. I can access them on my PC and easily transfer them to my Atari using 720k Atari formatted disks.

It really is very easy, and allowed me access files from work, that I thought I would never be able to read without, MAC or PC exchange. and since it's only a few files, this has proved a very quick way.

just though it might interest someone, that's if it already isn't well known.

Rob
--
Other World

190. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: flipflap@coastalnet.com
Message-ID: <aWU53.1670$J86.204549@typ11.nn.bcandid.com>
Source record: 77673

On 31 May 1999 04:12:15, Fitzpatri8 wrote:
> A search of my archives uncovered this publicly released email on the
>subject:
>
> >> Thanks for the reply. Unloading was enabled by default, however
> >>when I turn off unloading and try to run an application, I get a
> >>dialog box saying "Invalid handle!", "handle=0", with two buttons,
> >>"continue" and "tolerate". Doesn't matter which button I choose, I
> >>get either 2 or 3 bombs depending on the application I am attempting
> >>to run. The TT doesn't crash, it just dumps me back to Thing. I
> >>can't even figure out if the "invalid handle" message is coming from
> >>Geneva, Thing or TOS.
> >
> >You've found a bug in Geneva :) I just checked it: Thing uses - if
> >available - an extended way to run applications, which also allows to
> >limit a program's memory usage. Unfortunately, Geneva doesn't handle
> >the special case "limit to 0 bytes", which actually means "unlimited",

I'm the person who originally wrote Thomas Binder, and he sent me the workaround byte change to fix Thing for Geneva. This change did fix the problems I was having with Thing. Great service eh? Don't expect that from Microsoft.

I still have some unresolved problems with Geneva no matter what desktop I use. I leave the computer on most of the time, and frequently when I return to it, the display says "run acc has failed to terminate properly". I've never been able to determine the cause.

191. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Martin H&#65533;ggbom <mabom@patronage.se>
Message-ID: <375820b1.0@d2o73.telia.com>
Source record: 77674

Martin Graiter <graiter@starmail.com> wrote in message
news:7j8mav$1qa$3@zingo.tninet.se...
>
> MG
>
> PS "Dolmen" means dick in Swedish...

hehehe ;-)

--
Regards, Mabom

Woody Allen Virus: By-passes the motherboard and turns on a daughter card.

192. Re: TT Centurbo? Why Centek did not begin anything ...

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7j9ccs$fv1$1@snipp.uninett.no>
Source record: 77675

Jo Vandeweghe <dipching@ping.be> wrote:

> (Guillaume Tello among them ...) were seriously hoping to make change their
> mind but they never succeeded because of their rather poor TT 030 oriented
> mind.

Perhaps all you TT-owners should contact Core (Titan) and tell them you're
interested in their "DesTTiny"-project. In theory it will make it possible
to connect Tempest and Eclipse to TTs, although only through a simulated
Falcon expansion-bus (i.e. 16 bit only).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

193. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsw2z4.4vj396sds2o0N@pm-d30.rhein-main.de>
Source record: 77676

```
> On FALCON computer, you have only 12V so I have found a solution :
>
> +12V power-supply -----------+
> | +
> -+-
> / \ Fan 24V powered in 15V
> \ /
> -+-
> 33ohms | -
> -5V RS422 +------==========-------+
> -|<|------+
> on D9 1N914
> mother Falcon's card

Do not connect anything between two differend sources on ANY
switched psu! Reduce the risk to lost serial port, itï¿½s only
a -smal- regulator.

+12 -> GND
-5 -> GND
+5 -> GND

Any other way supports the risk of fire. (Lost psu, psu kills the
mainbord as result)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm
```

194. Re: TT Centurbo? Why Centek did not begin anything ...

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsw3c8.aj2ongkiwla4N@pm-d30.rhein-main.de>
Source record: 77677

> > Thatï¿½s what i hear, iï¿½m not sure thatï¿½s correct.
> > Rumors..

What hear here, rumors.
Some germans also like to take it. Thatï¿½s all.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

195. File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: "derek.p" <derek.p@virgin.net>
Message-ID: <3758396A.736D@virgin.net>
Source record: 77678

I have a friend whose Atari STE has a dead internal floppy disk drive.
I wondered if anyone could help answer a couple of questions?

1. Is it possible to read files saved on the Atari in 1st Word Plus on a
PC? If not, can these files be resaved by a third party's STE in such a
way that they can be read by a PC?

2. Can anyone recommend a reliable repair centre in the UK (preferably
Scotland) who will repair or replace the faulty disk drive?

Many thanks for your assistance.

196. Re: FAD Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37583b00$0$10483@news.zetnet.co.uk>
Source record: 77679

On 3 Jun 1999 05:49:56 , PuffPuffin wrote:
>Hi everyone,
>
>I just purchased a Line Audio FAD and I need help. The docs suck
>rocks and it didn't even come with a disk! So here goes...
>
>1. I downloaded CD Reader from the Soundpool web site but it
>doesn't seem to work. Every couple seconds, the CD skips. I know
>the CD is good too because regular CD players play it just fine.
>The German documentation doesn't help much either.
>

You don't seem to list a 44kHz capable DSP clock cartridge in your equipment. You will need one or the software will try to interpolate it, sucking up nearly all your DSP time for starters, and sounding terrible to boot.....

>I have MATRIX.PRG installed (also from the Soundpool site) which
>I believe replaces FDI_INIT.PRG. I tried setting the SPDIF/JamIN
>switch both ways to no avail.
>
>2. Is there any PD/shareware sound players that direct sound
>through the FAD? I tried AniPlayer and all I got was static.
>(Didier Mequignon, if you're here, how about adding this feature
>in a future upgrade? :))
>

Most things use it even without the authors knowing it as DSP out 1 and 2 are pretty much hardwired to L+R analogue oyut...

chrisc

197. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7j9ejj$8rq$1@news4.svr.pol.co.uk>
Source record: 77680

On 31 May 1999 13:04:26 , "Stephen Moss" wrote:
>This is probably a stupid question but does TOS 1.2 run in high res?.
>I thought that when I first got it I ran it in high res on a TV but I have
>tried it on both my Phillips CM8833 colour monitor in both colour and psudo
>mono (greeen screen) modes and my current TV set (Hitachi) and on neither of
>these am I allowed to select the high res option.

Yes it will let you selct Hi Rez, if you use a softare program to
emulate the screen rez.

Sebra is a good one, I think its Freeware.

Comercially theres the Monulator.

The only other way is to get a Hi Rez monitor.

Bfn Ste

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

198. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990604171737.25593.00000291@ngol06.news.cs.com>
Source record: 77681

>I still have some unresolved problems with Geneva no matter what desktop I
>use. I leave the computer on most of the time, and frequently when I return
>to it, the display says "run acc has failed to terminate properly". I've
>never been able to determine the cause.

Bill,

I remember your messages on Genie. Never got it figured out, eh?

Since I've left my Mega STE on for long stretches of time as well, and seeing as how I've never encountered error, I'm at a loss. The wording makes it sound like one of your .ACCessories is crashing. I take it you've been putting off the normal troubleshooting technique for faulty or conflicting Desk ACCessories: disable them all, then reactivate them one at a time until the problem reappears.

(Any ACCs which do their work in the background, as opposed to processing only when their window is topped, would lead my 'suspect' list.)

Which screensaver are you using?

Tom

199. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <84i9j7.ei.ln@hog.hrz.tu-darmstadt.de>
Source record: 77682

Hi!

In article <7j72t3$3p2$1@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) writes:
> (cd /var/cron && /usr/sbin/cron >&/dev/null
^
> [...]
> /etc/rc number 59 syntax error; fd number.

I've marked your error above. Your script is trying to redirect stdout
to a file descriptor with the "number" /dev/null, which of course is not
a number. Remove the ampersand and it should work.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

200. Atari ST Games for sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-04 00:00:00 UTC
From: Chucky <Chucky@breathemail.net>
Message-ID: <3758527c@news2.vip.uk.com>
Source record: 77683
Cross-posted to: alt.games.atari,comp.sources.atari.st,comp.sys.atari.st

```
All boxed as new with manuals etc.

F19 Stealth Fighter
Microprose Grand Prix
Knights of the Sky
M1 Tank Platoon
Microprose Golf
Monkey Island adventure
Indiana Jones Last Crusade adventure
Midwinter II
Epic
Stunt Car Racer
Armour Geddon
Powermonger

Would like to sell as a job lot but may consider splitting
No serious offer refused, E-mail me for details.
```

201. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3758d286705c330@oden.se>
Source record: 77595

on Thu 03-06-1999 16:42 JLensbo wrote:
>>
----- snip ----- re: static names for dynamic IP users (http://www.ez-ip.com/)
>
>Pardon my ignorance... but I would call up the local internet provider and ask
>for what?

The beauty of it is that you don't have to ask them anything.

If you have a dynamic IP and want a static name, you first browse to the URL "http://www.ez-ip.com/" and fill in their application form. Thereafter you will receive an email from them, either saying that the EZ-IP user name you wanted is already taken, or that it is now yours and that they have assigned an EZ-IP password for you to use with that name.

Next you browse to my hompage and get the EZ-IP clients available there (suitable for STinG or STiK or GlueSTiK+MiNT). The 'userpass' argument for those clients consists of the EZ-IP username followed by a colon and then the EZ-IP password. To simplify things you can simply put these in a DEFAULT.CFG variable definition.

If your EZ-IP user name is "yourname", then the static name in full will be "yourname.dyn.ez-ip.net". This is what you should give to your friends for use in their clients when contacting your machine. And if the password you got is "PaSsWoRd" then the DEFAULT.CFG variable definition should be:

EZIP_USERPASS = yourname:PaSsWoRd

And as always you must reboot before any change in DEFAULT.CFG is activated.

From then on you can use the EZIP_UPD client after each logon, and the EZIP_DEL client before logoff, and that will tell the EZ-IP nameserver all it needs to know, to be able to tell all users who try to 'resolve' your EZ-IP static name that the corresponding IP number is the dynamic IP number that you got for this session. And thanks to the EZIP_DEL client those who resolve when you are not logged in will get a message that your static name can't be resolved at that time. (Important!)

Your own Internet Service Provider is not involved in this process at all, so there is no need to speak to them to get this service, which is provided free of charge by the EZ-IP server.

Those who mean to make extensive use of this service need to study some of the info available at the EZ-IP URL given above, so as to get the most out of it.

Quick tips:

Don't use the EZ-IP clients at all when making short login sessions, as
this only wastes time. Use them only when you have planned for others to
access your own local servers.

Note that if you have BNet active and another BNet user contacts you,
(which you may not even notice) then he/she can do things you won't like
to your harddisk contents, such as renaming things or deleting things.
It is advisable to boot without BNet active if you want total protection
from such possible misuse. But some protection is given anyway in that
BNet will only accept calls from known 'partners'.

Similar risks can apply to the FTP server if you do not define a password
file (the file FTPUSERS) that limits access of anonymous users.

Such security measures are important when you want to make your machine
accessible to friends or the general public, but still have protection
against possible misuse.

Also, after a nameserver has 'seen' your IP it will not contact the EZ-IP
nameserver again for future queries until a period of 15 minutes has passed.
That means that there may be a 15 min delay from EZIP_DEL use until all
nameservers are prepared to use any new IP number resulting from a new
login you have made. During that interval users trying to find you may
get a wrong IP number (the one used in previous session).

Forgetting to use EZIP_DEL prolongs that period, so that the 15 min count
may begin at your next login with EZIP_UPD, and also may make you unpopular
with your ISP, as you have left the wrong IP number leading to their other
users (when they get that dynamic IP) active for a long time. For these
reasons you should always use EZIP_DEL to end a session in which you have
used EZIP_UPD.

Shortening that delay interval below 15 minutes is something that EZ-IP do
only for special contributors (meaning you pay), who can then also get some
other benefits. You can read more about these things at their site.

Well, if you have absorbed even half of the above, then you are no longer
ignorant on the EZ-IP subject... ;-)
So go ahead and try it !

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

202. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3758d286705c332@oden.se>
Source record: 77596

Hi Johan,

on Fri 04-06-1999 11:29 Johan Klockars wrote:
>In article <3755725e30e9f1@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

>>And when CPU transfers such data out of the ST-RAM area there
>>can be no caching to improve speed, as cache is invalid after
>>DMA transfers. That is where the AB040 must really suffer in
>>comparison to CT2.
>
>Well, it's easy enough to invalidate the cache and after that you can
>use the caching just fine. Normally, an AB040 setup would only disable
>the caches for the video memory.

Sure you can use the caching, but it will not give any real speedup
for the transferring of the newly arrived data, as none of it exists
in the cache. That is naturally true of any data that is newly arrived
by DMA methods. All of it will have to be read in from the physical RAM.

Of course, caching may help some if data can be 'bursted' into the
cache lines, but I'm not sure how/if that works in ST-RAM via COMBEL
and VIDEL.

>>And don't forget that all system vectors and variables reside
>>here too, so that any inefficiency will also affect interrupt
>>service responses and other time-critical TOS operations.
>
>Yes, to some degree.

The more frequent an interrupt is, the worse will this effect be, so
it is probably worst of all for really high speed communication ports,
and/or interrupts based on HSync (Timer B in count mode) which latter
are fortunately not in common use on the Falcon (they are on ST/STe).

>The AB040 Toolkit can relocate the TOS system stack to FastRAM and that
>definitely speeds some things up a lot.

Yes that should help a lot, as it is in very frequent use.

>>>Theoretically (assuming single cycles access times), a 100 MHz SDRAM
>>>can deliver 800 Mbyte/s, which should be plenty...
>>
>>Isn't that a bit like specifying an eternal access burst on EDO SIMMs ?
>
>Yes, you only get that kind of speed on eternal bursts. I'd assume a
>PPC normally does 32 byte bursts, which would be something like 3-1-1-1
>cycles or so.

Well, that should be plenty fast anyway, compared to other types of RAM.
(I make it out to be 533 Mbyte/s.)

>In any case, the '030/'040 (don't know about the '060) only have 32 bit
>data busses and their clock frequency is usually 50MHz or lower.
>That would mean a maximum RAM bandwidth about a factor of four lower.

I don't think it is the clock frequency of the CPU that sets the limit
as much as it is the limitation of the RAM chips themselves. The CPU
speed only limits the resolution of the wait states that can and must
be inserted when accessing normal or EDO SIMM RAM.

I'm not arguing against your relative speed figure, that is probably right.
I'm just saying that the main reason for it is due to RAM type choice.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

203. Atari friendly ISPs

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: rcollins@gcfn.org
Message-ID: <7jajin$53t@acme.freenet.columbus.oh.us>
Source record: 77597

Just moved to New Jersey.

I would like information on Internet Service Providers (ISP) in the NJ
area that are used by Atari users.

Any suggestions?

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
Collins.197@osu.edu	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@gcfn.org	Research Assistant

204. Re: FAD Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: puffpuffin@aol.comREMOVE
Message-ID: <19990605033257.18215.00001242@ng-cg1.aol.com>
Source record: 77598

Hi Chris,

>>1. I downloaded CD Reader from the Soundpool web site but it
>>doesn't seem to work. Every couple seconds, the CD skips. I know
>>the CD is good too because regular CD players play it just fine.
>>The German documentation doesn't help much either.
>>
>
>You don't seem to list a 44kHz capable DSP clock cartridge in your
>equipment. You will need one or the software will try to interpolate it,
>sucking up nearly all your DSP time for starters, and sounding terrible to
>boot.....
>

Actually, I do have a Cubase Audio Clock connected to the DSP thru port on the
FAD. But it still skips...

>Most things use it even without the authors knowing it as DSP out 1 and 2
>are pretty much hardwired to L+R analogue oyut...

Not from what I can tell. I hear dead silence or plain static most of the
time.

Does anyone know how to contact Shuiming Lai? His glowing review in Atari
Computing finally got me to purchase an FAD. I hope he can help.

TIA, Phil
.

205. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3758e21673f2a0@tripnet.se>
Source record: 77599

On Fri 04-06-1999 18:29 (GMT) Bill Freeman wrote:

>I still have some unresolved problems with Geneva no matter what desktop I
>use. I leave the computer on most of the time, and frequently when I return
>to it, the display says "run acc has failed to terminate properly". I've
>never been able to determine the cause.

Never seen this. I have sometimes kept Geneva up and running for more
than 14 days running a GEM program doing calculations without problems.

Maybe any of your acc programs uses an internal counter that overflows?
This is not uncommon in the computer world: Win-95 has exactly this
problem in the OS itself and can crasch after about 47 days of use!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

206. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7jamlq$6e2$1@user2.teleport.com>
Source record: 77600
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

207. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3758f0c287fb981@oden.se>
Source record: 77601

Sorry, but I made one huge error in my last post in this thread.

The erroneous portion was this:

>Next you browse to my hompage and get the EZ-IP clients available there
>(suitable for STinG or STiK or GlueSTiK+MiNT).

I'm so used now to STinG's extended functions that I sometimes do forget
that they don't exist in STiK and GlueSTiK. This means that the clients
I spoke of are actually suitable *only* for STinG.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

208. Test

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Frank Zappa <ppera@soyaprotein.com>
Message-ID: <7jap70$ib9$2@SOLAIR2.EUnet.yu>
Source record: 77602

```
This is only testing....
```

209. Re: Softjee site down?

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: "J.E." <softjee@softjee.com>
Message-ID: <3758DCDB.FE27AE5E@softjee.com>
Source record: 77603

The site is ok now...

Ellis Alexander Myles Breen a ï¿½crit:

> Anybody know what's happened to www.softjee.com? It gives me:
>
> Forbidden
>
> You don't have permission to access /welcome.html on this server.
>
> Additionally, a 403 Forbidden error was encountered while trying to use an
> ErrorDocument to handle the request.
>
> ???

--
SOFTJEE
JACCARD Emmanuel
E-mail : softjee@softjee.com
WEB : http://www.softjee.com
Mail : SOFTJEE 47200 LONGUEVILLE (FRANCE)

210. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990605074013.14906.00000980@ng-fr1.aol.com>
Source record: 77604

>>>
>>>J>I just fell into some Syquest rives, but without the cartridges. Anyone
>>>J>know where I could get the cartridges?
>>>Keep off if it's a 3.5 inch drive!
>>>
>>>
>>
>>What, pray tell, does THAT mean??
>
>I'd like to know, as I've been using a 3.5" for ages without any
>problems!!1
>

Do they still make the cartridges? I have some 44meg drives and a 200 meg
drive. Will any cart work in them?

211. Broke plug on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990605074520.14906.00000981@ng-fr1.aol.com>
Source record: 77605

Yikes!

I was trying to plug my monochrome monitor into my monitor master and broke one of the pins on the plug. Can this be fixed in a computer shop, or do I need to replace the whole monitor?

212. Atari Online News, Etc. #0114

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <ZbYYNXI.dpj@delphi.com>
Source record: 77606

```
A-ONE #0114 06/04/99

~ 'Back in Time' News! ~ People Are Talking! ~ JagFest '99 Update
~ ShockWave Available! ~ Jag/Lynx - New Games! ~ Songbird News!
~ MS Drops Wholesalers! ~ MS-Bristol Case Begins ~ Palm VII
~ Robot Dog Sells Out! ~ 2nd Line Slows Modems? ~ New AniPlayer!

-* Police Get Personal Online *-
-* Sega To Slash Price On Dreamcast! *-
-* Microsoft Antitrust Case Reconvened Tues *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

213. Re: Broke plug on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7jb7hvadi1@news7.svr.pol.co.uk>
Source record: 77607

JLensbo <jlensbo@aol.com> wrote in message
news:19990605074520.14906.00000981@ng-fr1.aol.com...
> Yikes!
>
> I was trying to plug my monochrome monitor into my monitor master and
broke one
> of the pins on the plug. Can this be fixed in a computer shop, or do I
need to
> replace the whole monitor?

The plug (or even the one pin) can definitely be replaced. But ....
depending which pin it is it may not matter at all as only pins 1,4,9,11,12
and 13 are used for mono.

214. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7jb7i1adi2@news7.svr.pol.co.uk>
Source record: 77608

derek.p <derek.p@virgin.net> wrote in message
news:3758396A.736D@virgin.net...
> I have a friend whose Atari STE has a dead internal floppy disk drive.
> I wondered if anyone could help answer a couple of questions?
>
> 1. Is it possible to read files saved on the Atari in 1st Word Plus on a
> PC? If not, can these files be resaved by a third party's STE in such a
> way that they can be read by a PC?

Yes, resave on an ST using Wordplus with 'WP Mode' un-ticked.

> 2. Can anyone recommend a reliable repair centre in the UK (preferably
> Scotland) who will repair or replace the faulty disk drive?

Errrmmmm??? TUS is good but they are in Macclesfield.

215. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <375932E4.15D8C13@cheta.net>
Source record: 77609

> I was trying to set the BGM partition as my third partition. When I read here
> that there is a fault with more than three it got me thinking. I deleted
> partition #2 and the BGM partition mounted right away on next boot. Now I know
> that the problem I have been experiencing is not that my box won't mount big
> partitions, but that it won't mount more than TWO partitions. Why two? Size
> does not matter here, it will mount two 16mb or one 5 and one 16 or one 5 and
> one 256mb but not three of any type partition.

216. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3505539_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 77610

In article <19990605074013.14906.00000980@ng-fr1.aol.com>
jlensbo@aol.com (JLensbo) wrote:-

>Do they still make the cartridges? I have some 44meg drives and a 200 meg
>drive. Will any cart work in them?
>
I think a firm called transco.(like the gas board)Still supply them "at a
price" But second hand ones can usually be found at computor shows & fairs.
I have a 44 meg built into my tower case. & set up as drive C It means I can
boot with any system I want just by changing cartriges & booting up,So Magic
on one Geneva on another, One in Game mode ie plain tos truecolour.The
posibilities are great, a cart for Mintos,one for Linux. Anything you like
in fact.
Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it
---

217. C programmin on atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7jbi3p$jj9$1@nnrp03.primenet.com>
Source record: 77611

Does anyone know if There is a C++ compiler, interpreter for the Atari tos computers. If not is C and C++ very close or completly different.

218. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1sJWICARsUW3EwQL@steverosie.demon.co.uk>
Source record: 77612

On Sat, 5 Jun 1999 at 11:40:13 a message from JLensbo was created on the
subject of Syquest.
>
>Do they still make the cartridges? I have some 44meg drives and a 200 meg
>drive. Will any cart work in them?
>

From what I can gather you usually can use the smaller capacity
cartridges in the larger capacity EZ drives; e.g. EZ230 you can use the
EZ135 carts...

I've never tried it myself.

I may be putting my EZ135 drive with 11 disks up for sale as soon as
I've got hold of some more MO disks, if anyone has some spare;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

219. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ocaR0GAewUW3EwQq@steverosie.demon.co.uk>
Source record: 77613

On Sat, 5 Jun 1999 at 14:00:30 a message from Roger Cain was created on
the subject of File compatibility with PCs.
>
>
>Errrmmmm??? TUS is good but they are in Macclesfield.
>

I know TUS answers the phone, but do they actually respond via mail for
enquiries! I asked for a price list and a list of what they do when I
took over Digiview PD, a couple of years ago, and never received a dicky
bird. I asked again a few weeks ago and not a sausage!

Does anyone know if they still do a decent service?

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

220. FA: Atari 1040stf computer on eBay

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Josh Payne <joshXpayne@bigXfoot.com>
Message-ID: <hMc63.206$1Z6.68191@typhoon01.swbell.net>
Source record: 77614
Cross-posted to: comp.sys.atari,comp.sys.atari.st

If you're interested, I just put this up for auction on eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=113853837

Thanks!

remove X's to reply via e-mail

221. UVK 2000 update, now shareware, Chatter pics

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <FZd63.3395$NA2.215113@news1.telusplanet.net>
Source record: 77615

Hello all,
You can grab the latest version of UVK full version directly off MagiC Online in the Misc. Section. Currently MagiC Online is hosting the archive until the authors webpage, http://uvk.atari.org becomes active.

Also, if anyone is interested, there are some snaps of the new IRC client for I-connect, "Chatter" online too..

http://bengy.atari.org

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

222. software downloads

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Dan Johnson <danjohnson@beer.com>
Message-ID: <7jbs3j$cj4$1@gxsn.com>
Source record: 77616

```
HELP!
does anyone know where I can get free software
to download for my atari 1040st? Only I can't seem
to buy it anywhere anymore.........
```

223. Atari st games for sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Chucky <Chucky@breathemail.net>
Message-ID: <3759a0df@news1.vip.uk.com>
Source record: 77617

```
All boxed as new with manuals etc.

F19 Stealth Fighter
Microprose Grand Prix
Knights of the Sky
M1 Tank Platoon
Microprose Golf
Monkey Island adventure
Indiana Jones Last Crusade adventure
Midwinter II
Epic
Stunt Car Racer
Armour Geddon
Powermonger

Would like to sell as a job lot but may consider splitting
No serious offer refused, E-mail me for details.
```

224. SH204 Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: jba4@po.CWRU.Edu
Message-ID: <7jcbn3kjc1@pale-rider.INS.CWRU.Edu>
Source record: 77618

I have recently acquired an SH204 Hard Disk system without the actual
disk dirve inside. I have the controller and the adaptec board all
mounted in the original atari case. Now, I've attached a ST251 to
the adaptec board. When I boot, my 1040STf is unable to use the
floppy drives. Furthermore, when I connect a ST277N SCSI drive with
proper termination to the Atari board, bypassing the adaptec board, I
encounter the same problem of not being able to use the floppies.
Does anybody have any suggestions? Both the ST251 and the ST277N
weer configured as drive 0. Any help is greatly appreciated. Thanks
in advance!
--
Jeff Armstrong
jba4@po.cwru.edu

225. software

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <3759b23f$0$9535@znews.zetnet.co.uk>
Source record: 77619

Could anyone tell me whats the best software/ package for ie.
an organiser/ diary/ diary est. + what`s the latest version of
`Auto Route` or any other route finder.

Cheers
Karl

226. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906051533.a53293@su2.maus.de>
Source record: 77620

SS>I'd like to know, as I've been using a 3.5" for ages without any
SS>problems!!1
Me and a lot of other german users had a lot of problems with these
drives!

I was so happy with my 5.25" drive (44Mb) for years. But the 3.5"
drive (270 MB) I bought later went well for the first year and then
began to produce read/write errors a mass. :-)

Fortunately I could exchange several media on warranty. But it became
worse and worse, I could not even format (partition) the media, so I
was lucky to sell them to a guy who can use them (most of the time,
at least).

Finally I gave the drive away and bought a MO drive.

So please accept my congratulations for yours years without problems,
but I shall never again use a drive with removable cartridges based on
magnetical techniques.

And I suppose you know SyQuest doesn't exist anymore?

Peter

227. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906052036.a53647@su2.maus.de>
Source record: 77621

J>Do they still make the cartridges?
No. As far as I know, SyQuest has finished.

J>I have some 44meg drives and a 200 meg drive.
Both (44 and 200) and 88, of course are 5.25 inch drives, and as I know, reliable.

J>Will any cart work in them?
Your 200 drive should read 88 and 44 cartridges without any problem, for writing I'm not sure.

Peter

228. SV: FAD Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <M7v63.6218$Nc.11017@nntpserver.swip.net>
Source record: 77622

Hi,

> Actually, I do have a Cubase Audio Clock connected to the DSP thru
port on the
> FAD. But it still skips...
>
> >Most things use it even without the authors knowing it as DSP out 1
and 2
> >are pretty much hardwired to L+R analogue oyut...
>
> Not from what I can tell. I hear dead silence or plain static most of
the
> time.
>
> Does anyone know how to contact Shuiming Lai? His glowing review in
Atari
> Computing finally got me to purchase an FAD. I hope he can help.

Why don't you contact the manufacturer roger@lineaudio.se instead? I believe it's depending on the software. Some programs can provide the 44.1kHz clock internally or from the CAC, but I think Cubase uses the CAC only when you use the original analog input, so I believe you need a clock from an external source (like a DAT or other clock source) via an S/Pdif interface to make FAD's input work with Cubase Audio. I'm not absolutely certain about it, but if you contact Line Audio Design, I'm sure he'll be able to tell you what's needed.
For the output you need software that's designed to use an S/Pdif or FA8 or similar, for example Cubase Audio, AudioTracker, AudioMaster, Quincy etc.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

229. S: Atari JAGUAR Konsole!

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: peter@soemtron.de
Message-ID: <7IHHihs$zHB@peter.soemtron.de>
Source record: 77623

Howdy !

Als Atari Fan suche ich alles was irgendwie mit Atari zu tun hat.
Besonders aber suche ich eine:

ATARI JAGUAR Spielconsole

vorzugsweise mit CD-ROM.

Mach mir bitte alle mi¿½glichen und unmi¿½glichen Angebote!

DANKE!

-thomas (mailto:twh@bigfoot.de)

request my public key. ....Sturz des Zaren!
--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

230. Mega 2 ST with IDE/HDD

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: peter@soemtron.de
Message-ID: <7IHHjEk$zHB@peter.soemtron.de>
Source record: 77624

Howdy !

I'm looking for a cheap solution to connect my loved MEGA ST2 with an
internal hard disk drive.

Is that possible an how much will it cost? Could it be done with a 3 1/2
HDD or must it be a 2,5"HDD ?!

thx for help!

-thomas (mailto:twh@bigfoot.de)

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

231. The Nordic Atari Show

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <928538076-61115AEicMi@ebox.tninet.se>
Source record: 77684

The Swedish Atari Users' Association (SAK) proudly present:

T H E N O R D I C A T A R I S H O W ' 9 9

Where: IOGT-NTO, GOTHENBURG
The address is Fï¿½rsta Lï¿½nggatan 20.
When: 11th -- 13th of June 1998.
Opens 11 pm on Friday, closes 18 pm on Sunday.
What: Exhibition and seminars,
Two Networks with 15 computers connected.
Cost: 100 SEK for three days, 60 SEK for single days.
Info: More updated info at http://www.sak.nu/nas
E-mail: nas@goteborg.utfors.se (Nordic Atari Show)
info@sak.nu (Swedish Atari Users Association)
mille@atari.org (Mille Babic)
mille@atari-computer.de (German language)
BBS: STraight BBS +46 (0)31 336 39 73

Index: 1. WHEN AND WHERE?
2. WHAT WILL IT COST?
3. EXHIBITION
4. SEMINARS
5. OTHER ACTIVITIES
6. GENERAL RULES AT THE SHOW
7. WHY SHOULD I ATTEND NAS?
8. HOW YOU CAN FIND OUT MORE

Dear Atari friends, now it is only a week to NAS99.

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

We arrange the show for the fifth straight year we hope to fulfill
everyone's expectations and that this will result in the best possible
atmosphere.

In den letzten 5 Jahren ist die Nordic Atari Show zu einem festen Event
in der TOS-Szene herangereift, der mit jedem Mal besser besucht wird.
Austragungsort sind die Rï¿½umlichkeiten des Guttempler-Ordens Gï¿½teborg
in Schweden. Veranstalter ist die Swedish Atari User Association.
Gesucht werden weiterhin Atari-User, die Vortrï¿½ge zu bestimmten Themen
halten mï¿½chten.

1 - WHEN AND WHERE?

This year the show will begin on Friday, June 11 and end on Sunday, June 13. This is the weekend following the beginning of the summer school holidays as well as the weekend prior to the Swedish Midsummer celebrations. We'll open at 10 p.m. on Friday and close at 6 p.m. on Sunday.

NAS99 will be hosted at the IOGT-NTO (International Organization of Good Templars) quaters located in Gothenburg and between two places called Jï¿½rntorget and Masthuggstorget, just where the Stena Line ferries goes towards Denmark.

A map for the route description at http://www.sak.nu/nas/find.html

2 - WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:-
* Single Entry ..... SEK 60:-

These prices include full access to all the activities being held during NAS99.

3 - EXHIBITION

The exhibition hall is open:
Friday 11-20, Saturday 11-20 and Sunday 11-18.

At the exhibition you can see:

16/32 systems (England)
Nic Harlow has always been at NAS, so why any different this year?
He's sells CD:s for Atari, games and more.

SAK and SAK/Skane
The Swedish Atari Users' Association and the local department in Skane are here too, to show different programs and computer systems in action.

Jesper Brï¿½nnmark demostrates how a Atari ST can drive a lightshow with spotlights through the MIDI-ports for concerts or theatres. He also have compiled a GEM app called Moment that makes this possible.

Johan Klockars demostrates Eclipse with fVDI.

Daniel Hedberg and Thomas Bergstrï¿½m shows FlexTrax and Willies Adventures

4 - SEMINARS

Last years wide-screen seminars were very much appreciated, something of which we naturally have taken notice.

The SEMINARS will be held from 13 p.m. on Saturday

- Erik Hï¿½ll the author of MyMAIL describes the ethernet network part on NAS, how the computers are connected and the system software running, such as the Apache server installed on a Hades.

- Jonas Mï¿½ller Nielsen about MiNT/MiNTnet

- Kenneth Medin describes how his sub-net with Atari TT030 and Mega STe are serial connected to the main network.

Martin-Eric Racine will cooperate and show how he connected his TT030, iMac and Stacy to the network as well.

5 - MORE ACTIVITIES

* A very large ethernet network called Erika will be set up with several Hades machines,
SUN workstations and Linux platforms. A apache server is installed in one of the Hades machines with a Internet gate.
Two sub-nets called Pia and Sanna with a TT030s, Mega Ste, iMac and Stacy also connected.

* There will be a possibilty for you that can not show up at NAS, to surf the ethernet at NAS in real-time thanks to a Apache webserver installed on a Hades machine 1800-2100 Swedish time, more of this and the IP-adress to use, will be spread.

* Sadly Centek couldn't attend, their prototype R1 of the Phenix is not ready to show up at this time and they have important orders due september. Neither did I manage to get my grips on a MagiC Milan.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc.

6 - GENERAL RULES AT THE SHOW

* No smoking inside the building or by windows and doors.

* No alcohol, beer or anything like drugs will be tolerated inside the show. Please have fun with that outside in the city, but not at NAS99. All such things found will be confiscated, we are at IOGT-NTO as well.

* Keep a good attitude against other people and show your tickets to the staff if asked for it.

7 - WHY SHOULD I ATTEND NAS?

The Atari market now contains better apps and system software then ever before. We have seen that the TOS-compatible machines Hades and Milan actually was successful..

We think that you care about the TOS platform and that you will visit us not only to walk around but share your experience with us. If you are from the Scandinavian regions then concider that NAS is the only Atari show this year in Northern Europe.

NAS is for all of us a opportunity to gather, together for a few days
and let us know each other in person then electonically.

8 - HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text
file. In addition, we have a number of other sources of information
where you can find out more about the show depending on your own resources.

* Our home page on the World Wide Web. This has been in existence since
last two years and we'll try to update it as often as the information
comes. The home page will contain more detailed information
concerning times, schedule of events, directions on how to get there,
competitions and housing.

The addresses are http://www.sak.nu/nas and http://www.sak.nu

* STraight BBS. This is the Swedish Atari Club's home BBS. Information
concerning NAS will be included in the SAK menu. You can also use this
BBS to ask any questions you may have. The telephone number is:
+46 (0)31-336 39 73.

* The first issue this year of our club magazine "Atarimagasinet", will be
released at the show.

* Our show co-ordinator is this year as well as last year, Mille Babic.
He's supposed to know everything there is to know about NAS99.
If you have questions to which you've been
unable to get answers anywhere else you can send us a message at
nas@goteborg.utfors.se or to Mille at mille@atari.org

All members 1997- alreday got welcome info about NAS through
snailmail. You can also read this on-line (in swedish)
at http://www.sak.nu/nas/utskick.html

KEEP THE TOS PLATFORM ALIVE.
WE ARE LOOKING FORWARD TO SEE YOU AT THE NORDIC ATARI SHOW 1999!

Best Regards

Mille Babic

Med vï¿½nlig hï¿½lsning

Mille Babic
E-post: mille@ebox.tninet.se
Hemsida: http://mille.atari.org
Medlem 381 Svenska Atariklubben SAK

232. CBO now in french !

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <37585CF8.9D5531C5@club-internet.fr>
Source record: 77685

```
the RSC file of this GFA Basic tool (very useful)
is now translated in french
archive available at:
http://eslime.atari.org

this translation have the agreement of CBO's author
```

233. SuJi's doc in french :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <37585D64.71CBE895@club-internet.fr>
Source record: 77686

the total documentation of this excellent research tool for MagiC (far better than MGSEARCH)
is now in french !

archive available at:
http://eslime.atari.org

the translation has the agreement of SuJi's author, Daniel Hopfl

234. Re: SV: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <928541658-15795AEicMi@ebox.tninet.se>
Source record: 77687

>Subject: SV: TT Centurbo?
>From: "Martin Graiter" <graiter@starmail.com>
>Date: Fri, 4 Jun 1999 16:03:02 +0200

[..]

>
>of harware and then praying to god every day that the company may live on
>and
>deliver drivers for it's hardware, spare parts etc.

Phenix, Milan and Hades should concentrate to share the same bios etc,
think they already discussed this once? If so, we will be able to see a
new standard grow up for the Atari compatibles.

>Me thinks "open source" should include hardware as well. Specially for odd
>products with a small market. Look at the tremendous success of the Linux
>project. Everything is open and it works sometimes better than commercial
>alternatives.

Sounds like MiNT to me, the FreeMiNT 1.15.1 is really something, I spent
two hours today formatting my bootdrive, partition it and start to install
the system software, Falcon eXtender 40 MHz, screenblaster III and
bla bla and then did not managed to install the Linux filesystem ext2
but I am close. The RAW partition maybe should be called LNX.
Maybe someone could give me a hint?

>Does the Phenix exist otherwise than prototype?
Yes, Phenix R1
I could not manage to get my grips on it for the Gothenburg show :-(
The Centek folx have some important september orders to manage.

>MG
>
>PS "Dolmen" means dick in Swedish...
Just what I thinked about first time I heard it, silly me.

Best Regards

Mille Babic
E-mail: mille@atari.org
Homepage: http://mille.atari.org

235. Re: NAS 1999 - last call!! ;-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <928541660-16299AEicMi@ebox.tninet.se>
Source record: 77688

>Subject: Re: NAS 1999 - last call!! ;-)
>From: rand@cd.chalmers.se (Johan Klockars)
>Date: 4 Jun 1999 09:06:26 GMT
>
>In article <375667b438d13f0@oden.se>, Ronald Andersson <dlanor@oden.se>
>wrote:
>>Hi Martin-Eric
>>
>>on Thu 03-06-1999 12:40 Martin-Eric Racine wrote:
>>>On Wed, 2 Jun 1999, Ronald Andersson wrote:
>...
>>>Anyways, _who_ is going this year?
>>
>>I don't know, except for you and a couple of guys from Gothenburg,
>>and I expect most Atarians in Gothenburg will drop in to check it
>>out, since it's so close for them.

I have notified all members in our user group 1997-1999 through
snail-mail, this gives 466 folders. We have the only Atari show in
Scandinavia this year and I think our members and most others
have this in mind (should have, I hope).

>I'll certainly be there, at least parts of some of the days.
>I'll definitely bring my Eclipse along, most likely connected to my
>AB040 Falcon.
with fVDI, I can not wait ...

Best Regards

Mille Babic
E-mail: mille@atari.org
Homepage: http://mille.atari.org

236. USA: WTB: Atari TT Case and Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7j9qj8$qgi1@news.ajou.ac.kr>
Source record: 77689

Hi Folks,

I'm looking to purchase a new or used Atari TT Case and KeyBoard.
Keyboard must be in good working condition.

May also be interested in a Mega STE Case and Keyboard.

If you have one for sale then contact me at,
phantomm@kih.net

237. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928546137.17835.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 77690

derek.p wrote in message <3758396A.736D@virgin.net>...
>I have a friend whose Atari STE has a dead internal floppy disk drive.
>I wondered if anyone could help answer a couple of questions?
>
>1. Is it possible to read files saved on the Atari in 1st Word Plus on a
>PC? If not, can these files be resaved by a third party's STE in such a
>way that they can be read by a PC?

You might have trouble finding a PC program that can read 1WP files, but
there are several ways to convert them over if you have access to an Atari.
I have a page up on the web about this at:

http://www.whalley.demon.co.uk/atari/texts/wp_help.html

Note that this page doesn't mention (yet) the Marcel word processor which
handles RTF conversions (available from FTP sites). I suspect your best bet
would be the 1WP2RTF utility (try the Umich mirror at sunsite.doc.ic.ac.uk).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

238. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SeQCYGAmbHW3EwHT@steverosie.demon.co.uk>
Source record: 77691

On Fri, 4 Jun 1999 at 21:39:06 a message from derek.p was created on the
subject of File compatibility with PCs.
>I have a friend whose Atari STE has a dead internal floppy disk drive.
>I wondered if anyone could help answer a couple of questions?

One can only try;)

>
>1. Is it possible to read files saved on the Atari in 1st Word Plus on a
>PC? If not, can these files be resaved by a third party's STE in such a
>way that they can be read by a PC?

Yes it can be done. Load it into 1ST Word+ and save the file in text
format only, deselecting the 'WP' option. This will give you text only
with NO embedded commands. I've not come across a pc program that will
read a 1st Word+ file.

To stick it on a disk that is PC friendly, all you need to do is format
a disk 720k on the PC and put the file onto it via the Atari. Unless you
use a formatting program like DC Format v3.0, my favourite by the way
(you couldn't tell, could you!), you wont get the pc to read it.

>
>2. Can anyone recommend a reliable repair centre in the UK (preferably
>Scotland) who will repair or replace the faulty disk drive?

I do every now and then have an Atari internal double sided drive spare.
At the moment I have one that needs the eject button, yours might be the
one it needs.

I'm in the UK and can sort both of your problems out;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

239. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990604223936.03821.00000541@ng-fk1.aol.com>
Source record: 77692

```
>
>J>I just fell into some Syquest rives, but without the cartridges. Anyone
>J>know where I could get the cartridges?
>Keep off if it's a 3.5 inch drive!
>
>

What, pray tell, does THAT mean??
```

240. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Qj8SXBAVYKW3Ew1G@steverosie.demon.co.uk>
Source record: 77693

On Sat, 5 Jun 1999 at 02:39:36 a message from JLensbo was created on the
subject of Syquest.
>>
>>J>I just fell into some Syquest rives, but without the cartridges. Anyone
>>J>know where I could get the cartridges?
>>Keep off if it's a 3.5 inch drive!
>>
>>
>
>What, pray tell, does THAT mean??

I'd like to know, as I've been using a 3.5" for ages without any
problems!!1

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

241. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3758d286705c331@oden.se>
Source record: 77694

Hi Julian,

I'm cutting most of your post, as I am only replying at all now in
order to correct a misunderstanding of yours concerning my earlier
response.

on Fri 04-06-1999 10:39 reschke@muenster.de wrote:
>In article <3756572c2be8920@oden.se>,
> dlanor@oden.se (Ronald Andersson) wrote:
>> on Wed 02-06-1999 19:33 Technoid Mutant wrote:

----- snip ----- re: problem with GEM/BGM partitions of various sizes

>> >drivers. The adscsi manual that came with my link II says I can use BGM
>> >partitions but TOS won't mount them. What do I do?
>>
>> You should be able to use BGM partitions for secondary partitions, but not
>> for the boot partition. That needs to be a GEM partition, and it has to
>> be the 'old' GEM partition type, not the TOS 1.04 type. Settings for that
>
>There is nothing like a "TOS 1.04" type.

Yes there is. TOS earlier than TOS 1.04 used signed numbers in the FAT,
which made full use of the potential size of partitions impossible. That
was especially limiting for GEM partitions as they can only use a logical
sector size of 512 bytes.

From TOS 1.04 and on, GEM partitions can be twice as big as they could be
in earlier TOS, and TOS partitioning software usually allow the choice of
compatibility type to be set somewhere in the partition choice dialog.

Essentially GEM partitions are the same now as they were before. In fact
small GEM partitions are of course identical. But the largest size that
is allowed for TOS 1.04 was not a legal GEM partition size for older TOS.
Thus it is a new type of GEM partition, compared to the original specs.

----- snip ----- re: incompatible ICD partitioning scheme
>
>ICD allows to select the AHDI compatible partitioning schema.

They do have such a switch sure, but does that mean that all partitions
beyond the third will also be AHDI compatible...? I don't think so.

I've used the AHDI compatibility switch and it didn't have that effect
for me. I therefore think it refers to something else that ICD would
do differently from AHDI if this switch was not set.

Still, it was a long time since I used ICD software now, so others may
know this better than I do.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

242. Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Dave Lumb <dave@beer-gut.freeserve.co.uk>
Message-ID: <7jedh8$r64$1@news7.svr.pol.co.uk>
Source record: 77545

A mate of mine has an Atari ST - not sure what model it is. Do you know if they are year 2000 compliant including the standard software you get when you buy a system. I don't know anything about ST's so sorry I'm a bit vague. If more info is needed ask me what you need to know and I'll find out.

Thank you

Dave

243. Re: Broke plug on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11c475b83922cc309896fe@news.prodigy.net>
Source record: 77546

In article <19990605074520.14906.00000981@ng-fr1.aol.com>, dated 5 Jun 1999 11:45:20 GMT jlensbo@aol.com stated:

> I was trying to plug my monochrome monitor into my monitor
> master and broke one of the pins on the plug. Can this be
> fixed in a computer shop, or do I need to replace the whole
> monitor?

The most simple, but perhaps most expensive fix would be to see if Best Electronics has a replacement SM124 cable. I suspect that inside the monitor, the cable attaches to the PCB with a header type plug, and would be easy to replace.

The downside is that with the low price for used SM124's, the cable might end up costing almost as much as buying another monitor! Taking it into a computer shop would likely result in the same cost problem, but as long as they know where to get a DIN-13 plug, yes, they should be able to repair it.

==========
lonniemcclure@prodigy.net

244. Re: C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11c4775a224736a69896ff@news.prodigy.net>
Source record: 77547

In article <19990605215838.20346.00001272@ng-xa1.aol.com>, dated 6 Jun 1999 01:58:38 GMT lethor7@aol.com stated:

> this is probably an old question, but I think I read that
> someone used an old C64 monitor with their ST? How
> is that possible, and where would I buy the cables?
> james.

If your ST has an RF modulator, it also supplies color composite video output on pin #2 of the DIN-13 video port.
(See http://lwp.ualg.pt/docs/hwb/co_AtariStMonitor.html for details).

Since getting those 13-pin plugs to build a cable are difficult, you might want to consider drilling a couple of holes in your ST's case and adding a couple of RCA jacks for audio and video, and soldering the connections to the backside of the ST's video jack.

The quality of the output is not that good, put it will work. If you have an early ST with no video modulator, you are out of luck without extra hardware (like an old Practical Solutions Videokey).

==========
lonniemcclure@prodigy.net

245. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jee01pfe2@news.campuscwix.net>
Source record: 77548

```
On 4 Jun 1999 23:57:28 +, Thomas Binder wrote:
->Hi!
->
->In article <7j72t3$3p2$1@news.campuscwix.net>,
-> darkchyld@pcc-uky.campuscwix.net (DarkChyld) writes:
->> (cd /var/cron && /usr/sbin/cron >&/dev/null
-> ^
->> [...]
->> /etc/rc number 59 syntax error; fd number.
->
->I've marked your error above. Your script is trying to redirect stdout
->to a file descriptor with the "number" /dev/null, which of course is not
->a number. Remove the ampersand and it should work.
->
->
->Ciao
->
->Thomas

Okay, I'll try that...thanks! Hmm...so the double ampersand is okay?

Thanks again! ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

246. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jeealpfe3@news.campuscwix.net>
Source record: 77549

On 6 Jun 1999 17:47:48 G, Joe Kearney wrote:
->jfhaslam@zetnet.co.uk (James F. Haslam) wrote:
->
->>Going off on a slightly different tack, I thought that you might be
->>interested to know that I've put the maps for the original DM on my
->>website.
->
->Anyone ever find any DM2 Chaos Strikes Back maps out there?
->Id like to take a romp thru it again but cant find any maps,
->
->Thanks, Joe
->.

I've got the utility that prints out the maps. If you will post
your address here, (or E-mail it)I'll make'em up and mail them to
you for the small cost of:

$00.00

<big grin> Seriously, I just get a kick out of watching people
play and enjoy Atari games...Hmm...wonder if we could get enough
people interested in a group re-play of DM and CSB? Just a small
thought, especially since both games run on all TOS machines up
to the Falcon...Don't know about the Hades/Milan? Any of the
owners of those machines tried DM/CSB? Thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

247. Help! I need a music program for making YM files...

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7jeja9$4qu$1@nnrp1.deja.com>
Source record: 77550

Now that Vectrex users can play converted .ym files (see my post from yesterday), I'm looking for a music composer program so that we can start making our own music. Can someone recommend good ST music programs that arent too difficult to use and export in .ym format? Thanks.

cc

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

248. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375abb5e27c3eab0@holleman.demon.nl>
Source record: 77551

on Sun 06-06-1999 10:59 John Whalley wrote:

>Kenneth Medin wrote in message <3758e21673f2a0@tripnet.se>...
>
>>This is not uncommon in the computer world: Win-95 has exactly this
>>problem in the OS itself and can crasch after about 47 days of use!
>
><disbelief>
>Has anyone really managed to keep it going that long to find out?
></disbelief>
>
>:-)

Hi John,

actually: YES! Best way to do it is:

- start the Winbox, let it come to the desktop;
- don't touch anything, please! Don't start apps, don't slam the keyboard, don't open anything, don't mess with menu's or the startmenu, just keep your fingers where they belong!
- start timing....

That way, and IMO that way only it may (repeat: M-A-Y) get to 48 days without crashing...

As you may remember, I'm working on a freelance basis at our IT dept, since the beginning of May. We had 19 new HP Vectra's to configure for networking, installing the basic stuff (Win-95 was pre-installed). I don't recall how many times I had to re-install from scratch again before they all worked properly. Well, a few went in one go :-)

Meanwhile I got oldies back in to upgrade, both H/W and S/W, since several of them were running DOS or Win-3.11... There's only one good way to do that, start in DOS, deltree everything except <DOS> and the systemfiles, get WIN95 to the C: from the network and start installing. Tried a few leaving old S/W and somewhere during the "upgrade" they all went bezerk and you could start all over. Nice going with these fast P-75's!

Last week I had one 8 megger, installed Win-95, had it restart and it took 5 minutes to get to a desktop without the HD pprrrrttting around...
I switched the machine off, put 32 megs in it and next it did the job in around 1 minute.... :-) What were they advertising again in '95 when it came out? 4 megs needed, weren't they?

--
CU NeXT msg,

```
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|
```

249. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7jelk6$5h9$1@nnrp1.deja.com>
Source record: 77552

In article <3758d286705c331@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> >There is nothing like a "TOS 1.04" type.
>
> Yes there is. TOS earlier than TOS 1.04 used signed numbers in the
FAT,
> which made full use of the potential size of partitions impossible.
That
> was especially limiting for GEM partitions as they can only use a
logical
> sector size of 512 bytes.
>
> From TOS 1.04 and on, GEM partitions can be twice as big as they
could be
> in earlier TOS, and TOS partitioning software usually allow the
choice of
> compatibility type to be set somewhere in the partition choice dialog.
>
> Essentially GEM partitions are the same now as they were before. In
fact
> small GEM partitions are of course identical. But the largest size
that
> is allowed for TOS 1.04 was not a legal GEM partition size for older
TOS.
> Thus it is a new type of GEM partition, compared to the original
specs.

OK, now this is true. However I wouldn't call that a TOS
1.04 "specific" thing...

> They do have such a switch sure, but does that mean that all
partitions
> beyond the third will also be AHDI compatible...? I don't think so.

This is my understanding -- it would be the first time that I hear that
this actually is NOT compatible...

jr
--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

250. Jag Cheat

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: <>
Message-ID: <375ad6ae.0@news.qnet.com>
Source record: 77553

I've tried the jag newsgroup but gotten nothing. I lost my jag games cheat file when my 550meg drive died. If anyone hasit,please e-mail me a copy?

remove <*> for e-mail

Thanks ...

The Lone Sidewalk Astronomer of Rosamond

```
*-----------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-----------------------------------------*
```

251. New English Rscs added

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Bengy collins <collins@bulli.com>
Message-ID: <928677204-99381AEicMi@bulli.com>
Source record: 77554

```
Hello,

You can now download the completely translated, english
RSCS for:

ASH Emailer 2.x
and
I-Connect/I-Config 1.7

The translator has done a very nice job and my thanks go
to Derryck Croker of the Chestnut Computer Club.

Bengy
MagiC Online http://bengy.atari.org
```

252. Re: C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990606165432.00641.00001528@ng-cd1.aol.com>
Source record: 77555

Hi,
thanks for the quick reply. I'm just going
to wait for my monitor that's coming in the
mail. Thanks a lot for the answers.
james.

253. Re: New English Rscs added

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <SEB63.3596$NA2.225620@news1.telusplanet.net>
Source record: 77556

Oops sorry about that. That was an old unsent post with ASH emailer that I accidently re sent.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

> Hello,
>
> You can now download the completely translated, english
> RSCS for:
>
> ASH Emailer 2.x
> and
> I-Connect/I-Config 1.7
>
> The translator has done a very nice job and my thanks go
> to Derryck Croker of the Chestnut Computer Club.
>
> Bengy
> MagiC Online http://bengy.atari.org
>
>

254. Re: software downloads

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk.I.dont.like.spam.so.get.lost>
Message-ID: <jBDpRCAm2kW3IwIF@freeserve.co.uk>
Source record: 77557

!!KILL SPAM!! Always change your "from" address (like I did)

At 19:59:44, Sat, 5 Jun 1999, Dan Johnson fell in love with someone from
GXSN and threw up 6 lines of this:

>HELP!
> does anyone know where I can get free software
>to download for my atari 1040st? Only I can't seem
>to buy it anywhere anymore.....
>
>
Http://come.to/cdsoft_99 - The URL for the software company, CDSoft

--
Clair D. Shaw (aka. CDS)|Atari/PC Programmer |mailto:Clair@Shaw1.freeserve.co.uk
---
mailto:SeedieS@yahoo.com|http://surf.to/shaws| New Email address coming soon!

Whatever you want, need, or do, someone will always beat you to it | KILL SPAM!!

255. Atari Emulators

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk.I.dont.like.spam.so.get.lost>
Message-ID: <jhFp5HA83kW3IwqL@freeserve.co.uk>
Source record: 77558

I need to know which Atari emulator (on the PC) is best for what I do:
Atari programming. And where I can get it from.

I need a quick response because my room is fast running out of space for
my trusty Atari

--
Clair D. Shaw (aka. CDS)|Atari/PC Programmer |mailto:Clair@Shaw1.freeserve.co.uk
---
mailto:SeedieS@yahoo.com|http://surf.to/shaws| New Email address coming soon!

Whatever you want, need, or do, someone will always beat you to it | KILL SPAM!!

256. Re: Atari friendly ISPs

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: "Joe M. Villarreal" <villarreal@delphi.com>
Message-ID: <ZVcZV5S.villarreal@delphi.com>
Source record: 77559

Raymond Collins <rcollins@gcfn.org> writes:

>Just moved to New Jersey.
>
>I would like information on Internet Service Providers (ISP) in the NJ
>area that are used by Atari users.
>
>Any suggestions?
>

You might try "The List (Internet Service Providers)". It's been a while
since I checked it out; I did find some local ISP. This is for North America
only: Http://thelist.internet.com

257. Atari, Coleco, Intellivision, Odyssey Stuff for trade

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7jf98qqss1@msunews.cl.msu.edu>
Source record: 77560
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,pl.comp.sys.atari,fr.comp.sys.atari,comp.sys.atari.st

Here is a list of Classic Video Game stuff I have for trade. I'm looking for anything thats not on my list (games and manuals) at:

http://www.msu.edu/user/reicher6/2600.txt

I'm also looking for the following label variations

Slot Racers (yellow text label)
Sky Diver (red text label)
Flag Capture (green text label)
Video Chess (purple text label)
Hangman (red text label)
Brain Games (red text label)
Bowling (blue text label)
Basic Math (text label, no number)
Checkers (picture label)
Black Jack (picture label)
Code Breaker (two words 1986 release)
12 street racer (silver border)
21 video olympics (silver border)

If you have something that you think will interest me email me at

reicher6@pilot.msu.edu

I will (grumble, grumble) pay cash if need be, but I would rather trade for stuff. If you have some manuals for trade that I already have, try me anyway, I may need a certain style for my collection.

THE STUFF FOR TRADE

All Items are in good condition unless noted.

Atari 2600

Four switch model (left joystick port may not work) says "For Promotional Use Only" on the bottom
2600 jr. with instructions
2 atari joysticks

Raft Rider (no end label, faint name written on main label)
Sorcerers Apprentice
Sorcerers Apprentice (plaque on end label)
Final Approach (end label ware)
Taz (holes in tope corners of main label)

Road Runner (PAL, indentations on top corners of main label)
Sea Hawk (dirty label, name written in pink marker on main label)
Krull (holes in top corners of main label, end label peeling)
Backgammon (picture label, marker on end label)
Black Jack (green text label)
Combat (text label)
Indy 500 (picture label)
Oink (faded end label)
River Raid (blue label)
Othello (picture label)
Sky Diver (blue text label)
Basic Programming (red text label)
Surround (picture label, plaque)
Golf (gold text label)
Maze Craze (red text label)
Space Invaders (red text label)
Missle Command (lowercase letters)
Riddle of the Sphinx
Bridge
Seaquest
Tennis (screw holes)
Spider Fighter (plaque)
Dark Cavern
Astroblast

Atari 5200

Ball Blazer (complete)
Counter Measure
Q-Bert
Pole Position
Cenipede (complete, bad box top)
Qix
Qix
Star Raiders (with instructions)
Defender
Pac-Man

Atari 7800

Midnight Mutants (complete)
2 Joysticks

Atari Home Computers

Atari XE System (Plays in Black and White, fixable?) with power supply and
keyboard

Pac-man
Missle Command
Centipede

Basic (version C)
Q-Bert (no end label)
Final Legacy
Flip Flop and Frenzy (tape, complete)

Colecovision

Colecovision system with 2 working controllers and power supply
Colecovision system (no sound) with 2 controllers (not working) and power supply
Adam (white) controller (wont go up, fixable?)
Venture
Cosmic Avenger
Donkey Kong Jr. (minor label ware)

Odyssey2

Odyssey2 system in box with two working controllers and power supply
KC Munchkin (complete)
Speedwat Spinout Cryptologic (complete)
Cosmic Conflict (complete)
Pickaxe Pete
Alien Invaders Plus

Intellivision

O = overlay

Intellivision II system with 2 controllers and power supply
Triple Action (white) OO
Tron Deadly Discs (minor plaque) OO
Burger Time (major plaque) OO
Snafu O
Astrosmash (white) OO
Kool-Aid Man (major plaque) O
Lock N Chase (medium plaque) OO
Star Strike OO
Frogger (Parker Brothers)
Sharp Shot (minor plaque) OO
Bump N Jump (Major plaque)
Space Battle
Baseball (white) OO
Space Armada O
Beauty and the Beast OO
Night Stalker (Shrinkwrapped, but crushed)

Instructions

Barn Storming
Starmaster
2 Golf (booklet)
Air Sea Batlle (booklet)

Video Olympics (booklet)
Dodge em (booklet)
Combat (booklet)
Bowling (booklet)
Moon Patrol (B&W, multi-languages)
Defender
Sprint Master (minor tear, fixed with tape)
Asteroids
Bowling
Raiders of the Lost Ark
Midnight Magic
Alpha Beam wiht Ernie (overlay only)
Tutankham
Frogger
Robotron 2084 (7800)
One on One (7800)
4 Atari Catalogs (red, Rev. D)
Personal Computing on the Vic-20 (booklet)

Tempest
reicher6@pilot.msu.edu

258. ST>New at the Belgian ftp-site 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <060619992240069211%tos4ever@ping.be>
Source record: 77561
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
-----------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**graph-tools**

ftp://193.190.204.128/atari/graph-tools/gemview/pofo-gvm.lzh
(GEMView module set for loading and saving the Atari Portfolio Graphics)

**audio-video**

ftp://193.190.204.128/atari/audio-video/aniplay-206.zip

**www**

ftp://193.190.204.128/atari/www/atarirc.zip (AtarIRC v 1.00)

**mathematics**

ftp://193.190.204.128/atari/mathematics/eurk0699.zip (Eureka v 06/99)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

259. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3759bec2$0$10846@news.zetnet.co.uk>
Source record: 77625

>
> I know TUS answers the phone, but do they actually respond via mail for
> enquiries! I asked for a price list and a list of what they do when I
> took over Digiview PD, a couple of years ago, and never received a
dicky
> bird. I asked again a few weeks ago and not a sausage!
>
> Does anyone know if they still do a decent service?

yes Dave is a great engineer and honest his prices are fair he has fixed
and upped a few things for me and I have also bought a few upgrades to
fit myself I can thoroughly recommend TUS,I have heard before of no
answers to e.mails but I suppose he gets a lot of techie questions that
would take a lot of his time to answer,this is no excuse though for not
sending out a stock price list and letter,the web site is very spartan to
say the range of products and services he offers
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

260. C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990605215838.20346.00001272@ng-xa1.aol.com>
Source record: 77626

Hi,
this is probably an old question, but I think I read that
someone used an old C64 monitor with their ST? How
is that possible, and where would I buy the cables?
james.

261. Re: CBO now in french !

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: atari@bright.net
Message-ID: <7jclgulmc1@cletus.bright.net>
Source record: 77627

```
On 5 Jun 1999 01:10:48 +, Sylvain Perchaud wrote:
>the RSC file of this GFA Basic tool (very useful)
>is now translated in french
>archive available at:
>http://eslime.atari.org
>
>this translation have the agreement of CBO's author

If you are in contact with the CBO author, could you
please tell him the resource file looks like totally
bad when running under N.Aes. I reported this on
the previous release and it's still not fixed.

-----------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

262. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jcop6$re81@news.ajou.ac.kr>
Source record: 77628

On 3 Jun 1999 07:16:07 G, Paul Nurminen wrote:
>On 2 Jun 1999 01:03:30 G, Phantomm wrote:
>

>
>You might want to e-mail or call Alex at ATY Computer in Oakland, California.
>
>He installed my Nemesis, and he has installed CT2s as well as just about every
>other ST/Falcon accelerator out there.
>
>He can be reached at:
>
>Alex Yu
>ATY Computer
>320 10th Street, Suite 130
>Oakland, CA 94607
>voice & fax (510) 836-2309
>email: atycom@infinex.com
>http://www.infinex.com/~atycom/
>
>
>
>-Paul
>

Hi Paul,

Yes, Alex is very good at installing hardware mods from what I hear.
I bought my Nemesis from him.

However, I'd rather take my time and do it myself. There are a few
areas that I need to look at while doing the upgrade so that I'll know
which way to go in the future. Plus a few little tricks I'd like to
try also.

Thanks for the info,
phantomm@kih.net

263. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jcoql$re82@news.ajou.ac.kr>
Source record: 77629

On 3 Jun 1999 09:24:04 G, Ronald Andersson wrote:

Hi Ronald,

>Hi again, Phantomm,

>----- snip ----- re: your problems with your Nemesis

>That is very bad etiquette, and will not improve their
>chances for getting repeat customers.

Titan has made some nice hardware for the Falcon.
The Expose is very nice, except for a few small hardware
bugs that caused problems here in the US with NTSC.
I never did quite understand why the problem could not
have been fixed. I fixed mine quite easily once I got
hold of a good board and splitter.
I do hope they continue to create good hardware/software
for the Atari Platform. Hopefully they will start listening
and try to provide help with their customers better.

>----- snip ----- re: problem 2: High fan

>Yes it did. Centek are aware of the problem, but their snipping only
>affects the corners, and that is not enough. And snipping the border
>around the fan itself is not advisable. That could ruin the fan.

>With the resistors I mentioned in original places the keyboard did not
>sit straight, but could be 'wobbled' slightly, and when the cover was
>closed a lot of pressure would be applied at the point where resistors
>met the protective border of the fan. with the resistors moved inside
>the keyboard housing the keyboard PCB barely touches the fan border.
>They still touch, but no significant pressure is applied when closing
>the cover.

Hmmm... I'm not sure why Centek chose this large Fan, but I bet it
does do a good job of cooling. I'd like to replace it with a much
smaller one but that would probably void the warrantee.
The Heat Sink is also large and is glued. I know better than to
try and remove it.

>That is a good idea, in fact I did the same myself, as opening these
>keyboards is something I do as seldom as possible.

I've been playing around with the idea to install the CT2 in the
standard case, and removing the Falcons keyboard and make some type
of case for it. This would leave more room for upgrades and etc
where the keyboard use to sit. Sometype of thin hard plastic could be

cut and fitted as a cover for the opening where the keyboard would
normally sit. Then, one might could put the keyboard on top of this
plastic cover. If there would be no problems with making the keyboard
connecting wires abit longer.

>----- snip ----- re: problem 3: Shield plates

>Good. Just be careful when you make the extra cutout that will be needed
>for the fan, as that needs to extend inside the 'cage'. Use a margin of
>at least one mm to make sure that the plate does not press against any
>part of the fan.

Thanks again for the tip. ;)

>----- snip ----- re: problem 4: flat cable type

>Yes, but that describes virtually all ribbon cables. The difference
>I speak of is whether each separate wire has a single metal strand
>or has several strands twisted together. The latter type has much
>better mechanical stability, as the strands support each other in a
>flexible way not possible for a single stiff strand.

>The instructions describe twisted multistranded wires, but the
>cable supplied had singlestranded wires.

After examining the ribbon cable more closely, mine also seems
to be single strands. And are very tiny, will have to be very
careful with those. Some type of extra insulation around each wire
might help with unwanted EMI and strengthen the wires too.

>I do not now if that board will work with CT2B, regardless of connection
>method, but I do know that Centek have tested some graphics cards with
>the CT2B, connecting them by such methods, and that they did work.
>Unfortunately the Centek post did not say which graphics card(s) were
>tested this way.

Hmmm...thats good to know, wish I knew which ones were tested.
And how exactly extra connections where used.
This would be very useful info if you or someone else could
find out for us.
I have a good idea on how this was done, but there are a few ways
of doing this.
I hope that more than one card can be connected to the CT2B at the
same time.

>No board can be plugged on top of the CT2B, as it has no connectors,
>and no place for any such connectors to be installed, due both to
>the position of the FastRam SIMM socket and the position of the CPU
>with its heatsink and cooling fan.

The only way I could see it be done on top of the CT2B would be
to solder connecting pins where the 2 bottom connectors are soldered
to the topside of the CT2B board. But they would have to be rather
long due to the Fast Ram socket and CPU Fan as you said.

However short ribbon cables might be placed on the pins or headers
if one needed to do this. It's just a thought.
It would be easier to place the CT2B on top of another card.

>Whatever method is used, any extra connectors between CT2B and the
>Falcon motherboard must be kept short and straight, for connecting
>them to each other any kind of cable is out.

Does the ribbon cable that connects to the CT2B board have to be
cut according to the documentation? I'd rather have them a little
longer if needed due to the possibility of connecting the CT2B on
top of another card in the future. Which might cause the wires on
the CT2B ribbon cable to end up short.

>As I'm not sure how it is done I can give no absolute answer, but my
>guess is "no". By grabbing I assume you mean realtime dumping to disk,
>and direct DMA transfers are only possible from ST-RAM on the Falcon.
>The Falcon DMA chip can not access FastRAM, as it only drives 24 bits
>of the 32 bit address bus.

The Expose grabs video in Memory first, then you can save it to
disk as a file. Also if I remember correctly the speed of the
frame grab rate is only limited by the Falcon Bus. So Faster
Bus should mean faster grab rate.
I think in later versions of Apex Media support for the Nemesis
and the AfterBurner where included.
Hopefully Expose will work great with the CT2. I'll be very happy
if I can use all the extra memory for video. And get a faster
grab rate as well.
If needed maybe Doug Little will add support for the CT2B in
Apex.

>I don't think so. Quite the opposite should be the case, as VIDEL and
>COMBEL have 50 MHz clocks instead of 32 MHz, and that means that all
>DMA operations should proceed swifter. But I can't verify this myself
>as I don't work with D2D at all.

ok, AFAIK with the CT2B one suppose to be able to return to
a stock Falcon if needed. Does this mean that all standard
clock speeds can still be used?

I have a few more general questions about the CT2B.
I do tend to ask alot of questions at times, just
trying to get as much info as possible hope no one
minds. ;)

The small resistor that is taped to the documentation,
there is no way this can be installed wrong is there?
Seems I read something about it could be incorrectly
installed upside down or something like that?

What is the best type of Memory to use on the CT2B?

I have a 16meg 72pin Simm that I use in my Falcon
with a Ram Karte memory board. Will this Simm work
correctly as Fast Ram in the CT2B?

Also, any known problems with after market memory
upgrade boards with the CT2B such as the Ram Karte
or the Ram Gizzmo?

Must one install a FPU in order to use the CT2B?

I notice in the documentation that a modification
to the Falcons VGA adapter may be needed for
extended resolutions with non multi-sync monitors.
I have a 17inch SVGA that I am using with the
ScreenBlaster II external hardware and software.
Can I still use the ScreenBlaster II hardware/software?
If so, does the ScreenBlaster II hardware fix the bug
with the VGA adapter that the documentation mentions?

Any additional info about the VGA modification and
what kind of extened video modes will not be
obtainable if this modification isn't done would
be helpful.

Someone told me awhile back that there was problems
with doing MIDI stuff with the CT2B.
This may only be a rumor.
Are there any know problems with MIDI?

When doing the CT2 wire soldering there is
a part where you have to remove the chip at
U44. Is it really necessary to break pin 15
of that chip and use it in the socket?
Or can one use a pin from a different chip
or maybe a componet leg like from a resistor?
I don't want to destroy this chip unless I have to.

And, I'd like to get a few extra Inductors that
are exactly like the one at L102 on the Falcon
Mother Board. Anyone know the technical info
on that inductor at L102?

Any help with this is appreciated,
phantomm@kih.net

264. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jcorg$re83@news.ajou.ac.kr>
Source record: 77630

On 3 Jun 1999 07:57:19 -, M.Grove wrote:
>On 2 Jun 1999 20:30:35 G, Ronald Andersson wrote:
>
> Hi 'Phantomm',

Hi Mike,

>
>:(. I have already commented on this subject many times...
>BTW, be sure the "HI" oscillator is installed and making
>good contact. I have problems if the socket is left open.
>Your Nemesis is the newer version, and I remember you saying
>they wanted something cut on the card during installation.
>Very strange....

Yes, the addenum stated and even had pictures showing
to remove the 2 capacitors on the Nemesis board on
the 25/50 version. I ask in this group before if someone
who has a Nemesis 25/50 installed to look and see if the
2 capacitors where removed or not and no one bothered to
look. Right now I really don't care as the CT2B should
stomp all over the Nemesis with Hard Toe Nail Boots. ;)

>
>I have ran my Mighty Sonic in this fashion, but the timing
>for that card is not near as critical as the timing for the
>CT2. However, it does seemed to be designed to "wait" for
>the Falcon to "cache up" for bus access. Even if you made a
>cable, it would have to be a loop, and would have the same
>effect as placing the CT2 outside the Falcon.
>I think your like me, and probably never have the top hood
>on anyway:). I like the C-Lab case, but it is a tight fit
>for even two cards on the expansion pins, and it also holds
>heat very well:(. The Falcon Rack is very roomy, but
>expensive. Lighthouse Towers in Germany at one time were
>inexpensive. I have considered placing my Falcon in a tower
>case, but the full size I have still just doesn't allow for
>an easy xfer. I think you need to get a server tower.

Thanks for the info, I'll look into the server tower. ;)
I'd like to use at least 2 cards with the CT2B, but thats
probably pushing it too much.

>
>That's a hard one. I have a CT2B now, but won't be
>installing it very soon (until the 060 is working fully on

>the A/B, now fitting a bus sizer).
>I have looked at the CT2B and decided that it will be the
>top card, if only for the reason that adding through pins on
>the Expose card will be an easier solder job. It doesn't
>make any difference to the Falcon which card is where from
>my experience. You might have to cut the jump trace on the
>Expose for it to work in the "first" card position. I had to
>do that with the ScreenEye.
>The Expose card works independently of the Falcon (or CT2),
>and I am sure that Doug doesn't make any assumptions
>concerning the location of alternate ram as far as Apex is
>concerned. There should be no problems with the CT2. The
>Expose works fine on a 42Mhz bus, I can at least verify
>that. 128mb of raw video will be cool:).

Great, This is going to be real nice if I can get it all
working. I'll be starting the installation soon.
Not sure where the jump trace is on the Expose.
Can you describe it a bit more?
I bet the grab frame rate is much faster with a 42Mhz bus
right?

>The VideoMaster works fine with alternate ram (set the
>flags), and works fine with a 24Mhz Falcon bus. I just
>discovered while checking the unit out for another user that
>M_Player will play the FLM files that VM creates. It can
>also disassemble them:). Way cool as it writes the video
>from memory to hard disk a thousand times faster than Apex
>(only in B&W). VM will work with a MSTE keyboard, but not a
>DEKA or other PC keyboard adapter.

I'm a registered MPlayer user, Yes MPlayer does play
VM or VMF files. I've not tried to disassemble one yet. ;)
It would be nice if there was a hardware or software modification
that would allow VMF to grab color video as it will grab
video and sound at the same time. It does a real nice job
of doing that.

>
>I don't know anything about this, but I did see there were
>tricks to use to get slower IDE drives to work. I wouldn't
>think that the Toshiba would be considered a slow drive
>however:). Probably this fix is for users of the old Conner
>and 100mb Maxtors.......

I wonder in 2 IDE drives can still be used as the IDE cable
has to be modified a bit.
>
>
>Good luck,
>
>Mike

Thanks Mike, When you start your CT2B installation let me know how you get along.

phantomm@kih.net

265. Re: C programmin on atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7jdag3$g2@newstoo.ericsson.se>
Source record: 77631

```
In article <7jbi3p$jj9$1@nnrp03.primenet.com>, broncos@primenet.com writes:
>Does anyone know if There is a C++ compiler, interpreter for the
>Atari tos computers. If not is C and C++ very close or completly
>different.
>

Yes there is C and C++
Get GNU C/C++ for the atari.

/Erik Hall
```

266. Cab HotList for Atari related Web Sites

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jd872$r8n1@news.ajou.ac.kr>
Source record: 77632

This may be a bit too much to ask,

I am in need of a good and large Hotlist file for Cab 2.5/2.7
that only contains Atari related Web sites. It would need
to include Falcon related sites as well. Atari 8-bit sites
would be acceptable as well.

I screwed mine up by accident and it would save me some time
if someone could e-mail me one.

thanks,
phantomm@kih.net

267. More Geek Grrrl Hentai For the ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7jd6j2$he@james.hwcn.org>
Source record: 77633

Did some more goofing with the Atari ST Strip Poker game and made up a new Geek Grrrl set. This time it's the original Geek Grrrl, Velma Dinkley from Scooby Doo.

Unlike with the Sailor Mercury Strip Poker game where I pretty much pulled the hentai from KiSS dolls or other pics found on the net. I had to draw all the Velma pics myself (search as I could I could find no Velma hentai on the net).

And while we're on the subject of building Teen Queen sets. It turns out all you need for the Data Disks is the .PC1 files (files 0 to 12, file 13 is the title page and unless it's on the disk you boot the game from it won't be used). The SOUNDS.ECH file seems to be uneditable. I replaced certain samples in it with actual Velma samples found on the net but the sounds wouldn't play. Oh well, the french voice is pretty sexy anyways.

I've changed the files I've got available. I've seperated the program files from the data disk files so there are now three seperate files.

ahsp.zip is the Atari Hentai Strip Poker program disk. the Title Pic for this uses the default pallet you should use if you're going to create Hentai Strip Poker data disks. The only colour that can be radically altered without affecting the game sprites is the background colour.

add1.zip is my Sailor Mercury Hentai Strip Poker Data Disk (requires ahsp.zip to play).

vdd1.zip is my Velma Hentai Strip Poker Data Disk (requires ahsp.zip to play).

These are the URLs for the three disks.

http://www.hwcn.org/~ad329/ahsp.zip
http://www.hwcn.org/~ad329/add1.zip
http://www.hwcn.org/~ad329/vdd1.zip

I can only keep these files available for a short time as I don't have much webspace. If someone would like to create an official Atari Hentai Strip Poker webpage then please feel free to include all these files on it (and let me know).

CRACKERS
(Hentai fun from hell!!!!!!!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *

* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

268. Re: FAD Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375a4eba$0$10478@news.zetnet.co.uk>
Source record: 77634

On 5 Jun 1999 07:32:57 , PuffPuffin wrote:

>>You don't seem to list a 44kHz capable DSP clock cartridge in your
>>equipment. You will need one or the software will try to interpolate it,
>>sucking up nearly all your DSP time for starters, and sounding terrible to
>>boot.....
>>
>
>Actually, I do have a Cubase Audio Clock connected to the DSP thru port on the
>FAD. But it still skips...
>

Wierd......sounds like you've got a dead one then....My FAD works perfectly
at this....

>>Most things use it even without the authors knowing it as DSP out 1 and 2
>>are pretty much hardwired to L+R analogue oyut...
>
>Not from what I can tell. I hear dead silence or plain static most of the
>time.
>

No, most audio progs seem to use them, the Electroinic Cow stuff does if
the matrix is initialised, Danny didn't even realise it did until I told
him.....

>Does anyone know how to contact Shuiming Lai? His glowing review in Atari
>Computing finally got me to purchase an FAD. I hope he can help.
>

He's based at System Solutions, you should find his address on their
website..I must say I always take Shiumings reviews qwith a pinch of salt
due to his connection with SysSol, but this time he was spot on about the
audio quality....the only real source of noise in my studio recording path
now is the instruments themselves....My Behringer MX2442 doesn't introduce
a lot....:-))

chrisc

chrisc
>TIA, Phil
>..
>.

269. New YM (atari ST) to VECTREX conversion program...

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7jdo2c$t4q$1@nnrp1.deja.com>
Source record: 77635

I've just posted a new program by Chris Salomon that takes YM files (I have links to lots of em) and converts them into Vectrex binary images. This also means if you know how to make YM files (with maybe the Atari ST emulator) then you can compose complex music for your Vectrex or emulator.

Also, If you can put together a multicart, then you can turn your Vectrex into a jukebox. It's an exciting trend, I think, allowing people to make their own binaries to their heart's content...maybe someday a program will help people make their own GAME binaries...

Get the program at:

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

270. In Holland: For Sale Atari 1040ST + extras

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: atarisale@troi.com
Message-ID: <atarisale-0606991503070001@192.168.1.9>
Source record: 77636

Hi,

This is for sale in Alphen a/d Rijn (Zuid Holland), the Netherlands

1x Atari 1040 ST with 1 meg ram
1x Atari Monitor Monochrome
1x extra floppy drive 3.5 in, for atari
1x impact Printer from ALL AR 30
1/2 pack of chain paper for the printer
Includes floppys with all the software i worked with then.

All in one sale for fl 100,--. (about $50). You have to come and get it
here. No shipping.

I stopped working with it a few years back (1994?), when we switched to
developing on Mac. All is still in good order but maybe a bit dusty.

I don't watch this list very often, so please email me if you are interested:
<mailto:atarisale@troi.com>

Have Fun!
Peter

271. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsysr4.1uvo7y21vgnmlcN@pm-d26.rhein-main.de>
Source record: 77637

> The small resistor that is taped to the documentation,
> there is no way this can be installed wrong is there?
> Seems I read something about it could be incorrectly
> installed upside down or something like that?

Resistors can be soldered in any way, best with signs upside ;-)

Use it only for the point as describe in the manual.
Clean up solder pads on mainboard with a smal solder iron
before soldering resistor. Itï¿½s a smal part. Hold it with
an smal screw driver, any kind of smal clamps, on his place
and solder it quick. Use the solder iron so that you touch
the solder pad AND the resistor at the same time. Needs only
a very smal part of solder.

> What is the best type of Memory to use on the CT2B?
>
> I have a 16meg 72pin Simm that I use in my Falcon
> with a Ram Karte memory board. Will this Simm work
> correctly as Fast Ram in the CT2B?

Check it out at 800x600x265. Flickering vertical stripes
tellï¿½s that you canï¿½t.. (I hope not, check it..)
For the CT2 an EDO is needet. Got best results with 8 Chip modules.
Other as EDO doasnï¿½t work.

> Also, any known problems with after market memory
> upgrade boards with the CT2B such as the Ram Karte
> or the Ram Gizzmo?

Yes. Some orignal 4/14MB memory boards doasnï¿½t work well.
Stripes as described upper..
FalconWings -> doasnï¿½t work
14MB Board form WB-Systemtechnik -> works, but not all!
(Itï¿½s a problem with the used PS2 Simm, i think so)

Best results: CENTRam

> Must one install a FPU in order to use the CT2B?

CT2, same as falcon, works without any FPU.
You can insert FPU later. Hardware detect the FPU automatically.

Do no NOT use 16Mhz types of the 68002 FPU.
You MUST have a 33Mhz type.

While insert FPU, marked point on chip in direction to the
CT2 CPU. Point is marked od the board (Rev. A)

> I notice in the documentation that a modification
> to the Falcons VGA adapter may be needed for
> extended resolutions with non multi-sync monitors.
> I have a 17inch SVGA that I am using with the
> ScreenBlaster II external hardware and software.

Yes, modification is needet to use the video clock that comes
from CT2 board. Iï¿½m sure you doasnï¿½t need your SB again :)
Same as here..

> Can I still use the ScreenBlaster II hardware/software?
> If so, does the ScreenBlaster II hardware fix the bug
> with the VGA adapter that the documentation mentions?

Not tested. SB external delivers also a video clock on the
same pin as CT2. I think that doasnï¿½t work. I you use the
video adaptor as described in CT2 manual, an external SB
canï¿½t deliver his clock to falconï¿½s videl chip.

With the software iï¿½m not sure, also not tested here..
CT2 with Centscreed makes what i want. 928x608x256 as
standard display on an multisync. Higher resolutions also
work nice. Doasnï¿½t need any other hard and software too.

> Any additional info about the VGA modification and
> what kind of extened video modes will not be
> obtainable if this modification isn't done would
> be helpful.

Hm, iï¿½m not realy sure what you mean?
Display works in the same was as before, without CT2, adaptor..
Monocrome up to VGA. If you like to use an r,g,b display, use
the right monitor adaptor -after- the CT2 adaptor.
Colorised schematic of the CT2 video adaptor -> DOITF030

> Someone told me awhile back that there was problems
> with doing MIDI stuff with the CT2B.
> This may only be a rumor.
> Are there any know problems with MIDI?

Sorry, must quit that part, no midi connections here.

> When doing the CT2 wire soldering there is
> a part where you have to remove the chip at
> U44. Is it really necessary to break pin 15
> of that chip and use it in the socket?

Why? Sure, you can do that, but you canï¿½t replace the
chip a original if one pin is lost. Bent this pin up.
Itï¿½s enough. I build an pin with wire and solder, works
fine from the first day forwards to this message here..

I used a smal pice of glue to fit the wire so that the
pin canï¿½t disconnect. Wire should not get in contact
with the pin you bent up before, insulate it. (Tape)

> Or can one use a pin from a different chip
> or maybe a componet leg like from a resistor?
> I don't want to destroy this chip unless I have to.

Yes, what i mean upper :-) Works fine.

> And, I'd like to get a few extra Inductors that
> are exactly like the one at L102 on the Falcon
> Mother Board. Anyone know the technical info
> on that inductor at L102?

Must have a look to the part list in manual, but i think
itï¿½s a wire, like a resistor leg, with a ferrit tube outside.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

272. 720Kb Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Fredrik Svensson <jfsvensson@mail.bip.net>
Message-ID: <7je1vihvf1@zingo.tninet.se>
Source record: 77638

My Atari 520 ST are almost dead :(
The Diskdrive doesn't work, anyone know a place in Sweden to get a new one?
Preferably on the westcoast...

Or is it possible somehow to use a 1.44 Mb drive? I don't think so but maybe
someone have made some homeelectronich mumbojumbo and made it work...

Freddy

273. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928689107.17399.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 77639

Kenneth Medin wrote in message <3758e21673f2a0@tripnet.se>...

>This is not uncommon in the computer world: Win-95 has exactly this
>problem in the OS itself and can crasch after about 47 days of use!

<disbelief>
Has anyone really managed to keep it going that long to find out?
</disbelief>

:-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

274. Re: software downloads

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928689108.17399.1.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 77640

Dan Johnson wrote in message <7jbs3j$cj4$1@gxsn.com>...
>HELP!
> does anyone know where I can get free software
>to download for my atari 1040st? Only I can't seem
>to buy it anywhere anymore.....

Try the Ultimate TOS Software Index at
http://www.ping.be/~ping1030/atari/prg-ind.htm

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

275. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tjtdHNATmqW3Ewy3@steverosie.demon.co.uk>
Source record: 77641

On Sat, 5 Jun 1999 at 15:33:00 a message from Peter Schneider was
created on the subject of Syquest.
>Me and a lot of other german users had a lot of problems with these
>drives!
>
>I was so happy with my 5.25" drive (44Mb) for years. But the 3.5"
>drive (270 MB) I bought later went well for the first year and then
>began to produce read/write errors a mass. :-)
>
>Fortunately I could exchange several media on warranty. But it became
>worse and worse, I could not even format (partition) the media, so I
>was lucky to sell them to a guy who can use them (most of the time,
>at least).
>
>Finally I gave the drive away and bought a MO drive.
>
>So please accept my congratulations for yours years without problems,
>but I shall never again use a drive with removable cartridges based on
>magnetical techniques.
>
>And I suppose you know SyQuest doesn't exist anymore?

Hi

Yep they were took over, I can't remember the company at present.

As I use 135meg cartridges I can't comment on the 230meg ones. Maybe
they used more than one disk layer/heads!

As the removable cartridges are in respect are the same as normal hard
drive, they are liable to the same problems when it comes head crashes,
I take more precautions that I would with hard drives in general.

Hard drive media is sealed in ultra clean environment (vacuum), the
cartridges can't. They are obviously venerable against dust, as well of
the magnetic side of things, and dropping one can damage their health.

I try and treat the cartridges very carefully, when not in use they are
in their cases and placed in a draw to avoid dust being blown onto them
via normal drafts etc. As mine usually contain back-up, I also try and
keep them away from the masters.

I have been using the majority of the cartridges for transferring my pd
library disks over to the pc for slapping on a CD. It takes ages dealing
with 135meg max a time, and then Windoze is fussy on filenames!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

276. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8z0ZTTA2wqW3Ewxh@steverosie.demon.co.uk>
Source record: 77642

On Sun, 6 Jun 1999 at 01:15:17 a message from kevin dermott was created
on the subject of File compatibility with PCs.
>
>yes Dave is a great engineer and honest his prices are fair he has fixed
>and upped a few things for me and I have also bought a few upgrades to
>fit myself I can thoroughly recommend TUS,I have heard before of no
>answers to e.mails but I suppose he gets a lot of techie questions that
>would take a lot of his time to answer,this is no excuse though for not
>sending out a stock price list and letter,the web site is very spartan to
>say the range of products and services he offers
>Kevin

I didn't use email I phone:(

It's a pity as I get asked more and more about the services they deal
with. Although I can deal with quite a few subjects Atari oriented it
would be nice to pass on their prices and services.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

277. Re: software

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3zEbTXA26qW3EwxU@steverosie.demon.co.uk>
Source record: 77643

On Sat, 5 Jun 1999 at 23:26:55 a message from Karl Smith was created on the subject of software.
> Could anyone tell me whats the best software/ package for ie.
> an organiser/ diary/ diary est. + what`s the latest version of
> `Auto Route` or any other route finder.

Hi

Harlekin has a diary/organiser feature on it, along with other things, and it's also an accessory.

I use the program all the time and ST Review had 2 versions on a cover disk;)

I know there are others around, it's just finding them.

AA Autoroute, I think they only did one version. There is a program called Routefinder of which you can update/add roads yourself, this is shareware and has a 50 mile journey limit on it which is removed when you register.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

278. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-06 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <375cb413.179703214@news.supernews.com>
Source record: 77644

jfhaslam@zetnet.co.uk (James F. Haslam) wrote:

>Going off on a slightly different tack, I thought that you might be
>interested to know that I've put the maps for the original DM on my
>website.

Anyone ever find any DM2 Chaos Strikes Back maps out there?
Id like to take a romp thru it again but cant find any maps,

Thanks, Joe

279. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jgm4l$l8f$5@news.campuscwix.net>
Source record: 77495

On 7 Jun 1999 13:19:43 G, Ashley Seabrook wrote:

->I now have a STinG setup accessing my Freeserve and Zetnet accounts
->fairly reliably at full speed under single TOS on my Falcon - thanks
->to everyone for their help :-)

Congratulations! ;-)

->Now, I got MultiTOS free with my Falcon, and I'd like to try out
->things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
->so how do I set up STinG to work with MultiTOS?

Just my 2 cents worth, but dump Multitos and grab the latest FreeMiNT
kernel. Its not buggy like the Multitos AES, is much faster, and is
well supported. It will work just like MultiTOS only better.

->I've tried seemingly every order of DRVIN, SCC, MINTNP and STING in my
->AUTO folder, but either the STING DIALER connects okay and whenever I
->try and access the net there is a bus error (e.g. using Ping, Newsie,
->etc), the DIALER doesn't dial in at all, or it dials in at 19kbps
->instead of 115kbps and still generates a bus error when the net is
->accessed.

Which version of Multitos do you have? The older version does work
with STing, I actually had it setup once. However, the newer version
of MultiTOS does not work with STing. I gave up on it.

->I am using MultiTOS AES 4.0 and it is launched from my MiNT .CNF with
->the line:
->
->GEM=C:\MULTITOS\GEM.SYS
->
->and Thing is set up as an AV server and font selector.

Thing is awesome, get the FreeMiNT kernel, set them up to work
together and you will have an inspiring combination. ;-)

->I am generally a bit confused by MultiTOS, so any advice would be
->appreciated :-)

Can't say it enough <big grin>, dump MultiTOS, grab FreeMiNT and
use it with Thing...

;-))))

/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /

/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

280. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7lnn37.14t.curis@capitole.lure.u-psud.fr>
Source record: 77496

Bonjour,

Dans son message ï¿½ï¿½Re: Dungeon Master Nexusï¿½ï¿½, DarkChyld a ï¿½critï¿½:

ï¿½ï¿½ <big grin> Seriously, I just get a kick out of watching people
ï¿½ï¿½ play and enjoy Atari games...Hmm...wonder if we could get enough
ï¿½ï¿½ people interested in a group re-play of DM and CSB? Just a small
ï¿½ï¿½ thought, especially since both games run on all TOS machines up
ï¿½ï¿½ to the Falcon...Don't know about the Hades/Milan? Any of the
ï¿½ï¿½ owners of those machines tried DM/CSB? Thanks! ;-)

It's the first game I tested on Hades. Unfortunatly, it doesn't seem
to work :-(:-(I think it's because there is no "320*200*16" graphic mode. I
suppose it could be emulated, but I know nothing about that. If something
could make it and then allow us to play DM on Hades, it would be excellent...

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

281. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7lnnil.tug.jedi@dementia.mishnet>
Source record: 77497

On Mon, 07 Jun 1999 13:32:26 GMT, joska@nuts.edu <joska@nuts.edu> wrote:
>In article <375b7f0c3151e300@holleman.demon.nl>,
> louis@holleman.demon.nl (Louis) wrote:
>
>> Actually, I'm still betting on the 060 Phenix, with 2 CPU's that is.
>
>But the 060 is also a fairly old design, IMHO they should have gone for
>a G3 or something since they obviously don't care about compatibility
>anyway. An emulator would run 68k-binaries just as well and probably
>faster than the 060.

Did you know that the source to GEM has been released?
At this point, porting the gemdos calls and the vdi to
Linux might be the most sensible thing to do. Then you
could just use Linux drivers for the low level device
support...

>
>> 2 IDE controllers, SCSI on board, DVD drive, DIMM sockets... It now
>all
>> depends on how Dolmen handles "TOS-software"... Probably have to get
>
>I'm not too optimistic about this, I've received a couple of mails from
>Centek that revealed some incredibly poor knowledge of current
>operating-systems like MagiC or MiNT. Dolmen might be TOS-compatible,
>but that doesn't mean much today when everybody expect full support for
>MagiC and/or MiNT.

--

Novice end users deserve better than a |||
random collection of spare parts optimized / | \
for cost rather than ease...

In search of sane PPP Docs? Try http://penguin.lvcm.com

282. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375BE0D1.27D24AFF@just.post.here>
Source record: 77498

jedi@dementia.mishnet wrote:

> Did you know that the source to GEM has been released?

Only a stoneage PC-gem so far. :)

> At this point, porting the gemdos calls and the vdi to
> Linux might be the most sensible thing to do. Then you
> could just use Linux drivers for the low level device
> support...

Oh, you mean like oAESis/oVDIsis? That's been around for a few years
now. :) And as for the linux version it's still being developed,
contrary to the MiNT version.

Maurits.

283. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7lnpot.3bj.jedi@dementia.mishnet>
Source record: 77499

On Mon, 07 Jun 1999 17:10:09 +0200, Maurits van de Kamp <maurits@just.post.here> wrote:
>jedi@dementia.mishnet wrote:
>
>> Did you know that the source to GEM has been released?
>
>Only a stoneage PC-gem so far. :)
>
>> At this point, porting the gemdos calls and the vdi to
>> Linux might be the most sensible thing to do. Then you
>> could just use Linux drivers for the low level device
>> support...
>
>
>Oh, you mean like oAESis/oVDIsis? That's been around for a few years
>now. :) And as for the linux version it's still being developed,
>contrary to the MiNT version.

Gotta pointer? Lean apps seem to be a dying breen everywhere
these days. The ability to run GEM source on top of svgalib,
sdl or X could be quite handy...

--

Novice end users deserve better than a |||
random collection of spare parts optimized / | \
for cost rather than ease...

In search of sane PPP Docs? Try http://penguin.lvcm.com

284. TAF Meeting June 16th - Mario Becroft's Marvels!

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <375bede0@nemo.idirect.com>
Source record: 77500

Agenda for the June 16th, 1999 meeting of the Toronto Atari Federation:

As your classic Atari ST/TT/Falcon gets older, you may find that certain parts of your system may need replacing. Is your mouse getting tired? Has your mono monitor faded to black? Has your SH hard drive spun down for the last time? Where am I going to find replacements?

At this particular meeting you'll find the perfect solution to these questions, as we'll be showing off and doing demoes of three products done by the young New Zealand genius Mario Becroft that solves these problems nicely!

Astound! at the sight of attaching a PC three-button mouse to your ST via the Mouse Adaptor and make it perform double-clicks with one click of the central button! (Also makes a great gift for Amiga users!) Thrill! at getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug & play! AND! Prepare for the biggest surprise as we show you how to put a notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor (which also opens some interesting possibilities - how about putting an iMation SuperDrive inside your ST for starters?)

If you've been worried about replacing mice, monitors or hard drives, this meeting is a MUST-ATTEND spectacle of technological marvel! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

285. TAF/TPUG joint Flea Market June 19th in Toronto!

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <375bee3f@nemo.idirect.com>
Source record: 77501

TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!

The Toronto Pet Users Group (THE support group for users of Commodore's PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation (North America's largest user group for the Atari enthusiast) are holding a joint Flea Market at the Alderwood United Church, 44 Delma Drive in Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00 p.m. If you own any of these classic computer systems and have been looking for hardware or software, or you have systems or software that you'd like to sell, now's your chance. Sell your old stuff, go home with a treasure!

The days of rivalry between the two competing systems are over, and users of both these platforms realize that it is better to cooperate rather than to butt heads. And indeed, with the Amiga's strengths in audio and graphics, and the ST/TT/Falcon's strengths in MIDI and DTP (not to mention the fact that both platforms make excellent and cheap machines for getting on and making use of the Internet) there is much that can be learned and shared between the two platforms by their respective users.

TAF will be there with copies of ST+ Fanzine for sale and with a number of Mario Becroft's excellent new products for adapting PC serial mice, VGA/SVGA adaptors and internal IDE drives to Atari STs (the Mouse Adaptor also works with the Amiga, so if you've got an Amiga with a dying mouse here's your chance to use one of the many excellent two and three-button mice available to the PC with your system), as well as info on how to join TAF.

It's going to be an exciting summer - and this will be the event to kick it off! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

For more info on this or other Atari-related subjects, get in touch with us at the following:

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
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**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)

Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

286. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jgv4rqcq1@news4.svr.pol.co.uk>
Source record: 77502

On 31 May 1999 22:22:43 , Ronald Andersson wrote:
:>Hello everyone,
:>
:>I've just uploaded version 1.0 of my STinG EZ-IP clients to my homepage.
:>ST-Guide HYP file is included, both in the archive and readable from the
:>homepage.

Pardon me for being as thick as dog waste, but what the hell are
these for?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

287. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jgv4tqcq2@news4.svr.pol.co.uk>
Source record: 77503

On 1 Jun 1999 00:33:38 -, Ken Macdonald wrote:
:>On 27 May 1999 21:47:01 , Steve Sweet wrote:
:>:On 17 May 99 19:04:07 GM, Ken Macdonald wrote:

:>::>I have just got Papyrus5 from HiSoft (nice product!) but since my
:>::>Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
:>::>where one can get an upgrade to 5.0c? It seemes absurd that I am
:>::>prevented from using the full capapbilities of Papyrus5 because of
:>::>ONE letter??!!

:>:So what prob's you having dude, my Pap 5 always worked with all
:>:version 5's of sgdos for me.
:>: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
:>: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

:>hmmm. check your version number! odds are that it is 5.0c or above.
:>Papyrus docs mention a problem with Speedo 5.0b or below.
:>There is not problem they say with version 4.x, but I don't want to
:>go back to that. NVDI 5 HPLaserJet driver does not work for me, and
:>the Speedo 5.0b HPLaserJet driver does work for me! You see my
:>problem!? :-)

The only problems i ever had were solved by using memory.sys as per
the docs, i dont recall what the probs were now, but i did use every
version 4 and 5 and increments of sgdos with version of PAPYRUS with
no probs.

Anyway, i'm now using NVDI 5.02 with MAGIC 6.01 with JINNEE, only
death will part me from this configuration. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

288. Re: st booting from hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <54GV9FAphAX3Ew4U@steverosie.demon.co.uk>
Source record: 77504

On Mon, 7 Jun 1999 at 14:28:10 a message from Simon Fox was created on
the subject of st booting from hard disk problem.
> Can anyone help. My ST, when booting from the hard disk, never gets
> as far as the desktop, and
> goes into a rebooting loop. Is this because a program in the AUTO
> directory is duff?

it doesn't sound promising!

> If so, is there a way to boot it without running any programs (like
> holding the <Shift> key
> down in windows), or forcing the machine to boot from floppy?

There is depending what hard disk driver you're using.

You can always boot from floppy restructure your AUTO folder and try
again.

If you haven't got a boot manager, e.g. Superboot, Xboot etc, then this
could be time to start and use one. It makes finding rogue auto folder
programs a doddle;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

289. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FCyz5s.t0@cix.compulink.co.uk>
Source record: 77505

In message <bBBwPOAtQoV3EwPO@steverosie.demon.co.uk>, Steve@steverosie.demon.co.uk said:

>>Also, if you make more than three partitions on a drive with ICD software,
>>then those further partitions will not be accessible from AHDI or HDDriver
>>software, as ICD used their own scheme for extra partitions. This may be
>>important if/when you decide to switch to using HDDriver in the future.
>
>Do these rules apply under normal TOS?

No I don't think so - I have a drive partitioned with ICD to 7 parts and containing an ICD driver for use on my STFM; when I connect it to the Falcon's SCSI bus, where the Falcon boots from HDDRIVER on its internal 4-partition IDE, it has no problems recognising all 7 external partitions - plus three more on an EZ135.

The one advantage of the ICD Pro software is that you get an extra program that allows you to move around the order of the partitions, even between drives. With HDDRIVER you can only move the order of the devices but not partitions between drives. I asked Uwe if he couldn't implement this, but he said I was the only one who'd ever asked for it, so no go!

It may seem a strange thing to do, but in my case it should allow me to have two independent C: drives, each with their appropriate boot managers (XBoot and Stoop), AUTOs and ACCs - one for the STFM which boots from the external drive and one for the Falcon which boots from the internal IDE. By arranging the order of drives so that my old D: to I: come straight after C: on the IDE but before the rest of its partitions when using the Falcon, I should be able to retain the same paths and env variables in many of my programs. I haven't tried it yet - and this does assume that the new partition info is written to the driver on the booting disk and not on the disk partition lead-ins - otherwise one couldn't have two different drive-letter orders. We'll see!

Of course, it might be simpler to just buy a bigger internal IDE than the present 82 MB and transfer everything to that! :-)

Regards, /Peter/

290. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7jh5f9ae3@snipp.uninett.no>
Source record: 77506

Nicholas Bales <bales@directprovider.removethecapitals.net> wrote:

> has to run after MINT.PRG, so you'll have to put it as an exec in your
> MINT.CNF and not in the AUTO folder.

It's not nececssary to run it from mint.cnf when you have a MultiTOS-aware
MiNT-kernel. E.g. the following...

```
xboot.prg
drvin.prg
scc.prg
ffsel.prg
nvdi.prg
metados.prg
mint.prg
sting.prg
videlity.prg
```

...is perfectly legal, MiNT will run sting and videlity.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

291. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7jh502ae1@snipp.uninett.no>
Source record: 77507

jedi@dementia.mishnet wrote:

> Did you know that the source to GEM has been released?

I know, and I can't see anything exciting about that. Better alternatives
has been available for years already.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

292. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7jh58hae2@snipp.uninett.no>
Source record: 77508

Ashley Seabrook <ashley.seabrook@zetnet.co.uk> wrote:

> Now, I got MultiTOS free with my Falcon, and I'd like to try out
> things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
> so how do I set up STinG to work with MultiTOS?

Just as under TOS. Just make sure that HS-Modem runs before MiNT, and STiNG after. It's also likely that STiNG does not work with memory-protection, so make sure MP is disabled (rename mint.prg to mintnp.prg). And download the latest MiNT-version, the current version is 1.15.1.

> I am using MultiTOS AES 4.0 and it is launched from my MiNT .CNF with
^^^^^^^^^^^^^^^^
Do yourself a favour and get N.AES or Geneva instead ;-) The original MultiTOS is *extremely* slow, it's practically unusable on a standard Falcon.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

293. Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <375C1ABF.BCA44CA1@cheta.net>
Source record: 77509

I have mint 1.4.1 up and running on my 256mb "E" partition - part #3. Everything boots and runs fine except that my font is unreadable on my color monitor.

Do I need a mono monitor to run this version of MiNT? I don't have a mono monitor. I plan to make a VGA cheater cable for just this purpose but had not done so yet.

I can navigate the file system and startx runs, tries but dies to a prompts. I would like to be able to see what I am doing.... How do I fix it or change the codepage to something else?

Thanks for all of your help folks

294. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn7lo7op.sic.jedi@dementia.mishnet>
Source record: 77510

On 7 Jun 1999 19:02:26 GMT, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>jedi@dementia.mishnet wrote:
>
>> Did you know that the source to GEM has been released?
>
>I know, and I can't see anything exciting about that. Better alternatives
>has been available for years already.

...just floating around as source... do tell.

--

Novice end users deserve better than a |||
random collection of spare parts optimized / | \
for cost rather than ease...

In search of sane PPP Docs? Try http://penguin.lvcm.com

295. Re: Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Dave Lumb <dave@beer-gut.freeserve.co.uk>
Message-ID: <7jh7he$2lg$1@news4.svr.pol.co.uk>
Source record: 77511

Thank you

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
news:375B7A57.7B5607B8@directprovider.REMOVETHECAPITALS.net...
>
>
> Dave Lumb a crit :
> >
> > A mate of mine has an Atari ST - not sure what model it is. Do you know
if
> > they are year 2000 compliant including the standard software you get
when
> > you buy a system. I don't know anything about ST's so sorry I'm a bit
vague.
> > If more info is needed ask me what you need to know and I'll find out.
> >
>
> Unless it's a Mega ST, it won't even have a real time clock, so unless
> you bother setting the time each time you boot up it won't even know
> what time it is, let alone the date! If it does have a clock, it will go
> happily on ticking until 2028 or something.
>
> As for the software, well, it depends. None of the software I use even
> uses the internal date, but I guess any accounting or database stuff
> might have the bug.
>
> This is in the Quick FAQ by the way...
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

296. [VDS ecran peritel]

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: fromentp@club-internet.fr
Message-ID: <1dt1vfp.g6ti9016ejtpiN@toulouse-2-195.club-internet.fr>
Source record: 77512
Cross-posted to: fr.comp.sys.divers,comp.sys.amstrad.8bit,comp.sys.atari.st,fr.comp.emulateurs,comp.sys.oric,fr.rec.brocante,comp.sys.misc,fr.comp.lang.basic

Bonjour,

c'est un ecran monochrome de marque exelvision avec une entree peritel,
est un haut-parleur.

fromentp@club-internet.fr

--
Patrice
---
je suis con, mais putain qu'est-ce que j'aime ï¿½a

297. Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Dan Johnson <danjohnson@beer.com>
Message-ID: <7jha0t$8kg$1@gxsn.com>
Source record: 77513

Does anyone know a cheat for the ST version of cannon fodder? Just that the
PC cheat doesn't work.............

298. Arnor & Protext

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7jhc85nor1@news5.svr.pol.co.uk>
Source record: 77514

Hi

Does anyone happen to know of an Email address for Arnor the authers
of Protext please?

If so could someone please let me know.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

299. Re: software downloads

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Dan Johnson <danjohnson@beer.com>
Message-ID: <7jhc7egtk1@gxsn.com>
Source record: 77515

What on earth is GXSN?
Clair D. Shaw <Clair@shaw1.freeserve.co.uk.I.dont.like.spam.so.get.lost>
wrote in message news:jBDpRCAm2kW3IwIF@freeserve.co.uk...
> !!KILL SPAM!! Always change your "from" address (like I did)
>
> At 19:59:44, Sat, 5 Jun 1999, Dan Johnson fell in love with someone from
> GXSN and threw up 6 lines of this:
>
> >HELP!
> > does anyone know where I can get free software
> >to download for my atari 1040st? Only I can't seem
> >to buy it anywhere anymore.....
> >
> >
> Http://come.to/cdsoft_99 - The URL for the software company, CDSoft
>
> --
> Clair D. Shaw (aka. CDS)|Atari/PC Programmer
|mailto:Clair@Shaw1.freeserve.co.uk
> ---

> mailto:SeedieS@yahoo.com|http://surf.to/shaws| New Email address coming
soon!
> ---

> Whatever you want, need, or do, someone will always beat you to it | KILL
SPAM!!

300. Re: [VDS ecran peritel]

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: skiner <skiner@club-internet.fr>
Message-ID: <375C3413.C9437823@club-internet.fr>
Source record: 77516
Cross-posted to: fr.comp.sys.divers,comp.sys.amstrad.8bit,comp.sys.atari.st,fr.comp.emulateurs,comp.sys.oric,fr.rec.brocante,comp.sys.misc,fr.comp.lang.basic

sur que t'es con , c'est un forum emulateur ici !!!

Patrice a ï¿½crit:

> Bonjour,
>
> c'est un ecran monochrome de marque exelvision avec une entree peritel,
> est un haut-parleur.
>
> fromentp@club-internet.fr
>
> --
> Patrice
> ---
> je suis con, mais putain qu'est-ce que j'aime ï¿½a

301. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928790521.9927.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 77517

Hi Louis,

Louis wrote in message <375abb5e27c3eab0@holleman.demon.nl>...

[Getting Windoze to stay up for prolonged periods]

>- start the Winbox, let it come to the desktop;
>- don't touch anything, please! Don't start apps, don't slam the keyboard,
> don't open anything, don't mess with menu's or the startmenu, just keep
> your fingers where they belong!
>- start timing....
>
>That way, and IMO that way only it may (repeat: M-A-Y) get to 48 days
>without crashing...

In that case you probably need to ensure that no screen savers are enabled,
too: they seem to be quite good at causing problems.

:-)

>Last week I had one 8 megger, installed Win-95, had it restart and it took
>5 minutes to get to a desktop without the HD pprrrrttting around...
>I switched the machine off, put 32 megs in it and next it did the job in
>around 1 minute.... :-) What were they advertising again in '95 when it
>came out? 4 megs needed, weren't they?

I think it was 8, but 16 recommended. 32 is about right for a minimum... I
have 64 and the thing keeps stopping to play with its hard drive with
depressing regularity...

Things are even funnier with NT: M$ say minimum is a fast 486 with 16Mb RAM.
Our systems guys at work are now recommending nothing slower than a P200 and
no less than 64Mb of RAM if you want to stay sane.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

302. Re: Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928790522.9927.1.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 77518

Hi Dave,

Dave Lumb wrote in message <7jedh8$r64$1@news7.svr.pol.co.uk>...
>A mate of mine has an Atari ST - not sure what model it is. Do you know if
>they are year 2000 compliant including the standard software you get when
>you buy a system. I don't know anything about ST's so sorry I'm a bit
vague.
>If more info is needed ask me what you need to know and I'll find out.

You might like to check out my Atari y2k page at:

http://www.whalley.demon.co.uk/atari/y2k.html

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

303. Re: CBO now in french !

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <375C3983.D8489FDE@club-internet.fr>
Source record: 77519

Lonny Pursell wrote:

> If you are in contact with the CBO author, could you
> please tell him the resource file looks like totally
> bad when running under N.Aes. I reported this on
> the previous release and it's still not fixed.

Ok, it's done ;)
I suppose it's not a big problem (but it seems very surprising !)

304. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <375c4587$0$9537@znews.zetnet.co.uk>
Source record: 77520

On 7 Jun 1999 14:48:53 G, DarkChyld wrote:
>->Now, I got MultiTOS free with my Falcon, and I'd like to try out
>->things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
>->so how do I set up STinG to work with MultiTOS?
>
> Just my 2 cents worth, but dump Multitos and grab the latest FreeMiNT
> kernel. Its not buggy like the Multitos AES, is much faster, and is
> well supported. It will work just like MultiTOS only better.

Er, but FreeMiNT doesn't multitask GEM programs like MultiTOS does.
AFAIK, FreeMiNT is a replacement for the MiNT part of MultiTOS, not
MultiTOS itself.

> Which version of Multitos do you have? The older version does work
> with STing, I actually had it setup once. However, the newer version
> of MultiTOS does not work with STing. I gave up on it.

The 'official' AES 4.0 version - i.e. the one that _should_ work with
STinG!

> Can't say it enough <big grin>, dump MultiTOS, grab FreeMiNT and
> use it with Thing...

But as mentioned above, AFAIK I won't be able to multitaks GEM
programs and use OLGA :-(

I downloaded FreeMiNT 1.15.1 and it does look good, and preliminary
trials (using FreeMiNT instead of MiNT under MultiTOS) have resulted
in much confusion (half my software won't run at all or find its
resourve files!), and when I finally bodged up some sort of fix to
that problem, I found I could dial in an use the STinG's tools :-)
Only problem is that CAB causes a bus error immediately when trying to
resolve, and Newsie crashes out with the same error after leaving the
server after checking for mail :-(

Any ideas? It could be something in the MINT.CNF as this new FreeMiNt
one has a lot more stuff in it I don't understand than my old one ;-)

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

305. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <375c4668$0$9537@znews.zetnet.co.uk>
Source record: 77521

On 7 Jun 1999 19:06:57 G, Jo Even Skarstein wrote:

>> I am using MultiTOS AES 4.0 and it is launched from my MiNT .CNF with
> ^^^^^^^^^^^^^^^^
>Do yourself a favour and get N.AES or Geneva instead ;-) The original
>MultiTOS is *extremely* slow, it's practically unusable on a standard
>Falcon.

I am _very_ aware of how slow it is :-(Unfortunately I am rather
poor and can't afford Geneva or N.AES, and AFAIK there isn't an
English language release of the latter yet. Konstantin Woller says it
is in the pipeline though. So I struggle on with MultiTOS (or I would
if I could get it to work properly!)...

As for FreeMiNT 1.15.1, well I have sort of got it working with
MultiTOS, and although I can get STinG's tools to work, niether CAN or
Newsie works properly :-(

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

306. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <9SX63.3738$9J.22319@newsfeed.slurp.net>
Source record: 77522

On 7 Jun 1999 17:22:35 G, Steve Sweet wrote:
|Pardon me for being as thick as dog waste, but what the hell are
|these for?.

Steve,

These will enable you or I to actually run a web server with a minimum of hassle right from our Atari 'puters.

The way it works is that people access your server via EZ-IP, which re-directs them to your IP number. The problem has been that most of us have dynamic IP numbers rather than static.

When you run the first client, you are telling EZ-IP what your IP number is for the current session. EZ-IP then can re-direct visitors to your server quickly and easily. Of course, you need to set up a subdomain with EZ-IP first, but that's pretty easy from what I've heard.

From what I understand, you don't really need these clients, as you can tell EZ-IP what your IP number is 'manually'. But this makes it automatic.

The other client, I believe, is to tell EZ-IP that your server is no longer connected.

Using Oliver Booklage's <sp?> web server, you can actually run your own server and make it easy for people to get there by using an EZ-IP URL...

I'm sure that either Ronald Andersson or Rob Mahlert will fill in the gaping holes I've left in the process, but that's the gist of it.

Oh, and by the way... if THAT was dog waste, I've stepped in MUCH larger piles than that, so don't worry about it. <G>

Take care,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

307. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <MSX63.3739$9J.21525@newsfeed.slurp.net>
Source record: 77523

On 7 Jun 1999 17:22:35 G, Steve Sweet wrote:
|Pardon me for being as thick as dog waste, but what the hell are
|these for?.

Steve,

These will enable you or I to actually run a web server with a minimum of hassle right from our Atari 'puters.

The way it works is that people access your server via EZ-IP, which re-directs them to your IP number. The problem has been that most of us have dynamic IP numbers rather than static.

When you run the first client, you are telling EZ-IP what your IP number is for the current session. EZ-IP then can re-direct visitors to your server quickly and easily. Of course, you need to set up a subdomain with EZ-IP first, but that's pretty easy from what I've heard.

From what I understand, you don't really need these clients, as you can tell EZ-IP what your IP number is 'manually'. But this makes it automatic.

The other client, I believe, is to tell EZ-IP that your server is no longer connected.

Using Oliver Booklage's <sp?> web server, you can actually run your own server and make it easy for people to get there by using an EZ-IP URL...

I'm sure that either Ronald Andersson or Rob Mahlert will fill in the gaping holes I've left in the process, but that's the gist of it.

Oh, and by the way... if THAT was dog waste, I've stepped in MUCH larger piles than that, so don't worry about it. <G>

Take care,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

308. WTD:Audiotracker by Soundpool

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: sanford@ns.sympatico.ca
Message-ID: <375C8F8D.F027114D@ns.sympatico.ca>
Source record: 77524

```
8 track adat program wanted
thanks
dick
```

309. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <vnsej7.kk.ln@hog.hrz.tu-darmstadt.de>
Source record: 77525

Hi!

In article <7jee01pfe2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) writes:
> Hmm...so the double ampersand is okay?

Yes, it's an "AND" operator with shortcut functionality as in C, i.e.
the second part will only be executed when the first part was
successful (return code 0).

Thus, something like

```
test -x /bin/ls && /bin/ls
```

will first test whether /bin/ls is an executable file, and run /bin/ls
only when this test was positive.

The same works with || for "OR", in which case the second part will only
execute when the first failed.

Of course, it's also possible to use more than one of these operators in
one line, as in

```
test -x /bin/ls && /bin/ls && echo Directory listing successfull
```

You'll agree that this is shorter and more elegant than

```
if test -x /bin/ls
then
if /bin/ls
then
echo Directory listing successfull
fi
fi
```

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

310. Re: Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906072042.a56473@su2.maus.de>
Source record: 77526

Hi Dave,

DL>A mate of mine has an Atari ST - not sure what model it is. Do you
DL>know if they are year 2000 compliant including the standard software
DL>you get when you buy a system. I don't know anything about ST's so
DL>sorry I'm a bit vague. If more info is needed ask me what you need to
DL>know and I'll find out.
both the TT and the Falcon won't have any problems (to be more precise, up to the year 2107), for the STs it depends on their real time clock.

There are (free) programs on distribution to check that.

Peter

311. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <375b0fe9$0$10478@news.zetnet.co.uk>
Source record: 77562

> I didn't use email I phone:(
>
> It's a pity as I get asked more and more about the services they deal
> with. Although I can deal with quite a few subjects Atari oriented it
> would be nice to pass on their prices and services.

all I can say is give it another bash and explain to His wife who often
answers the phone who and what you are,he really is helpful one time I
sat in his house till about 7.30pm while he sorted out my things
Kevin

312. FS: Atari ST 540 Package

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: legacy6150@aol.combat
Message-ID: <19990606202602.04746.00001318@ng-cj1.aol.com>
Source record: 77563

Hey everyone. I purchased this ST setup a while ago hoping it'd get some good use out of me... man, was I mistaken. The most I got done with it was replacing the broken floppy drive. 8*) Anyway, here's the basic run-down, e-mail me for specifics:

Atari ST 540 main unit
SC 1224 color moniter
Color printer (with parallel cable)
Working mouse (original, great working condition)
Bunch of software
Standard Atari 2600 joystick (works with ST)

STs are great computers and still supported to this day! From what I hear they're great for MIDI sequencing, and a lot of people go on the 'net from their STs and everything.

First $75 and shipping gets it (or if you wanna pick it up, minus shipping). First $100 and shipping (or if you wanna pick it up, minus shipping) gets an external HD and external CD-ROM with it (don't know size or speed, GUESSING 540M and 2x). I don't think they're specificly for the ST, but they were in there when I got the setup, so I'm guessing (GUESSING!!!) they were used in conjunction with the ST (cables weren't and aren't included). If you buy the HD and CD-ROM and they don't work with the ST, then it's TS. 8*) I take NO responsiblity if they don't work with it, don't come crying to me if they don't work with it.

Shipping for this puppy is gonna be a lot, it weighs a ton (not literally). It'll be sent UPS 'cause I don't think the USPS will take something this big. If you're interested, e-mail me at legacy6150@aol.com Thanks.

-
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->The Intellivision WebRing<--
www.geocities.com/SiliconValley/Lakes/7381
Spam Guard In Use, Remove 'bat' to reply, or reply to below address
ï¿½ chuck_w@geocities.com ï¿½

313. SV: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jf9jn$kl5$1@cubacola.tninet.se>
Source record: 77564

Louis <louis@holleman.demon.nl> skrev i
diskussionsgruppsmeddelandet:375abb5e27c3eab0@holleman.demon.nl...

> We had 19 new HP Vectra's to configure for
> networking, installing the basic stuff (Win-95 was pre-installed). I don't
> recall how many times I had to re-install from scratch again before they
> all worked properly. Well, a few went in one go :-)

Microsoft intended the NT to be the choice for companies and for serious
work. Get that or better yet, get Linux.

MG

314. [web] Atari clone page updated

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: atari@bright.net
Message-ID: <7jf98uqdv1@cletus.bright.net>
Source record: 77565

```
If you have an Atari clone of some kind and don't know
what this clone directory is, then please take the time
to chekc it out. ;-)

I made some minor updates...

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

315. Re: Atari Emulators

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <%TG63.3642$NA2.228402@news1.telusplanet.net>
Source record: 77566

> I need to know which Atari emulator (on the PC) is best for what I do:
> Atari programming. And where I can get it from.

I would say MagiC PC (ofcourse ;-)

Then again, if you program in STOS maybe Pacifist?

And then again you should have atleast one REAL atari to see if your
program actually runs on it ....

:-)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

316. Falcon Hard Drive help

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: puffpuffin@aol.comREMOVE
Message-ID: <19990607005415.26419.00002619@ng-ch1.aol.com>
Source record: 77567

I am in a strange situation with HD Driver 7.55 on my Falcon.
Everything was working fine with my IDE drive until I tried
repartitioning it.

I repartitioned my 1.4MB Seagate Marathon IDE drive in my Falcon to 5
partitions which proceeded fine. However, when I exited HDDUTIL, the
Falcon would not recognize my IDE partitions. So I resetted the
machine, but now the IDE drive is not recognized. I tried running
HDDRIVER.PRG, but it still refused to recognize my IDE drive. I
tried this several times, but no go.

I then loaded up HDDUTIL again. It refused to install HDDRIVER.SYS on
my IDE drive, and it still would not recognize the drive. However, I
did check the "IDE Drives" menu option, and it read the correct number
of cylinders, heads and sectors and IDE 0. I tried installing
HDDRIVER again, but it still wouldn't recognize the drive.

I then tried AHDI 6.05c, and this time it worked! The IDE drive and
the new partitions were recognized. I installed the autoboot with
HINSTALL and all was fine again. I did try to install HD Driver again,
but it still refused to recognize my IDE drive even though AHDI does.
Frustrated, I gave up on HD Driver.

However, I decided to repartition the drive again, so I loaded up
HDX 5.03c and tried repartitioning it. It choked. It looked like it
got stuck on a bad sector from what I could tell by looking at the busy
light. I know it does not take 30 minutes to partition a drive!
I tried partitioning again, but now HDX says to format the drive.
I cancelled, but now, neither HDDRIVER nor AHDI recognize the
partitions anymore! However, AHDI still recognizes the drive, but it's
useless without partitions.

So before I format, anyone have any ideas on why HD Driver won't
recognize my drive and what should I do? I'd appreciate it.
I miss my working Falcon. :(

Thanks, Phil

317. Re: C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7jfpf6fms1@nnrp1.deja.com>
Source record: 77568

In article <MPG.11c4775a224736a69896ff@news.prodigy.net>,
LONNIEMCCLURE@prodigy.net (Lonnie McClure) wrote:

> Since getting those 13-pin plugs to build a cable are difficult, you

ELFA (www.elfa.se) in Sweden has them, and a lot of other strange
connectors as well.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

318. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <928735658.727.52@news.remarQ.com>
Source record: 77569

On 6 Jun 1999 03:10:40 G, Phantomm wrote:
>On 3 Jun 1999 07:57:19 -, M.Grove wrote:
>>On 2 Jun 1999 20:30:35 G, Ronald Andersson wrote:
>>
>> Hi 'Phantomm',
>
>Hi Mike,

>Thanks for the info, I'll look into the server tower. ;)
>I'd like to use at least 2 cards with the CT2B, but thats
>probably pushing it too much.

I've had three stacked up and they all worked:).

>Can you describe it a bit more?

The trace goes between the same to pins on the Expose as on the Falcon
bus, where the jumper is located when an expansion card is not in use.

>I bet the grab frame rate is much faster with a 42Mhz bus
>right?

Yup.

>>Good luck,
>>
>>Mike
>
>Thanks Mike, When you start your CT2B installation let me know
>how you get along.

It's racing season now. Night time MX :).

Mike

319. Re: Mega 2 ST with IDE/HDD

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990607095936.16660B-100000@hal.fishpool.fi>
Source record: 77570

> I'm looking for a cheap solution to connect my loved MEGA ST2 with an
> internal [IDE] hard disk drive.

See http://www.ak.planet.gen.nz/~mario/hardware/ for the answer.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

320. Re: File compatibility with PCs

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B745A.E420A268@directprovider.REMOVETHECAPITALS.net>
Source record: 77571

```
"derek.p" a ï¿½crit :
>
> I have a friend whose Atari STE has a dead internal floppy disk drive.
> I wondered if anyone could help answer a couple of questions?
>
> 1. Is it possible to read files saved on the Atari in 1st Word Plus on a
> PC? If not, can these files be resaved by a third party's STE in such a
> way that they can be read by a PC?

1st Word .doc files can't be read directly by a PC.

Intead of getting a 3rd party ST, why not run 1st Word on an emulator on
the PC, then convert them to .txt files ?

> 2. Can anyone recommend a reliable repair centre in the UK (preferably
> Scotland) who will repair or replace the faulty disk drive?

Anyone who can handle a screwdriver and a soldering iron can. There are
instructions in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

321. Re: Broke plug on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B7555.80FBC83C@directprovider.REMOVETHECAPITALS.net>
Source record: 77572

```
JLensbo a ï¿½crit :
>
> Yikes!
>
> I was trying to plug my monochrome monitor into my monitor master and broke one
> of the pins on the plug. Can this be fixed in a computer shop, or do I need to
> replace the whole monitor?

Just take the plug apart, and swap the broken pin with one of the unused
ones.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

322. Re: AOL UK supports UK & European Net Strike

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B757E.AD1F24C6@directprovider.REMOVETHECAPITALS.net>
Source record: 77573

```
"Craig.U.Travis" a ï¿½crit :
>
> --
> AOL UK has put it`s weight behind the upcoming UK & European CyberStrike
> on Sunday 6th June.
> AOL UK has e-mailed all 600,000 of its members.
>

Yes, but when will AOL start to support the Internet ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

323. Re: SV: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375B799E.F2E45E79@just.post.here>
Source record: 77574

Mille Babic wrote:

> >deliver drivers for it's hardware, spare parts etc.
>
> Phenix, Milan and Hades should concentrate to share the same bios etc,
> think they already discussed this once? If so, we will be able to see a
> new standard grow up for the Atari compatibles.

Yes but the three of them have kinda different approaches; The Hades tries to be Atari compatible with high-quality components, the Milan tries to be mostly softwarematically Atari compatible with cheaper off-the-shelf electronics and slightly PC-oriented build (fortunately without the crappy bios and processor that come with PCs) :) and the Phenix is muddling somewhere between Atari legacy and being something completely new. And since Centek does not want to see the Phenix as an Atari clone, I doubt they would want to join the Milan and Hades in a standard.

Maurits.

324. Re: C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B7911.6E611953@directprovider.REMOVETHECAPITALS.net>
Source record: 77575

```
Lethor7 a ï¿½crit :
>
> Hi,
> this is probably an old question, but I think I read that
> someone used an old C64 monitor with their ST?

If it's an RGB monitor, it should use the same signals.

> How
> is that possible, and where would I buy the cables?
> james.

Buy ? This is out of the "ready-made-cable" league.

You'll have to find the pinouts of both types of connectors and build
the adapter yourself, or get it built by someone who can solder.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

325. Re: 720Kb Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B795F.9016BC18@directprovider.REMOVETHECAPITALS.net>
Source record: 77576

```
Fredrik Svensson a ï¿½crit :
>
> My Atari 520 ST are almost dead :(
> The Diskdrive doesn't work, anyone know a place in Sweden to get a new one?
> Preferably on the westcoast...
>
> Or is it possible somehow to use a 1.44 Mb drive? I don't think so but maybe
> someone have made some homeelectronich mumbojumbo and made it work...
>

All together now: "Check out the Quick FAQ!"

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

326. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375B7A17.3FF55125@just.post.here>
Source record: 77577

Jo Vandeweghe wrote:

> > impossible for them. I recall reading that 18000 TTs were produced,
> > compared to about 5000 Falcons. It should be simple enough to figure
> > out which one has the best market potential, then....
>
> You must be aware that french people are definitely TT allergic ... just take
> time to read the fr.comp.sys ...

In addition to that, the number of computers originally sold doesn't say much about the number still being actively used and of course the number of people who want a Centurbo for their system. :) For a start, I'd think the animo for spending a lot of money on accelerating a Falcon is higher than for a TT, as a Falcon really has some annoying bottlenecks.

Maurits.

327. Re: TT Centurbo? Why Centek did not begin anything ...

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375B7AC0.443A9C4C@just.post.here>
Source record: 77578

Jo Vandeweghe wrote:

> That's definitely NOT !
>
> In fact they NEVER were interested in ANY TT030 product; I remember I was
> speaking with them about their Falcon scanning program wanting to use it on my
> TT030 and they said; WE DON'T SUPPORT OLD MACHINES ANYMORE ... this was two
> years ago (maybe 3 ...)

I guess they changed their mind since then because they were definitely considering making a TT centurbo for a while. This is not a rumour, Centek wrote postings about this themselves. And also later on that they cancelled the idea because of a lack of interest and because, again, they don't want to support old Ataris (in fact they're not too happy about supporting the Falcon either, it's all Phenix for them from now on).

Maurits.

328. Re: More Geek Grrrl Hentai For the ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375B7C37.FB79542D@just.post.here>
Source record: 77579

Chris Cracknell wrote:

> I can only keep these files available for a short time as I don't have
> much webspace. If someone would like to create an official
> Atari Hentai Strip Poker webpage then please feel free to include
> all these files on it (and let me know).

I'd be happy to. :)

I'll grab those files off your website tonight and create a section for
it in my Atari support. :)

Maurits.

329. Re: Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B7A57.7B5607B8@directprovider.REMOVETHECAPITALS.net>
Source record: 77580

Dave Lumb a ï¿½crit :
>
> A mate of mine has an Atari ST - not sure what model it is. Do you know if
> they are year 2000 compliant including the standard software you get when
> you buy a system. I don't know anything about ST's so sorry I'm a bit vague.
> If more info is needed ask me what you need to know and I'll find out.
>

Unless it's a Mega ST, it won't even have a real time clock, so unless
you bother setting the time each time you boot up it won't even know
what time it is, let alone the date! If it does have a clock, it will go
happily on ticking until 2028 or something.

As for the software, well, it depends. None of the software I use even
uses the internal date, but I guess any accounting or database stuff
might have the bug.

This is in the Quick FAQ by the way...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

330. Re: Atari Emulators

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B7A81.3CB08F70@directprovider.REMOVETHECAPITALS.net>
Source record: 77581

```
"Clair D. Shaw" a ï¿½crit :
>
> I need to know which Atari emulator (on the PC) is best for what I do:
> Atari programming. And where I can get it from.

Tosbox.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

331. Re: Mega 2 ST with IDE/HDD

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375B7B50.DC5541A6@directprovider.REMOVETHECAPITALS.net>
Source record: 77582

```
Thomas Havemeister a ï¿½crit :
>
> Howdy !
>
> I'm looking for a cheap solution to connect my loved MEGA ST2 with an
> internal hard disk drive.
>
> Is that possible an how much will it cost? Could it be done with a 3 1/2
> HDD or must it be a 2,5"HDD ?!
>

Check out Mario Becroft's internal IDE adapter. It's made for 2.5"
drives, but I guess you could use a 2.5" to 3.5" adapter as long as your
PSU can support the extra load.

http://planet.ak.planet.gen.nz/~mario/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

332. Tos falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Fabien MOUSSET <fabien.mousset@wanadoo.fr>
Message-ID: <7jg0ad$7tb$1@wanadoo.fr>
Source record: 77583

je cherche un logiciel pour me dire le numero de version du tos falcon
Merci
Si vous l'avez envoyer le moi par email
fabien.mousset@wanadoo.fr

333. Re: SV: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375b78c231034390@holleman.demon.nl>
Source record: 77584

on Mon 07-06-1999 00:25 Martin Graiter wrote:

>
>Louis <louis@holleman.demon.nl> skrev i
>diskussionsgruppsmeddelandet:375abb5e27c3eab0@holleman.demon.nl...
>
>
>> We had 19 new HP Vectra's to configure for
>> networking, installing the basic stuff (Win-95 was pre-installed). I don't
>> recall how many times I had to re-install from scratch again before they
>> all worked properly. Well, a few went in one go :-)
>
>
>Microsoft intended the NT to be the choice for companies and for serious
>work. Get that or better yet, get Linux.

Hej Martin,

...you're telling me...! My suggestion as well, but I don't make the
decisions :-)

Mailing you privately, before I'm getting way offtopic :-)

--
CU NeXT msg,
```
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|
```

334. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375b7f0c3151e300@holleman.demon.nl>
Source record: 77585

on Mon 07-06-1999 09:51 Maurits van de Kamp wrote:

>Jo Vandeweghe wrote:
>
>> > impossible for them. I recall reading that 18000 TTs were produced,
>> > compared to about 5000 Falcons. It should be simple enough to figure
>> > out which one has the best market potential, then....
>>
>> You must be aware that french people are definitely TT allergic ... just take
>> time to read the fr.comp.sys ...
>
>In addition to that, the number of computers originally sold doesn't say
>much about the number still being actively used and of course the number
>of people who want a Centurbo for their system. :) For a start, I'd
>think the animo for spending a lot of money on accelerating a Falcon is
>higher than for a TT, as a Falcon really has some annoying bottlenecks.

Yep, and in addition to that, I read about those upgrades for the TT.
Too bad they planned it to sit in the TT-RAM board slot. Just spent 600
bucks on a new board with memory... OK, one can try to sell the board
again, but it's not my piece of cake. Apart from that, spending another
700 bucks on a piece of 10-years old hardware... Keyboard's gradually
degrading, the old 85 watt PSU will work for how long???, not to mention
other components :-)

Actually, I'm still betting on the 060 Phenix, with 2 CPU's that is.
2 IDE controllers, SCSI on board, DVD drive, DIMM sockets... It now all
depends on how Dolmen handles "TOS-software"... Probably have to get rid
of older stuff again, but if compatibility is OK on recent S/W my bets are
on this machine. Linux 060 is ready, I heard...

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

335. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990607150913.17255A-100000@hal.fishpool.fi>
Source record: 77586

On Mon, 7 Jun 1999, Louis wrote:

> Apart from that, spending another 700 bucks on a piece of 10-years
> old hardware... Keyboard's gradually degrading, the old 85 watt PSU
> will work for how long???, not to mention other components :-)

I know the feeling.

After one year of TT-RAM and hard-disk debuging, I finally got
it working, but even so, Wdialog refuses to co-exist peacefully
with HS-Modem (it works a bit better with Fast_Serial but still
needs a couple of reboots, the first time I start it).

It would be really nice if everything worked, so I could start
using my TT again, instead of waste time coping with various
TSRs conflicting with HS-modem, MiNT or Wdialog.

Anyhow, I'm still developping my NMD distribution and I have
a couple of nifty ideas about a MEGA-STE network spooler, but
even so....

Since MiNT, I have gotten used to the Unix thing, but fighting
constant hardware and OS problems is not my cup of tea, so I'm
already lurking on the SUN/SGI side of things.

Such is life under the SUN. ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

336. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7jghla$nk5$1@nnrp1.deja.com>
Source record: 77587

In article <375b7f0c3151e300@holleman.demon.nl>,
louis@holleman.demon.nl (Louis) wrote:

> Actually, I'm still betting on the 060 Phenix, with 2 CPU's that is.

But the 060 is also a fairly old design, IMHO they should have gone for a G3 or something since they obviously don't care about compatibility anyway. An emulator would run 68k-binaries just as well and probably faster than the 060.

> 2 IDE controllers, SCSI on board, DVD drive, DIMM sockets... It now
all
> depends on how Dolmen handles "TOS-software"... Probably have to get

I'm not too optimistic about this, I've received a couple of mails from Centek that revealed some incredibly poor knowledge of current operating-systems like MagiC or MiNT. Dolmen might be TOS-compatible, but that doesn't mean much today when everybody expect full support for MagiC and/or MiNT.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

337. MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <375bc6ef$0$9534@znews.zetnet.co.uk>
Source record: 77588

I now have a STinG setup accessing my Freeserve and Zetnet accounts fairly reliably at full speed under single TOS on my Falcon - thanks to everyone for their help :-)

Now, I got MultiTOS free with my Falcon, and I'd like to try out things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB, so how do I set up STinG to work with MultiTOS?

I've tried seemingly every order of DRVIN, SCC, MINTNP and STING in my AUTO folder, but either the STING DIALER connects okay and whenever I try and access the net there is a bus error (e.g. using Ping, Newsie, etc), the DIALER doesn't dial in at all, or it dials in at 19kbps instead of 115kbps and still generates a bus error when the net is accessed.

I am using MultiTOS AES 4.0 and it is launched from my MiNT .CNF with the line:

GEM=C:\MULTITOS\GEM.SYS

and Thing is set up as an AV server and font selector.

I am generally a bit confused by MultiTOS, so any advice would be appreciated :-)

Thanks in advance,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

338. June CACUG Meeting

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7jgin3$6d4$1@pale-rider.INS.CWRU.Edu>
Source record: 77589

The June 21, meeting of CACUG (Cleveland Atari Classics User Group)
will be open to all Atari platforms. It will be held at the
Peoples Community Church, at 631 North Rocky River Drive
in Berea, Ohio at 7:30PM. All are welcome to attend.

A general Falcon030 demo will be done.

Thank you,
Martin Quinones
President CACUG

For more info or directions please contact

Martin Quinones : ak527@cleveland.freenet.edu
or
Jim Krych : ab453@cleveland.freenet.edu

Or come visit us via the Internet at
telnet to: freenet-in-c.cwru.edu
once connected type "go atari" and
enjoy. You can also dial direct at
216-368-3888.

--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

339. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7jgj1i$3a8@newstoo.ericsson.se>
Source record: 77590

In article <375bc6ef$0$9534@znews.zetnet.co.uk>, ashley.seabrook@zetnet.co.uk (Ashley Seabrook) writes:
>I now have a STinG setup accessing my Freeserve and Zetnet accounts
>fairly reliably at full speed under single TOS on my Falcon - thanks
>to everyone for their help :-)
>
>Now, I got MultiTOS free with my Falcon, and I'd like to try out
>things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
>so how do I set up STinG to work with MultiTOS?
>
>I've tried seemingly every order of DRVIN, SCC, MINTNP and STING in my
>AUTO folder, but either the STING DIALER connects okay and whenever I
>try and access the net there is a bus error (e.g. using Ping, Newsie,
>etc), the DIALER doesn't dial in at all, or it dials in at 19kbps
>instead of 115kbps and still generates a bus error when the net is
>accessed.
>
>I am using MultiTOS AES 4.0 and it is launched from my MiNT .CNF with
>the line:
>
>GEM=C:\MULTITOS\GEM.SYS
>
>and Thing is set up as an AV server and font selector.
>
>I am generally a bit confused by MultiTOS, so any advice would be
>appreciated :-)

Start sting as the last program in the auto folder.

Get the latest mint version from this address:
http://www.cs.uni-magdeburg.de/~fnaumann/mint/

/Erik Hall

340. Re: st booting from hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375BD38C.5F8E5AD5@directprovider.REMOVETHECAPITALS.net>
Source record: 77591

Simon Fox a ï¿½crit :
>
> Can anyone help. My ST, when booting from the hard disk, never gets as
> far as the desktop, and
> goes into a rebooting loop. Is this because a program in the AUTO
> directory is duff?

It sounds like it.

> If so, is there a way to boot it without running any programs (like
> holding the <Shift> key
> down in windows), or forcing the machine to boot from floppy?

Yes, like holding down either the CONTROL or the ALT key.
ALT will boot with only the floppy
CONTROL will boot with the HD, but will bypass any AUTO programs or ACCs

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

341. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375BD419.829A456A@directprovider.REMOVETHECAPITALS.net>
Source record: 77592

Ashley Seabrook a ï¿½crit :
>
> I now have a STinG setup accessing my Freeserve and Zetnet accounts
> fairly reliably at full speed under single TOS on my Falcon - thanks
> to everyone for their help :-)
>
> Now, I got MultiTOS free with my Falcon, and I'd like to try out
> things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
> so how do I set up STinG to work with MultiTOS?
>

I seem to remember reading that STinG is compatible with MiNT, but it
has to run after MINT.PRG, so you'll have to put it as an exec in your
MINT.CNF and not in the AUTO folder.

MiNTNet is supposed to be the best TCP/IP stack for use with MiNT
though.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

342. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jgl69$l8f$3@news.campuscwix.net>
Source record: 77593

```
-> Okay, I'll try that...thanks! Hmm...so the double ampersand is okay?
->
-> Thanks again! ;-)

Hi Thomas. Okay, I removed the offending ampersand, and the script does
run okay now, with no errors. I'm still not sure if cron is working right
though. Where should the output go from this instruction? (it seemed to
run, but I got nothing on stdout or /dev/console):

# DO NOT EDIT THIS FILE - edit the master and reinstall.
# (/tmp/crontab.100 installed on Mon Jun 7 09:58:40 1999)
# (Cron version -- $Id: crontab.c,v 2.13 1994/01/17 03:20:37 vixie Exp $)
01 10 * * * * echo This is a test

I'm wondering where "This is a test" should go? I can't find it anywhere
except in a mail that the system sends to root. Odd, that... ;-)

The cron log in /var/cron seems to indicate it worked though:

CRON (06/07-09:55:06-52) STARTUP (fork ok)
root (06/07-09:57:40-100) BEGIN EDIT (root)
root (06/07-09:58:40-100) REPLACE (root)
root (06/07-09:58:40-100) END EDIT (root)
root (06/07-09:58:50-103) LIST (root)
root (06/07-09:59:00-52) RELOAD (tabs/root)
root (06/07-10:01:00-106) CMD (* echo This is a test)

This looks okay, right? Well, thanks for your help! ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

343. Re: st booting from hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jglpk$l8f$4@news.campuscwix.net>
Source record: 77594
Body handling: HTML body converted to readable text

On 7 Jun 1999 14:28:10 +, Simon Fox wrote:
->
->
->Can anyone help. My ST, when booting from the hard disk, never gets as
->far as the desktop, and
->
goes into a rebooting loop. Is this because a program in the AUTO directory
->is duff?
->
If so, is there a way to boot it without running any programs (like
->holding the <Shift> key
->
down in windows), or forcing the machine to boot from floppy?
->
Thanks in advance..
->
Simon
->
->.

Hi Simon. It could be an AUTO folder program, ACC or CPX. (well, CPX's from my experience rarely do this, but sometimes cause a crash). Anyways, what hard disk driver software are you using? Most common seem to be HDDriver and ICD's HD Utils. There is also CBHD (sp?). Anyways, with most of them, you can hold down to get to a desktop with no AUTO folder or ACC programs loaded. will force a bootup from a floppy disk with ICD's software. If you have the docs to your software, read into it a bit. It will usually tell you how to bypass everything. Good luck!

/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark>

344. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990608083847.29267.00001671@ng-fl1.aol.com>
Source record: 77445

hi,
thanks for the answers. I'm going out to
get one.
james.

345. Re: More Geek Grrrl Hentai For the ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375D27BC.23316B8A@just.post.here>
Source record: 77446

Maurits van de Kamp wrote:

> I'll grab those files off your website tonight and create a section for
> it in my Atari support. :)

..ok, done that now. I wanted to make a fancy page around it too but I
didn't get to that yesterday. But I put the files on my website anyway,
so they're safe when Chris removes them from his site.

http://www.bassment.demon.nl/hentai/

Just a directory listing now, more stuff coming up. (Maybe carefully
selected screenshots). :) Maybe a whole Atari-fetish site. ;)

Warn me here if you have more versions. :)

Maurits.

346. Looking for Michael Grove

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7jja62$a1j$1@alexander.INS.CWRU.Edu>
Source record: 77447

Please E-mail Michael or someone forward his E-mail address
to me as I have some unfinished business with him.

--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

347. Looking For a Stacy

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Francis Demange <fdemange@imaginet.fr>
Message-ID: <WS.375d488c.00080268.fdemange@imaginet.fr>
Source record: 77448

Hello,

My stacy doesn't feel good. I'm looking for another one
to get a screen wich work.

I live in France (Paris)

Thanks

348. Band-In-A-Box

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Karin Ernst <Ernst_Frahm.Berlin@T-Online.de>
Message-ID: <7jjf4b$7km$1@news00.btx.dtag.de>
Source record: 77449

Looking for "Band in a Box"-Software, Version for ATARI Mega ST4. Is it possible to use it in Cubase, Atari Version? Offers for "Band in a Box" to Ernst_Frahm.Berlin@t-online.de.
Thank you

349. LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990608130947.8401A-100000@halifax.chebucto.ns.ca>
Source record: 77450

Is there a program to convert LZH files to regular ZIP so STZIP can handle them. I can't get DCSEA to unpack the archive no matter what I try so I've given up on it but I can't find any other programs to handle LZH files. Is LZH that rare that no other programs exist for it?

I need HSMODA07.LZH in regular ZIP format.

Thanks...

350. Maurits : Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <375D43FC.F277F126@cheta.net>
Source record: 77451

My machine is a Mega ST4 (4mb). Can I add ram so I can run X windows?
Where is the startup script you referred to?
Maurits van de Kamp wrote:

> Technoid Mutant wrote:
>
> > I have mint 1.4.1 up and running on my 256mb "E" partition - part #3.
> > Everything boots and runs fine except that my font is unreadable on my
> > color monitor.
>
> Correct, your setup loads a 16-point font by default. On ST-MID you'll
> need an 8-point font.
>
> > Do I need a mono monitor to run this version of MiNT?
>
> Nope, nor for any other version. :) Just make sure an 8-point font is
> loaded. Make sure that somewhere in your startup script, you give the
> command
>
> ttyvfont iso-atari-8.fnt (or iso-monaco-8.fnt if you like the Mac-look)
> :)
>
> Maurits

351. Re: LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Ralph Lowinski <rl@aquaplan.de>
Message-ID: <375D4955.7D0F2D23@aquaplan.de>
Source record: 77452

Tony Cianfaglione wrote:
>
> Is there a program to convert LZH files to regular ZIP so STZIP can handle
> them. I can't get DCSEA to unpack the archive no matter what I try so
> I've given up on it but I can't find any other programs to handle LZH
> files. Is LZH that rare that no other programs exist for it?

You need LHArc to extract LZH-files, should be found on most ftp
servers.

Regards,
Ralph

352. Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Michael Godfrey <godfreym@hotmail.com>
Message-ID: <928862103.4657@www.remarq.com>
Source record: 77453

If anyone could help me with this project please email me.

This is what I wish to do.

I currently have a windows98 network setup.

I want to attach the falcon030 and megaste to the network,
install Linux on the megaste, and use it as a internet
proxy, web server, mail server, and news server.

now the problem I have is I heard back about 5 years ago
about some people networking thier falcons and ste's to a
tcpip network, but I have no idea how to get the hardware
for this.

If you could help that would be great.

Michael
godfreym@hotmail.com

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

353. SV: DIY cables for the Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jjjts$8ua$2@cubacola.tninet.se>
Source record: 77454

Phantomm <phantomm@kih.net> skrev i
diskussionsgruppsmeddelandet:7jilao$ssk4@news.ajou.ac.kr...
> A while back a remember finding a Web Page that had lots of
> diagrams and etc for making your own computer related cables.

Try this one:

http://www.hwb.acc.umu.se/

Any special cable in mind?

For the Atari ST/STE/TT/Falcon most cables are pretty straightforward and
the same as for PC:s or Mac:s.

These cables can (and should) be bought from any well sorted computer store:

MIDI
Printer
Serial to modem, various 25p and 9p combinations
Serial to printer (different from the serial to modem)
Serial to serial (null-modem)
LAN (round) to modem (same as Mac to modem)
SCSI on TT (D-sub 25) to various connectors on peripherals
SCSI on Falcon to various connectors on peripherals
Adapter from 25p to 9p serial (if you want to use a PC mouse on your modem
port)

The DMA cable is usually DIY, but it's straightforward.
The internal flat ribbon cabling is also stock:

Floppy, SCSI, IDE

A couple of cables have been impossible to find, although it doesn't mean
they don't exist:

IDE 44p hi density (for 2.5" drives, as in the Falcon) to standard 40p IDE.
I've made a couple of these.

SCSI 50p (internal flat ribbon) to ??p SCSI for 2.5" drives.

There are also very special cables, like the Blitz copier which uses both
the printer port and the external floppy port at the same time. This one you
have to make yourself.

The connection that is most unlikely to be found in shops is the one between
the computer and various monitors. Here there are l-o-t-s of combinations!

Here you'd need to know what type of monitor you're dealing with and where
it expects the signals.

An EGA monitor can normally not be connected to any Atari. However, if it amuses you, there are schematics for building adaptor circuitry...

Te SM124 can be connected to the Falcon and some Mac:s but not to a TT. In some very special cases you can make it work with a PC graphics card. But why should you? It would be really pointless.

There are various adaptors for Falcon to monitor. Normally you'd have to make your own here too. Only thing I haven't tried yet is Falcon to MacIntosh monitor. Anyone else?

The Amiga mouse can be easily converted to work with Atari and vice versa.

MG

354. Re: [VDS ecran peritel]

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: CPA <cambier.p@PasDePubSvp.honet.be>
Message-ID: <7jjk4qghg3@news3.Belgium.EU.net>
Source record: 77455
Cross-posted to: fr.comp.sys.divers,comp.sys.amstrad.8bit,comp.sys.atari.st,fr.comp.emulateurs,comp.sys.oric,fr.rec.brocante,comp.sys.misc,fr.comp.lang.basic

Bah, du son dans l'�cran cela se voit. Quand � l'entendre ... ;-( )))

Mickael Pointier a �crit dans le message <7jiiqthko1@lyon110.dtr.fr>...
|Je me demande ce que cette demande fait dans "fr.comp.lang.basic"....
|
|A titre d'informations, on �crit "ET un haut-parleur".
|
|Je pense qu'il y aurait plus de gens int�ress�s par un exelvision, que par
|le moniteur lui m�me, m'enfin.
|
|Avez vous essay� de contacter des gens qui ont des pages web � propos de
|cette machine ?
|
|C'est peut-�tre dommage de finir par vendre cet �cran 50Francs (si il ne
|finit pas � la casse), alors qu'il y aurait peut-�tre un collectionneur pr�t
|� vous en donner la somme mirifique de 500Fr !
|
|Parce qu'a force de trop poster ce genre de message dans des news-groups non
|concern�s, on finit par ennuyer les gens. Surtout en postant en fran�ais
|dans des groupes qui ne le sont pas (regarder dans la liste: amstrad, atari
|st).
|
| Voila
|
| Mickael Pointier
|
|
|:> Bonjour,
|:>
|:> c'est un ecran monochrome de marque exelvision avec une entree peritel,
|:> est un haut-parleur.
|:>
|:> fromentp@club-internet.fr
|:>
|:> --
|:> Patrice
|:> ----------
|:> je suis con, mais putain qu'est-ce que j'aime �a
|:
|
|

355. Re: C64 monitor with STF?

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jjlr8$iv9$1@news1.xs4all.nl>
Source record: 77456

On 7 Jun 1999 06:39:34 , joska@nuts.edu wrote:
>
>> Since getting those 13-pin plugs to build a cable are difficult, you
>
>ELFA (www.elfa.se) in Sweden has them, and a lot of other strange
>connectors as well.
>
And of cause, in Holland there is the Stichting ST.

I am typing this next to a drawer full of bits&pieces.
I grab and have here a bag full of
13 pins male solder cable connectors.

I exchange them for a few $$ (really 2) an item.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

356. Re: 720Kb Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jjlrc$iv9$2@news1.xs4all.nl>
Source record: 77457

On 7 Jun 1999 09:48:47 , Nicholas Bales wrote:
>
>
>
>All together now: "Check out the Quick FAQ!"
>
Maybe you can put this sentence under a F-button?

Would it be possible with Okami to automate this proces of
repeating the same answer? Something like:
You see message number 6 of today needing this simple answer.
Hit 1 button and answer is done!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

357. Re: Looking for Michael Grove

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <928867438.5234@www.remarq.com>
Source record: 77458

Hi Fred,

My address is mgrove@iwvisp.com

Really, it wasn't me:).

Mike
.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

358. Re: Looking for Michael Grove

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <928866308_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 77459

Fred Horvat wrote:-
>Please E-mail Michael or someone forward his E-mail address
>to me as I have some unfinished business with him.

The address on my webpage:

http://www.rjelwell.demon.co.uk/ab040/owners.html

was last updated in January if that is any help.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk
---

359. Re: LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <928868358_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 77460

Tony Cianfaglione wrote:-

>I need HSMODA07.LZH in regular ZIP format.

I have put a zip copy of hsmodem7 here for you:

http://www.rjelwell.demon.co.uk/hsmodem7.zip

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk
---

360. Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: I <cool@borg1101.freeserve.co.uk>
Message-ID: <7jjpdtqdr1@news4.svr.pol.co.uk>
Source record: 77461

I have an Atari 520 STfm with a "ICD DMA link cable" and a "ICD The Link2"
Connected to a External Scsi Drive,
I known that the atari can read and write to the hard drive beacuse i used a
program to test it but i can't get the atari to reconsize
on the desktop for it. It keeps on deleting the icon puls it says that the
device is not responing. i think i need a diver but i can't find one if
someone can help or has a driver that can do what i want it to do, please
e~mail me!!!!!!!!!!!!!!!!!!

e-mail Cool@Borg1101.freeserve.co.uk

Daz

361. Legal in Page and Calamus

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7ji536$5ku$1@nnrp03.primenet.com>
Source record: 77462

Does anyone print using either Calamus or Pagestream in Legal settings
and 4 color seperations. I need to find a printer that will print legal
in both pagestream and Calamus. I have an option to move to a new printer
but have had the problem of printing legal on newer printers.
If anyone can advise me please do
Gene

362. New printers and Pagestream and Calamus

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: broncos@priment.com
Message-ID: <7ji5bi$5o0$1@nnrp03.primenet.com>
Source record: 77463

Does anyone Use 870 or higher deskjets and Printe legal in pagestream 2.2se
or Calamus sl or higher.
I have an option of trading in my 660 for a 870 or 820 deskjet But i need legal printing
please Let me know my options
please!
Gene

363. Pagestream and Calamus - newest deskjet drivers

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7ji7ib$6eg$1@nnrp03.primenet.com>
Source record: 77464

Im wondering if anyone knows what the most recent deskjet color drivers for Pagestream is. I want a deskjet That will print legal in both pagestream and Calamus. In case anyone hasnt noticed but Atari doesnt like to print in Legal most people dont know this but all you have to do is try it out.
some printer drivers work and some dont

please email me

364. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <928870639.11426.0.nnrp-11.9e983130@news.demon.co.uk>
Source record: 77465

On 7 Jun 1999 17:22:37 G, Steve Sweet wrote:

>Anyway, i'm now using NVDI 5.02 with MAGIC 6.01 with JINNEE, only
>death will part me from this configuration. 8~)
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.

365. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7jjs00igu1@snipp.uninett.no>
Source record: 77466

Maurits van de Kamp <maurits@just.post.here> wrote:

>> I know, and I can't see anything exciting about that. Better alternatives
>> has been available for years already.

> Yep, but they're either commercial or pretty unstable. :) It would be

You'll have to put a lot of effort into GEM anyway, IMHO it's better to
spend this on oAESis or XaAES instead.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

366. Re: LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375d78984a014010@holleman.demon.nl>
Source record: 77467

on Tue 08-06-1999 18:59 Richard Elwell wrote:

>Tony Cianfaglione wrote:-
>
>>I need HSMODA07.LZH in regular ZIP format.
>
>I have put a zip copy of hsmodem7 here for you:

Hi,

errrmm,
can I get it in QRM format please....??????

Hate to say this, but I also hate people who run systems without the basic stuff needed to run it.

We had this discussion before, but an Atarian running without ZIP, ARC, LZH and ZOO archivers isn't going the right way... like driving a car without a steering wheel.

They are all available, so is 2IN1 (free now!), so why not waste two minutes D/L time and 2 minutes more on configuring and you're out of problems.

Reason why I put this stuff on my mini-BBS as well, mostly TOS versions and the others in ZIP. Even a ZIP2TOS program available....

What more do you want? Ready-to-use prg files???????

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

367. Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906082329490.87-100000@online.no>
Source record: 77468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, all.

I have, as stated in previouse posts, got myself a CornerStone Dualpage 19" b/w monitor. I would like to be able to use this monitor on my TT, but I have no info on what the TT's ECL signals are like. The DualPage model is M/10720, and it is basically the same as model 120. This is the info I have about the DualPage.

Cornerstone DualPage 120 Display Specifications

Resolution: 1600 (H) x 1280 (V) pixels
Display Size: 19" diagonal
Screen Area: 13.8" (H) x 10.8" (V)
(353 mm x 262 mm)

Video
Bandwidth: 262 MHz

Horizontal Scan
Frequency: 105 Khz

Refresh Rate: 76 Hz

Scanning: Non-interlaced

Phosphor
Type: P-104

Video Signal: 10K differential ECL
Overscanning: User selectable

I have tried posting for info on this before, without luck. So, I try again, now with more info on the subject ;-)

What I have to know, before contacting CornerStone tech-support, is the ECL signals the TT use, and what other signals are involved when using a big-screen in TT-high res. So, if noone knows if I can connect this one somehow, I need at least more detailed info about the TT's ECL signals than just "TT uses ECL..". Anyone?

Odd Skancke - ozk@atari.org

368. Re: Scsi Hard Drives! How Do I Get It To Wo

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375d9491$0$25918@news.zetnet.co.uk>
Source record: 77469

On 8 Jun 1999 20:04:06 , "l" wrote:
>I have an Atari 520 STfm with a "ICD DMA link cable" and a "ICD The Link2"
>Connected to a External Scsi Drive,
>I known that the atari can read and write to the hard drive beacuse i used a
>program to test it but i can't get the atari to reconsize
>on the desktop for it. It keeps on deleting the icon puls it says that the
>device is not responing. i think i need a diver but i can't find one if
>someone can help or has a driver that can do what i want it to do, please
>e~mail me!!!!!!!!!!!!!!!!!!
>
>

HD-Driver recognises the Link2, you can get a copy from Core Designs (used
to be Titan, but they changed their name cos there's a big PC vendor called
Titan)...

chrisc

369. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375db3fa1aff162@oden.se>
Source record: 77470

Hello Johan.

To begin with let me clear up a misunderstanding on my part:

I had believed that fVDI was intended to fulfill exactly the same purposes
as NVDI does, thus fully replacing that system enhancement. Evidently that
was not your intention, so some of my conclusions were unwarranted. This
means that in some cases where I have urged you to attempt using methods
more compatible with those of NVDI, it might be more appropriate instead to
try to use methods that let both fVDI and NVDI work together.

on Fri 04-06-1999 12:39 Johan Klockars wrote:
>In article <3756572c2be8921@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

>>Hmmm, there may be a problem with that method, if more stuff is linked
>>in the trap #2 vector. Letting the subroutine do it like a trap might
>>then invoke the overhead costs of those other dispatchers. I'm not
>
>Yes, but on the other hand those other dispatchers might have a good
>reason for being there.

True, but if that dispatcher is to be reachable through the 'subroutine'
driver, then it should also have linked itself into that driver, and then
any subsequent driver should also hook into it through XBRA protocol.

>>This should mean that the required 'behaviour' of loaded drivers
>>should be identical to that of this subroutine, although an enhanced
>
>NVDI drivers definitely don't need a dispatcher, but I guess they might
>redirect things back into the main program immediately.
>Anyway, I don't think they're compatible with the old GDOS ones.

Perhaps not the screen drivers, but I do know that some very old printer
drivers have worked well with NVDI, indicating that these at least do have
compatible interfaces. Whether or not that compatibility also covers the
screen drivers or not depends much on how 'symmetrical' NVDI is in how it
implements drivers in general.

>>before AMC_GDOS was loaded. This means that the subroutine was not
>>intended to lead to a fullfledged VDI but only to a fairly simple
>>screen driver, not implementing any of the GDOS functions itself.
>...
>>How do you deal with these things in fVDI ?
>
>Well, fVDI (like NVDI as far as I know) is an 'integrated' driver in
>the sense that there is no separate GDOS. Thus, there is only one
>dispatcher.

But then that must mean that it also needs to be compatible with some
GDOS loaded 'on top' of it (by later \AUTO\ program I mean). And so,
fVDI must not report any GDOS at all as being present (XGEM -2), as
doing so would lead to other GDOS versions refusing to load.

>So far there are no printer drivers etc for fVDI so I'm not sure
>what would be required for those (but I'm reasonably sure that I've
>not done anything that would make them more difficult to write).

If fVDI is to implement them ast all, then they must of course be
implemented fully compatibly with existing implementations. What
we need least of all right now is further divergence in standards.

>>If this is true, many speedup possibilities exist for your driver, as
>>that does not seem to be implemented so, but rather as an alternative
>>entry point to the full VDI you implement.
>
>The dispatching is done via a function table anyway, so it doesn't
>matter if only a small part of the possibilities are used.
>Also, in the case of NVDI without drivers of its own, the background
>VDI will actually have to deal with everything except the vst_/vqt_
>calls and v_gtext/ftext/justified (and perhaps a few other things).

You are probably right. I have not 'dug deeply' at all into how NVDI
implements its loadable drivers (yet).

>>construction of alternative screen drivers that should be compatible
>>with any Atari compliant GDOS. And that should (hopefully) include
>>NVDI too.
>
>I don't think NVDI's drivers are compatible with the other GDOSes.

Perhaps the screen drivers are not, but some printer drivers definitely are
compatible to NVDI, despite being written for much older GDOS versions.

It could be a 'dual interface' solution, using one type of interface
for drivers recognized as NVDI-aware, but the older interface for any
drivers not so recognized. (Just an idea.)

>A 'screen driver' in the form of a background VDI really has to be
>able to do just about everything (as described above).

Ok, if you say so. I have not studied this deeply yet, so many of my
conclusions may be incorrect of course, based on insufficient information.

>In the case of fVDI, there's should really be no need to be compatible
>with anyone else, since you could do one of the following things:
>- Use fVDI as a background VDI.
> The 'front' VDI would then take care of all non-screen devices
> completely and pass most screen things through to fVDI (with text
> output converted to vrt_cpyfm).

I see. That should then allow NVDI to work as 'front VDI' for fVDI as
'background VDI'. Correct ?

>- Use fVDI as a front VDI.
> fVDI will now deal directly will all devices it has drivers for
> (currently only the screen). You can, however, set it up to pass
> all operations on specific other handles (including the workstation
> open/close calls, of course) through to the next VDI, and thus
> still 'support' all hardware that VDI knows about.

Here I do not understand you completely. There are of course different
types of handles involved, for physical and for virtual workstations.
The latter can not possibly be known at configuration time, so you must
be referring to the physical workstation handles. Correct ?

Here you seem to imply that we can also use NVDI as 'background VDI' with
fVDI as 'front VDI'. Correct ?

One problem with this could be the special way in which NVDI manipulates
XBRA chains so as to keep itself 'on top'. I have had to 'work around'
that problem in some XGEM enhancers of my own. I'm not sure if that
problem extends also to the VDI driver subroutine though, as none of my
XGEM patchers need to interfere with that.

>In the first case screen operations will be slowed down a bit, but
>you'll have access to all the font support etc of NVDI for example.
>Non-screen devices will not notice fVDI.
>
>In the second case it will be non-screen operations that are slowed
>down, but they will still work fine. For now you'll have to make do
>with the fVDI font support for the screen, though.
>(In the future I intend to make it possible to use the background VDI
> to draw text into a monochrome buffer which can then be blitted by fVDI.)

In both cases above, the slowdown effect can be kept to a minimum by
using table driven function access internally.

>>I hope you implemented XBRA for this vector too, for it is a system
>>vector, even though it has no specific storage address. Anyone who
>>modifies any system vector must use XBRA, in this case as in others.
>
>I never thought about it, but I could of course do that.
>It's a bit risky, though, since nothing would work if fVDI was bypassed.

The same could be said about any XBRA usage for any vector at all, but
it is really not relevant. The main purpose of XBRA links is not to allow
any active driver to be bypassed, even though it is possible to use them
to do so. The main purpose is to support a multi-level enhancement chain,
so that any enhancement can 'disconnect' itself even if other enhancers
have linked itself into the chain later. That is the unique capability
of XBRA protocol, that is lost with all simpler vector bending.

It does not matter if your own enhancer does not 'want' this ability, as
you too must use XBRA if any other enhancer is to have that ability. That
is why Atari themselves raised use of XBRA for all vector bending to be a
required standard for all vector benders.

Use of XBRA is thus not optional, but absolutely mandatory.

----- snip ----- re: delegating work to older VDI
>>
>>That sounds sensible to me, as there should be no reason to implement
>>such things any different regardless of the physical display methods.
>
>Eventually I'll have to replace them, though, since not every system
>that could potentially run fVDI will _have_ an old VDI to rely on.
>For example, I'm planning to support Macs under MacMiNT.
>(And the 'f' stands for (among other things) Fenix, which doesn't have
> any other VDI either.)

That may be so, but I wonder if it will really be practical to use one
and the same binary for so wildly different systems.

----- snip ----- re: fVDI standards not yet firmly decided
>
>No, the driver interface is still in a state of flux.
>Only about a week ago I had to change the mouse move/draw interface
>rather substantially (only used for the RageII hardware mouse cursor
>earlier, but in the new v0.93beta the bitplane drivers use it too).
>There will definitely be more minor changes and probably a major
>revision once 'all' things are working.

Ok, I see.

>>This is good, because I think that further studies may result in enough
>>info to allow fVDI greater compatibility to NVDI. Given the admittedly
>>scant info already available, I believe it should be possible to achieve
>>sufficient compatibility to make drivers mutually exchangeable.
>
>I actually don't think there's much chance of that, but as described
>above, it shouldn't really be necessary.

You a probably right. My comment was based on the assumption that fVDI
itself would be both a screen driver and a full GDOS replacement. If it
is actually intended for use together with some GDOS, such as NVDI, then
there is actually no need for fVDI to use similar methods. In fact there
is even a contrary need, to not use the same methods, as only one GDOS at
a time can be permitted to interpret ASSIGN.SYS etc.

>>What we need today is not more separate formats for such things, but more
>>ways for related things to share common formats. If the standard for a
>>loadable driver is indeed simply to support standard VDI operations in
>>the same way that the TOS VDI subroutine does, and possibly even delegate
>>some work to that routine, then such compatibility should be achievable.
>
>That is not the way fVDI drivers are used at all, and at least the NVDI
>screen drivers are also very different.

Ok, I've got it now. This mistake was also due to the same reasons stated
at the top of this mail.

>The fVDI drivers are in essence similar to the LineA functions. That is,
>a selection of primitive operations that can be used to implement more
>general ones. It is possible for a driver to replace a complete VDI
>function (only for operations on that device of course) as well, though,
>if necessary.

I think that this will indeed be necessary for lots of functions, to gain
acceptable efficiency.

>A basic fVDI driver would only contain pixel set/get routines and some
>setup stuff. The main fVDI engine can then use those to perform any kind
>of graphics operation (very slowly, naturally).

Slow indeed ! That would incur a horrible overhead for breaking down more
complex operations into single-pixel operations. I'd estimate that over
90% of the work done would consist of such conversions alone... Surely
any serious driver would have to implement much more than this.

>Various 'optimizations' are done by fVDI, such as using the mono-expand
>routine for text output if a driver has the former but not the latter,
>or using line drawing for solid fills if there's no fill routine.

Ok. Such implementation details are bound to differ anyway.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

370. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375db3fa1aff163@oden.se>
Source record: 77471

Hi Didier,

on Fri 04-06-1999 16:31 Didier MEQUIGNON wrote:
>On 3 Jun 1999 04:25:37 G, Ronald Andersson wrote:

----- snip ----- re: 68030 CPU cooling needs

>>Yes, but that is probably on fairly wide-open test boards. In a real
>>system and running above specified speed, some cooling is called for.
>
>We have only 3-4 bigs fans under VME-Rack 21 slots, no CPU-cooler.

3-4 big fans, placed optimally to cool those 21 boards, will probably have
more cooling effect than the tiny 1W fan mounted on the CPU by Centek.

----- snip ----- re: cooling CT2 by directing air stream at the entire board
>>
>>'This' cooler, and its arrangement, is a bad idea.
>>The question is how best to replace it. Where did you get your fan,
>>and what type is it (perhaps it can be found here too).
>
>I have found this fan at factory, it's an ETRI Model 180DH 24VDC 2,16W
>ref: 180DH2LP3100A
>On FALCON computer, you have only 12V so I have found a solution :
>
>+12V power-supply -----------+
> | +
> -+-
> / \ Fan 24V powered in 15V
> \ /
> -+-
> 33ohms | -
>-5V RS422 +------====-------+
>-|<|------+
> on D9 1N914
> mother Falcon's card

That method does seem a bit risky to me, but I leave that to your own
judgement.

Now for some radical news !

During my many experiments I have repeatedly measured the PSU voltages of
my Falcon. Recently when I did this I was shocked to note that the +12V
output had altered its voltage significantly, rising to +18 Volts.

Inspection of the PSU showed that the main switch transformer looked very 'dirty' and my conclusion is that some of the insulation has melted off some of the windings. In short, this PSU is 'blown'...
(Even though still partly operational.)

I have therefore removed the PSU from the Falcon and made an adaptor that allows me to use an external PSU (from an old PC) to power the Falcon.

Having done that I entertained some hope of being able to use the Falcon with original keyboard again, since the heat producing PSU is now absent. This did not work at all however, as the ispLSI circuits of CT2 will still overheat all on their own, so I am still using a MegaST keyboard.

I have removed the fan from the CT2 CPU, and mounted it in the space where the PSU used to be, so that it blows air from that volume towards the CT2 CPU area. I have also replaced that huge (1dm diameter) fan I used for cooling the main CT2 board area (incl ispLSI chips) with a small fan that is intended for cooling Pentium CPUs, and have mounted this directly above the ispLSI chips.

Both of these fans now 'pick up' the +12V supply from the Falcon motherboard and not through the CT2 connector as before. The +12V on that connector is now only used for the Flash ROM.

Using this new setup I can now use TOS 7.x with decent stability, although none of this affects the other compatibility issues we have discussed, such as the PMMU usage etc.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

371. WTB Knightmare by Mindscape

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990608193543.29264.00001972@ng-fl1.aol.com>
Source record: 77472

hi,
willing to pay 20 dollars for a boxed copy and 10 for a diskette only
copy.
thanks,
james.

372. STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990608222657.18175C-100000@halifax.chebucto.ns.ca>
Source record: 77473

Is it possible?

I managed to get STinG and CAB 1.5 on 2 - 720k disks and set up an auto folder so XBoot gets mostly everything working. However, it reports that STinG has not loaded its modules.

Having successfully run STinG on a Falcon, I believe I have the correct information in the STinG.INF file (using A:\ instead of C:\) and it points to the correct directory. The STX file are all there waiting but STinG can't see them for some reason.

Until I get them to load, the dialer reports 'Serial driver not found'. Also scc.prg bombs with 2 bombs on the Mega2 and CAB bombs with 3 bombs. I'm using a mono monitor.

This is the sequence:

I turn on the Mega2 (no HD) with the STinG 720k disk in the drive. The device driver shows, XBoot starts and loads the prg files from the Auto folder:

drvin.prg
mfp.prg
scc.prg (this reports 2 bombs)
sting.prg

the 4 cpx's load:

serial.cpx
sting.cpx
stngport.cpx
stngprot.cpx

STing starts up with the installation report line across but reports No Modules Loaded.

The STinG.INF file is in the AUTO folder along with STinG.prg. The INF file reads: A:\ (and nothing else) as I put all the STX files in the root directory. (Is this incorrect?)

Clicking dialer reports 'serial driver not found', the familiar warning I received while setting up the Falcon but that problem was solved once the STX files were loaded. Why don't the files load?

Inserting the CAB 720k disk for testing purposes, I click on CAB.app (1.5 version), the header pops up but the program bombs with 3 bombs prior to the completion of loading. The program is all there except for the readme files.

My ISP would like to offer Atari ST PPP support for the 1040, Mega2 & 4 as well as TT and Falcon etc. If I can get the Mega2 up and running, my next project is a 1040 STf with no HD.

Any ideas?

Thanks...

373. Re: Tos falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <375D5A3A.91A43241@cfc.dnd.ca>
Source record: 77474

Fabien MOUSSET wrote:
>
> je cherche un logiciel pour me dire le numero de version du tos falcon
> Merci
> Si vous l'avez envoyer le moi par email
> fabien.mousset@wanadoo.fr

essai SHA'URI a
http://www.creaweb.fr/raceme/atari/shauri/som_fr.html
en francais aussi! :-)
ken

374. Re: software

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <375c5e46$0$10477@news.zetnet.co.uk>
Source record: 77527

On 5 Jun 1999 23:26:55 G, Karl Smith wrote:
> Could anyone tell me whats the best software/ package for ie.
> an organiser/ diary/ diary est.

clipped

I use Calendar 6.3. When you enter an item you also key in the number of days warning etc. These are then displayed on the screen during boot-up either once a day or every time. Also includes times as well, a reminder to clear expired items, once only or repeat dates in date format or e.g. first Monday in specified months and so on.

Trevor

375. Re: Arnor & Protext

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Mark Phillips <mark@ataribloke.freeserve.co.uk>
Message-ID: <7jhqtk$913$1@news7.svr.pol.co.uk>
Source record: 77528

Arnor no longer exist unfortunately, the distribution rights of protext has reverted to the authors who are still developing the product (Feb. 97).

Telephone Brian Watson on 01353 777006 or e~mail mtilley@cix.co.uk

It costs around £40 and version 7 _should_ be available now.

Stephen Barszczak <stephen@wrag.freeserve.co.uk> wrote in message news:7jhc85nor1@news5.svr.pol.co.uk...
> Hi
>
> Does anyone happen to know of an Email address for Arnor the authers
> of Protext please?
>
> If so could someone please let me know.
>
>
> Regards...STE....The Mad Pole..
>
> Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
> NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
> FanFiles 95:110/202.0
>
>
>
>
>

376. Jag Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: <>
Message-ID: <375c7230.0@news.qnet.com>
Source record: 77529

Does anyone have the Jag cheat file? or know of someone who has it
on a web page?

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

377. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990607225359.01108.00002478@ng-cb1.aol.com>
Source record: 77530

hi,
golly gee, where do you buy these
null-cables?? I need one for my ST and Amgia.
james.

378. Re: Jag Help

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <375CA085.12BF@geocities.com>
Source record: 77531

starlord@ qnet.com (Slc.Dennis Bishop) wrote:
>
> Does anyone have the Jag cheat file? or know of someone who has it
> on a web page?
>
> *---*
> | Slc.Dennis Bishop Founder & Lifetime Member |
> | SIAR (1971) / IAR (1995 |
> *---*

Try....

http://www.atarihq.com/jaglynx/jag/jagcheat.txt

Hope that helps! :)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

379. Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990608083208.22501A-100000@hal.fishpool.fi>
Source record: 77532

On which machine? ST? TT? Falcon???

Anyways, MiNTOS 1.4.1 requires at least ST-High for the virtual consoles
to work correctly.

> Do I need a mono monitor to run this version of MiNT?

Probably yes, or a VGA cheater cable.

> I can navigate the file system and startx runs, tries but dies to a
> prompts.

X will _not_ work on 4 MB or less, unless you use the mini-MINT
kit produced by TAF a few years back.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

380. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7ji19qddh1@mohawk.hwcn.org>
Source record: 77533

Does anyone know if FTL has a web site?

381. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375CC415.9F89A2E7@just.post.here>
Source record: 77534

jedi@dementia.mishnet wrote:

> >Oh, you mean like oAESis/oVDIsis? That's been around for a few years
> >now. :) And as for the linux version it's still being developed,
> >contrary to the MiNT version.
>
> Gotta pointer? Lean apps seem to be a dying breen everywhere
> these days. The ability to run GEM source on top of svgalib,
> sdl or X could be quite handy...

--------> http://www.nocrew.org/osis

:)

Maurits.

382. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375CC349.120B534@directprovider.REMOVETHECAPITALS.net>
Source record: 77535

```
Lethor7 a ï¿½crit :
>
> hi,
> golly gee, where do you buy these
> null-cables?? I need one for my ST and Amgia.
> james.

It's not a null-cable (that would be a wireless connection I guess),
it's a null-modem cable. You can get them from just about any
electronics/PC shop.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

383. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375CC3A5.80D945BF@directprovider.REMOVETHECAPITALS.net>
Source record: 77536

```
William Moeller a ï¿½crit :
>
> Does anyone know if FTL has a web site?

FTL disappeared a long time ago...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

384. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BFs2eVATMMX3EwdT@steverosie.demon.co.uk>
Source record: 77537

On Tue, 8 Jun 1999 at 02:53:59 a message from Lethor7 was created on the
subject of Null-modem questions....
>hi,
> golly gee, where do you buy these
>null-cables?? I need one for my ST and Amgia.
>james.

Hiya

Any computer store that's worth their salt will stock them. If you are
in the UK Tandy and Maplin also do them, I can't remember the prices
though.

If you know how to use a soldering iron, you can make your own!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

385. Re: Arnor & Protext

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <eFcxeZATQMX3Ewfd@steverosie.demon.co.uk>
Source record: 77538

On Tue, 8 Jun 1999 at 02:17:50 a message from Mark Phillips was created
on the subject of Arnor & Protext.
>Arnor no longer exist unfortunately, the distribution rights of protext has
>reverted to the authors who are still developing the product (Feb. 97).
>
>Telephone Brian Watson on 01353 777006 or e~mail mtilley@cix.co.uk
>
>It costs around ï¿½40 and version 7 _should_ be available now.
>

That's nice to know;)

This is a prime example of why answers to postings should be made via
the newsgroup!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

386. Re: TT Centurbo?

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375CC771.F3940894@just.post.here>
Source record: 77539

Jo Even Skarstein wrote:

> > Did you know that the source to GEM has been released?
>
> I know, and I can't see anything exciting about that. Better alternatives
> has been available for years already.

Yep, but they're either commercial or pretty unstable. :) It would be
cool if the sources to AES4.1 were released (and why not, nobody is
making money with them anymore) so that they could be optimized and
bugfixed. It's pretty stable, just some bugs in the new AES extensions
and extremely slow, but well..:)

Maurits.

387. Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375CC919.6C2F7DF4@just.post.here>
Source record: 77540

Technoid Mutant wrote:

> I have mint 1.4.1 up and running on my 256mb "E" partition - part #3.
> Everything boots and runs fine except that my font is unreadable on my
> color monitor.

Correct, your setup loads a 16-point font by default. On ST-MID you'll
need an 8-point font.

> Do I need a mono monitor to run this version of MiNT?

Nope, nor for any other version. :) Just make sure an 8-point font is
loaded. Make sure that somewhere in your startup script, you give the
command

ttyvfont iso-atari-8.fnt (or iso-monaco-8.fnt if you like the Mac-look)
:)

Maurits

388. Re: [VDS ecran peritel]

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: Mickael Pointier <mike@defence-force.org>
Message-ID: <7jiiqthko1@lyon110.dtr.fr>
Source record: 77541
Cross-posted to: fr.comp.sys.divers,comp.sys.amstrad.8bit,comp.sys.atari.st,fr.comp.emulateurs,comp.sys.oric,fr.rec.brocante,comp.sys.misc,fr.comp.lang.basic

Je me demande ce que cette demande fait dans "fr.comp.lang.basic"....

A titre d'informations, on crit "ET un haut-parleur".

Je pense qu'il y aurait plus de gens int ress s par un exelvision, que par le moniteur lui m me, m'enfin.

Avez vous essay de contacter des gens qui ont des pages web propos de cette machine ?

C'est peut- tre dommage de finir par vendre cet cran 50Francs (si il ne finit pas la casse), alors qu'il y aurait peut- tre un collectionneur pr t vous en donner la somme mirifique de 500Fr !

Parce qu'a force de trop poster ce genre de message dans des news-groups non concern s, on finit par ennuyer les gens. Surtout en postant en fran ais dans des groupes qui ne le sont pas (regarder dans la liste: amstrad, atari st).

Voila

Mickael Pointier

:> Bonjour,
:>
:> c'est un ecran monochrome de marque exelvision avec une entree peritel,
:> est un haut-parleur.
:>
:> fromentp@club-internet.fr
:>
:> --
:> Patrice
:> ----------
:> je suis con, mais putain qu'est-ce que j'aime a
:

389. DIY cables for the Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jilao$ssk4@news.ajou.ac.kr>
Source record: 77542

A while back a remember finding a Web Page that had lots of
diagrams and etc for making your own computer related cables.
I know that it did contain info on Atari Computer cables.

I lost the address for this site. Anyone know any web addresses
for DIY cables for the Atari range of Computers such as
RS232, LAN, Video, Audio and etc?

Also, I've been looking for any Web sites and or FTP sites with
anytype of hardware projects which involve or could be
adapted to the Atari 8-bits, ST/STE and Falcon.
Audio/Video projects and anything interesting.

I've done some searching for things like this and have found
a few sites. I think the good sites for stuff like this are
hidden or don't exist? ;)

Any address that you could pass along would be helpful.

Also, have been trying to track down some info on Video
Genlocks that were made for the ST/STE and especially the
Falcon without success.

I could use any info on Video Genlocks, I'd like to get
a good one for use on the Falcon.

Thanks,
phantomm@kih.net

390. HD Driver and FalconSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7jilit$ssk5@news.ajou.ac.kr>
Source record: 77543

Does anyone happen to know if HD Driver removes the
limit on the size of the Boot partition and other
partitions when using FalconSpeed?

I really need to know if it does or not.

phantomm@kih.net

391. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-08 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7jj08e$7k3$1@sun27.hrz.tu-darmstadt.de>
Source record: 77544

Hi!

In article <7jgl69$l8f$3@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) writes:
> Where should the output go from this instruction? (it seemed to run,
> but I got nothing on stdout or /dev/console):

Of course not. cron is a daemon, it's not connected to any terminal. How
should it guess which terminal to write to? cron sends any output
(stdout and stderr) as a mail to the owner of the crontab-file (or the
user you supply in a MAILTO=-line in the crontab).

You've read the manpage, haven't you?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

392. Re: Maurits : Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Maurits van de Kamp <maurits@bassment.demon.nl>
Message-ID: <375E31E7.94820631@bassment.demon.nl>
Source record: 77395

Technoid Mutant wrote:
>
> My machine is a Mega ST4 (4mb). Can I add ram so I can run X windows?

Hmm yes, with ExtraRam+8 you can add 8MB TT-ram to a (mega)ST(e), ending up with 12MB in total. I have no idea where to get that card these days though.

> Where is the startup script you referred to?

I'm not sure which distribution you use. Is it KGMD? In KGMD, the startup scripts are a bit of a mess to say the least (path being defined over and over again, very important settings only in .tcshrc, etc). If I remember correctly, the font is loaded in ~/.tcshrc, so only when you have tcsh as a shell. In that case, the font should be ok until you login, and then the font becomes unreadable. Is this what happens?

If so, the ttyvfont-command you want to change is in your homedir in .tcshrc (might also be in /etc/csh.cshrc though). And in case you use bash, also put a ttyvfont iso-atari-8 in /etc/profile. (This is a global startup script read by bash).

Of course, when someone telnets to your machine, the ttyvfont-command will produce an error ("Invalid function number") but it's not severe. In my own startup scripts I've included a check so that the font is only set on virtual consoles, but I don't remember how I did that, I'll check when I get back. :)

Enjoy :)

Maurits.

393. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375E329F.3E144088@just.post.here>
Source record: 77396

Nicholas Bales wrote:

> The only way to do this at he moment, because of the lack of networking
> hardware, is with STinG and a null-modem connection, which is slow.

Well, Sting or MiNTnet actually. :) The nice thing about MiNTnet is that
it works just about the same as your linuxbox. Also, MiNTnet has a
growing support for network cards.

Maurits.

394. Re: HD Driver and FalconSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <375E31DC.2E92@ooc.de>
Source record: 77397

Phantomm wrote:

> Does anyone happen to know if HD Driver removes the
> limit on the size of the Boot partition and other
> partitions when using FalconSpeed?

FalconSpeed has its own hard disk code which is independent from TOS
compatible hard disk drivers. This means that those limits can't be
removed.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

395. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: kstevens@mindspring.com
Message-ID: <7jlffs$u04$1@nntp8.atl.mindspring.net>
Source record: 77398

Hmm...

I made a few calls yesterday, and was told of a rumor of a cartridge that
you can put a 3com isa card into, and it comes with linux source.

Now like I said, rumors abond, the last place I have to call is Best Elec,
and I have delt with them for years, and dont believe they will have the
product.

anyone in Germany know of a setup?

I really cant use the null modem method due to the megaSTE being a server
and the modem attached to it. I would have to have atleast 10megabit
transfer to feed 2 win98 boxes, and a falcon from the STE, and then the STE
should still have the power left in reserves to handle the mail and web
server services.

any further advice would be great!

I REALLY REALLY hate to see that box sitting there doing nothing, when it
could be the power house it is.

Michael
Maurits van de Kamp wrote in message <375E329F.3E144088@just.post.here>...
>Nicholas Bales wrote:
>
>> The only way to do this at he moment, because of the lack of networking
>> hardware, is with STinG and a null-modem connection, which is slow.
>
>Well, Sting or MiNTnet actually. :) The nice thing about MiNTnet is that
>it works just about the same as your linuxbox. Also, MiNTnet has a
>growing support for network cards.
>
>Maurits.

396. *** Which EPROM for TOS 2.06 in ST ??? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Martijn <martijn.kruger@solvay.com>
Message-ID: <01beb262$4a631860$ee8ffb96@we0w3622.DUPHAR.SOLVAY.COM>
Source record: 77399
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st,comp.sys.atari.st.misc

Hi there !

I have an ATIN upgrade card (TOS) for my atari 1040.
The only thing that's left to do now is burn the EPROMS

But.... which EPROMS do I need for burning ?
Is there anyone who can send me the program for splitting the ROM image?
(the odd- and even story!)

Please reply to martijn.kruger@solvay.com

Greetings,
Martijn.

397. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e615a10f610@oden.se>
Source record: 77400

on Tue 08-06-1999 22:45 Tony Cianfaglione wrote:

>
>Is it possible?

Yes, of course it is.

>I managed to get STinG and CAB 1.5 on 2 - 720k disks and set up an auto
>folder so XBoot gets mostly everything working. However, it reports that
>STinG has not loaded its modules.
>
>Having successfully run STinG on a Falcon, I believe I have the correct
>information in the STinG.INF file (using A:\ instead of C:\) and it points
>to the correct directory. The STX file are all there waiting but STinG
>can't see them for some reason.

That is very odd. But perhaps the explanation is your peculiar choice
of path (as mentioned below).

>Until I get them to load, the dialer reports 'Serial driver not found'.
>Also scc.prg bombs with 2 bombs on the Mega2 and CAB bombs with 3 bombs.
>I'm using a mono monitor.

SCC.PRG ?
I thought you were talking of a Mega2 ST. They have no SCC !
A Mega STe does have an SCC, however, so which is it really ?
ST or STe ? (Mega STe *should* have a harddisk.)

>This is the sequence:
>
>I turn on the Mega2 (no HD) with the STinG 720k disk in the drive.
>The device driver shows, XBoot starts and loads the prg files from the
>Auto folder:
>
>drvin.prg
>mfp.prg
>scc.prg (this reports 2 bombs)

At this point the Bconmap structures may have been damaged by bombing !

>sting.prg

If the Bconmap structures went 'bogus' above, then the SERIAL.STX has no
way of installing any legal STinG ports.

>the 4 cpx's load:
>
>serial.cpx

>sting.cpx

Remember that you can use the tools of STING.CPX to check for all modules.

>stngport.cpx
>stngprot.cpx
>
>STing starts up with the installation report line across but reports No
>Modules Loaded.
>
>The STinG.INF file is in the AUTO folder along with STinG.prg. The INF
>file reads: A:\ (and nothing else) as I put all the STX files in the
>root directory. (Is this incorrect?)

It is certainly inadvisable. Please try in a subdirectory instead.
The root directory is a special case, since the leading backslash is
identical to the final backslash. This may cause problems for some
string comparison routine in STinG, which expects to find the final
backslash somewhere *after* the first backslash...

>Clicking dialer reports 'serial driver not found', the familiar warning I
>received while setting up the Falcon but that problem was solved once the
>STX files were loaded. Why don't the files load?

I think they will if you use a subdirectory.

>Inserting the CAB 720k disk for testing purposes, I click on CAB.app
>(1.5 version), the header pops up but the program bombs with 3 bombs
>prior to the completion of loading. The program is all there except for
>the readme files.

This is probably because the CAB.OVL tries to talk TCP to STinG kernel
without any TCP module being loaded.

>My ISP would like to offer Atari ST PPP support for the 1040, Mega2 & 4 as
>well as TT and Falcon etc. If I can get the Mega2 up and running, my next
>project is a 1040 STf with no HD.

Others have done this too. STinG itself can run on a 520 machine, but few
of the clients can run on so small a system. (Certainly not CAB.)

>Any ideas?

Try again with the modules in a subdirectory.
The intention is that the path specified in STING.INF should be reserved
for STING-related files only, and that is never true of the root directory
anyway.

--
Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

398. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jlsds$210$1@news.campuscwix.net>
Source record: 77401

On 8 Jun 1999 11:53:50 G, Thomas Binder wrote:

->Of course not. cron is a daemon, it's not connected to any terminal. How
->should it guess which terminal to write to? cron sends any output
->(stdout and stderr) as a mail to the owner of the crontab-file (or the
->user you supply in a MAILTO=-line in the crontab).
->
->You've read the manpage, haven't you?
->
->
->Ciao
->
->Thomas

Okay, that explains it. I had tried adding a simple " > /dev/console"
to my message text, but all it did then was to send the message text
plus > /dev/console. <grin>

Yes, I did read it, but I guess I missed the part about it sending
mail to the owner. I'll re-read it. ;-)

Thanks once again for all your help!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________________\/
```

399. Re: MiNT (cron) question.

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jlslh$210$2@news.campuscwix.net>
Source record: 77402

On 7 Jun 1999 00:29:19 +, Thomas Binder wrote:

->Yes, it's an "AND" operator with shortcut functionality as in C, i.e.
->the second part will only be executed when the first part was
->successful (return code 0).

<snip>

->You'll agree that this is shorter and more elegant than
->
->if test -x /bin/ls
->then
-> if /bin/ls
-> then
-> echo Directory listing successfull
-> fi
->fi
->
->
->Ciao
->
->Thomas

Absolutely its shorter and more elegant! <smile> Thanks for all
the useful info. Now that I know a little more about how and why
cron does what it does, I'm pretty sure its working correctly.
Thanks again!

PS When I grow up, I want to be like you! <very big grin>

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

400. Re: Maurits : Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <375E76E0.F0C6E448@cheta.net>
Source record: 77403

I am running KGMD. The ST is completely new to me. I have no clue.
Thanks for the font advise. Fortunately I was able to use it right at the
command line which fixed the problem instantly. I have not edited the
script yet but now I can see to edit it. I thought I might have a
chicken-egg thing going. Thanks for the help guy.

Maurits van de Kamp wrote:

> Technoid Mutant wrote:
> >
> > My machine is a Mega ST4 (4mb). Can I add ram so I can run X windows?
>
> Hmm yes, with ExtraRam+8 you can add 8MB TT-ram to a (mega)ST(e), ending
> up with 12MB in total. I have no idea where to get that card these days
> though.
>
> > Where is the startup script you referred to?
>
> I'm not sure which distribution you use. Is it KGMD? In KGMD, the
> startup scripts are a bit of a mess to say the least (path being defined
> over and over again, very important settings only in .tcshrc, etc). If I
> remember correctly, the font is loaded in ~/.tcshrc, so only when you
> have tcsh as a shell. In that case, the font should be ok until you
> login, and then the font becomes unreadable. Is this what happens?
>
> If so, the ttyvfont-command you want to change is in your homedir in
> .tcshrc (might also be in /etc/csh.cshrc though). And in case you use
> bash, also put a ttyvfont iso-atari-8 in /etc/profile. (This is a global
> startup script read by bash).
>
> Of course, when someone telnets to your machine, the ttyvfont-command
> will produce an error ("Invalid function number") but it's not severe.
> In my own startup scripts I've included a check so that the font is only
> set on virtual consoles, but I don't remember how I did that, I'll check
> when I get back. :)
>
> Enjoy :)
>
> Maurits.

401. Re: Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7jlu29gda1@nntp3.uunet.ca>
Source record: 77404

Hi;

Have you tried turning the drive on first, letting it run for 10 seconds or so, and then turning on the computer? I pulled my hair out for three days when I got my first HD and this was all that I was doing wrong. Apparently the drive takes a few secs to initialize.

Good luck.
Chris

crupert@netrover.com
http://www.netrover.com/~crupert
Nicholas Bales wrote in message
<375E2539.36BD3319@directprovider.REMOVETHECAPITALS.net>...
>
>
>I a ?crit :
>>
>> I have an Atari 520 STfm with a "ICD DMA link cable" and a "ICD The
Link2"
>> Connected to a External Scsi Drive,
>> I known that the atari can read and write to the hard drive beacuse i
used a
>> program to test it but i can't get the atari to reconsize
>> on the desktop for it. It keeps on deleting the icon puls it says that
the
>> device is not responing. i think i need a diver but i can't find one if
>> someone can help or has a driver that can do what i want it to do, please
>> e~mail me!!!!!!!!!!!!!!!!!!!
>>
>
>First you need a driver. Normally, if you follow the instructions that
>came with your ICD stuff, it should be installed by now. Otherwise you
>can get AHDI from the Quick FAQ, or you can buy HD Driver which is
>faster and more reliable.
>
>For the desktop, all you need to do is to add the new icon (Capital "C",
>not "c"), and save the desktop. If you don't save it, then the icon will
>be gone next time you boot.
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==

> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

402. Re: Maurits : Re: Mint and ISO Font problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <375E7D60.DED903EA@just.post.here>
Source record: 77405

Technoid Mutant wrote:

> I am running KGMD. The ST is completely new to me. I have no clue.
> Thanks for the font advise. Fortunately I was able to use it right at the
> command line which fixed the problem instantly.

Ah yeah I should've mentioned that too. :)

> Thanks for the help guy.

Anything to make MiNTers happy. :) (Well, almost anything.. well, some
things..) :)

403. Re: HD Driver and FalconSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <928940001.11265@www.remarq.com>
Source record: 77406

Does anyone happen to know if HD Driver removes the limit on
the size of the Boot partition and
other partitions when using FalconSpeed?

I really need to know if it does or not.

phantomm@kih.net

Hi,

There is a version of Falcon Speed software greater than
what you or I have. It will remove the restrictions of the
version we are using. I have tried to get an update, but no
one seems to have it, or take the time to send it. I had the
version once, but didn't keep it when I sold my first card.
I got the upgrade from Robert, at COMPO in the U.S., at
that time.

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

404. [FS] Atari dedicated cd-roms

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <375E690C.7B50E591@ping.be>
Source record: 77407

Atari dedicated CD-ROMS □60 FF/UKP 6□each:
Only a few left as you can see ... the rest has been sold.

```
Games:
--------
- Gambler : 800 Falcon & TT games
- My series "special TT"

Suzy B's Atari Software Treasury:
---------------------------------------
- Volume 1 (2cds) * UKP 12 *
- Volume 2
```

IMPORTANT NOTE : □for payment, you will have to add the postage costs.
Only email requests please□□□□□□□□□
□

```
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

405. [FS] atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <375E69A4.EBC6C4EB@ping.be>
Source record: 77408

```
HARDWARE:
-----------------
- Monitor switch box for TT
- 1040 STF 16MHz
- SM125, monochrome screen
- SC1224, color screen
- Monitor switch box for above
- SPECTRE GCR with user manual and OS
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter.
- Power Computing handy scanner with genuine soft and RIM driver
- Overscan STF card + disk and user manual *** sold ***
- Noise supressor for any Megafile or MegaST series

SOFTWARE:
----------------
- New Pro 24 with key
- Sherlook, professionnal caracter recognition
- STF/STE games in box and manual:
- Ishar I
- Ishar II
- Ishar III
- Bat II with sound card
- Super Space Invaders
- Lotus I, II, III
- Frontier Elite II
- Hook
- Les animaux
- Le bureau magique : - Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax
- Les mille et un voyages
- Indiana Jones and the last crusade
- Elemental
- Super cauldron
- Le manoir de Mortevielle
- Le livre de la jungle
- Zool
- Tiny sweeks
```

- The ancient art of war in the sky

Any interest ? Join me by email please ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

406. Falcon Memory questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: James Davies <jdavies@gromwin.demon.co.uk>
Message-ID: <7jm4o1$9l4$1@soap.pipex.net>
Source record: 77409

Hi Folks

I'm just about to acquire a 4Mb Falcon (I've got an STFM already), but I want it to have 14Mb.

1 - How much does the memory cost these days? For PC's/Mac's it equates to about ï¿½1 a Mb, is this the case with Falcon memory, or will it cost me more because it's scarcer?

2 - I live in the UK. Anybody know where I can get said memory?

Thanks for the help!

James Davies

407. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7jm6dh$q2a$1@wanadoo.fr>
Source record: 77410

```
Hi Ronald,

On 8 Jun 1999 23:31:31 G, Ronald Andersson wrote:
>on Fri 04-06-1999 16:31 Didier MEQUIGNON wrote:
>>On 3 Jun 1999 04:25:37 G, Ronald Andersson wrote:

>----- snip ----- re: cooling CT2 by directing air stream at the entire board
>>>
>>>'This' cooler, and its arrangement, is a bad idea.
>>>The question is how best to replace it. Where did you get your fan,
>>>and what type is it (perhaps it can be found here too).
>>
>>I have found this fan at factory, it's an ETRI Model 180DH 24VDC 2,16W
>>ref: 180DH2LP3100A
>>On FALCON computer, you have only 12V so I have found a solution :
>>
>>+12V power-supply -----------+
>> | +
>> -+-
>> / \ Fan 24V powered in 15V
>> \ /
>> -+-
>> 33ohms | -
>>-5V RS422 +------==========-------+
>>-|<|------+
>> on D9 1N914
>> mother Falcon's card
>
>That method does seem a bit risky to me, but I leave that to your own
>judgement.

Bof, risk is limited fan isn't an inductor, it's an AC brushless powered
in DC (electronic exists inside). -5V is protected by 1 ohm before U27.

>Now for some radical news !
>
>During my many experiments I have repeatedly measured the PSU voltages of
>my Falcon. Recently when I did this I was shocked to note that the +12V
>output had altered its voltage significantly, rising to +18 Volts.

I know this PSU problem...
Last year I have resolved this problem (bad writes on my hard disk => bad
sectors), so I have replaced 2 bigs condensators side by side (5V was good
before). I think that this power supply checks only 5V.
```

>I have therefore removed the PSU from the Falcon and made an adaptor that
>allows me to use an external PSU (from an old PC) to power the Falcon.
>
>Having done that I entertained some hope of being able to use the Falcon
>with original keyboard again, since the heat producing PSU is now absent.

Good idea.

>This did not work at all however, as the ispLSI circuits of CT2 will still
>overheat all on their own, so I am still using a MegaST keyboard.
>
>I have removed the fan from the CT2 CPU, and mounted it in the space where
>the PSU used to be, so that it blows air from that volume towards the CT2
>CPU area. I have also replaced that huge (1dm diameter) fan I used for
>cooling the main CT2 board area (incl ispLSI chips) with a small fan that
>is intended for cooling Pentium CPUs, and have mounted this directly above
>the ispLSI chips.

Big modifications !

>Both of these fans now 'pick up' the +12V supply from the Falcon motherboard
>and not through the CT2 connector as before. The +12V on that connector is
>now only used for the Flash ROM.

I have cut 2 wires connected to CT2 since I have removed this CPU-Cooler.

>Using this new setup I can now use TOS 7.x with decent stability, although
>none of this affects the other compatibility issues we have discussed, such
>as the PMMU usage etc.

I'am happy for you. What is your average temperature in your room ?

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

408. GFA source for plot program

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: john@Cordes.Phys.Dal.Ca
Message-ID: <7jm7spceq1@News.Dal.Ca>
Source record: 77411

Sorry to repost this, but my machine just underwent a name change today.
For those who may want to retrieve the file by the WWW or by FTP, please
note that the machine name is now cordes.phys.dal.ca, rather than the old
jcordes.phys.dal.ca.

--
John

****
I have released the GFA (v3.5) source for my freeware plot program
(last version plot174a.prg). The archive is available for anonymous
ftp at cordes.phys.dal.ca, in the pub/atari directory. Or you can
use a browser pointed to the URL ftp://cordes.phys.dal.ca/pub/atari.

Here is an extract from the 00index file:

plot174a.zip: This archive contains the compiled binary plot174a.prg, the
GFA V3 source file plot174a.gfa and the ASCII version of the
source plot174a.lst. Also included is the most recent doc
file plot172L.txt, a sample .cfg file and finally a short
notice announcing the release of the source of my plot
program into the Public Domain. Freeware by John Cordes.

Be warned that the .GFA file contains over 9,000 lines
of source code; the complete zip archive is about 243K in size.

The program doesn't run on TOS versions 3.xx or higher, but it does
run well under PC emulators such as Gemulator and STonX. I still use
it occasionally for the built-in numerical utilities, such as numerical
integration, and root finding for both polynomials and transcendental
equations.

Enjoy!

John Cordes

409. SozobonX question

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928949167.105.88@news.remarQ.com>
Source record: 77412

I have a question relating to SozobonX. Most of my experience on the ST is with Modula-2. I downloaded all the archives from the umich site, and I generate any TOS or TTP program, but no GEM apps. Where is appl_init located (or how do I access it?) I've looked in all of the header files and I see nothing.

I realise this is a pretty stupid question, since it has to be there somewhere, but I'm stumped.

Thanks,

Terry

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

410. Re: Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <GzZXDAAGOqX3Ew$C@steverosie.demon.co.uk>
Source record: 77413

On Wed, 9 Jun 1999 at 10:32:14 a message from Chris Rupert was created
on the subject of Scsi Hard Drives! How Do I Get It To Work?.
>Hi;
>
>Have you tried turning the drive on first, letting it run for 10 seconds or
>so, and then turning on the computer? I pulled my hair out for three days
>when I got my first HD and this was all that I was doing wrong. Apparently
>the drive takes a few secs to initialize.
>

Thanks for the reminder, I keep forgetting about the delay some ST's
need;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

411. Re: Atari ST Y2k compliant??

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jmacf$7jf$1@news1.xs4all.nl>
Source record: 77414

>
>Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
>>
>> This is in the Quick FAQ by the way...
>>
OK OK OK.
Today someone came along with a so called 'Forget-me-clock'.
Into the ROM-port of a 520 or 1040 ST you have the system dat/time
always good (provided you use the special software in the auto-folder
to transport the data (date?) from the module to the system.

No Y2K problem.

But he complained beforehand already: the utility to set the
date/tame IN the clock only gives dates for the years 80 to 99.

After the year 2000 the clock and its time is OK but....

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

412. FA: 14 meg ram board for falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Sinive Seely <rollsl@uleth.ca>
Message-ID: <7jm90l$9fg1@mars.online.uleth.ca>
Source record: 77415

14 meg ram gizmo expansion board for auction FINALL DAY!!!!!!!

click on link to view

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112842662

take care dave

413. FA atari programming books

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Sinive Seely <rollsl@uleth.ca>
Message-ID: <7jm93s$9cs1@mars.online.uleth.ca>
Source record: 77416

several programming books i have for auction for the st

check out this link for all my atari book auctions

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=gabberkid

thanks
and happy bidding

414. LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jmcr5$3od$10@ultra.sonic.net>
Source record: 77417
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

```
WHAT:
-----
YAC: Yolo Atari Club

WHEN:
-----
Saturday, June 26th, 1999
1:00pm

WHERE:
------
Lamppost Pizza
1260 Lake Blvd # 113
Davis, CA 95616
530-758-1111

WHY:
----
Demonstrations will include:

* Atari Jaguar Games

HOW:
----
For more (albeit old) information about YAC, visit the YAC website:
http://vme.net/dvm/yac/

If you have questions, please contact Bill Kendrick at:
bill@newbreedsoftware.com
```

415. SozobonX question

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928954082.142.80@news.remarQ.com>
Source record: 77418

I have a question relating to SozobonX. Most of my experience on the ST is with Modula-2. I downloaded all the archives from the umich site, and I generate any TOS or TTP program, but no GEM apps. Where is appl_init located (or how do I access it?) I've looked in all of the header files and I see nothing.

I realise this is a pretty stupid question, since it has to be there somewhere, but I'm stumped.

Thanks,

Terry

I apologise if this posts twice, my nntp server is a real pain.
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

416. SV: Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jmdvvfvl2@cubacola.tninet.se>
Source record: 77419
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Odd Skancke <oskancke@online.no> skrev i
diskussionsgruppsmeddelandet:Pine.MNT.4.10.9906082329490.87-100000@online.no
...

> Horizontal Scan
> Frequency: 105 Khz
>
> Refresh Rate: 76 Hz

Info about the TT can be found in the Chips'n'Chips (in German) somewhere on
the net.

MG

417. Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: ajwells@ix.netcom.com
Message-ID: <375E98E7.7BA9@ix.netcom.com>
Source record: 77420

I've got one of these Megafile hard drive hooked up to my 1040ST and
I've been having intermittent problems getting it to boot up... usually
I have to try it a few times and it will finally run through the initial
startup and then work, but lately the disc spins and the boot software
never kicks in... any ideas?

--
"If a little knowledge is a dangerous thing,
where is the man who has so much as to be out of danger?"

T.H. Huxley

ICQ# 6174686

418. Re: SozobonX question

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928959802.210.89@news.remarQ.com>
Source record: 77421

```
On 9 Jun 1999 17:26:07 G, Terry & Karen Ross wrote:
>... Where
>is appl_init located (or how do I access it?) I've looked in all of
>the header files and I see nothing.

Just to clarify, I seem to be able to insert the bindings manually:

int appl_init();
int appl_exit();
int evnt_keybd(); for example, and then link with -lxaesfast.a

but there has to be a header file there somewhere :)

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO
```

419. gxsn

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Dan Johnson <danjohnson@beer.com>
Message-ID: <7jmk3d$5gi$1@gxsn.com>
Source record: 77422

what is GXSN?

420. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jmk8oqeh1@news4.svr.pol.co.uk>
Source record: 77423

On 2 Jun 1999 08:31:44 G, joska@nuts.edu wrote:

:>> Can a TT keyboard be used on a Mega Ste. Also is it possible to
:>
:>Yes, apart from the colour (the TT looks better) they're identical.

~ ~ ~

Did you bring a bag to take your teeth home in?? 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

421. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jmk8tqeh2@news4.svr.pol.co.uk>
Source record: 77424

On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
:>Hi all,
:>
:>A new version of mymail will be released 11-13 June
:>at NAS (Nordic Atari Show) http://www.sak.nu/nas

I wont be there, can i have my copy now please??. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

422. Re: *** Which EPROM for TOS 2.06 in ST ???

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375ee202$0$10846@news.zetnet.co.uk>
Source record: 77425

```
On 9 Jun 99 10:32:17 GM, "Martijn" wrote:
>Hi there !
>
>I have an ATIN upgrade card (TOS) for my atari 1040.
>The only thing that's left to do now is burn the EPROMS
>
>But.... which EPROMS do I need for burning ?
>Is there anyone who can send me the program for splitting the ROM image?
>(the odd- and even story!)
>
>Please reply to martijn.kruger@solvay.com
>

I've seen TOS 2.06 on a pair of 128k-byte, 1 Mbit 27C010's ... And Mario
also does it ona single 16-bit EPROM for the STFM upgradse boards he does
(TOS2.06 and IDE)

chrisc
```

423. Re: Falcon Memory questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375ee26d$0$10846@news.zetnet.co.uk>
Source record: 77426

On 9 Jun 1999 17:28:53 , "James Davies" wrote:
>Hi Folks
>
>I'm just about to acquire a 4Mb Falcon (I've got an STFM already), but I
>want it to have 14Mb.
>
>1 - How much does the memory cost these days? For PC's/Mac's it equates to
>about £1 a Mb, is this the case with Falcon memory, or will it cost me more
>because it's scarcer?
>
>2 - I live in the UK. Anybody know where I can get said memory?

Core dDesigns (used to be Titasn Designs) in Birmingham do it IIRC it's about 70 UKP, basically it's an adapter that fits in your memory cards place and takes a 72-pin SIMM...

chrisc

424. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928967629.6761.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 77427

Ronald Andersson wrote in message <375e155867037c9@oden.se>...

[AES 4.0]
>I'd like to have that AES version again for testing purposes.
>Do you know where I can get it ?

If you've ever used the ICD drivers for your HD, there may be a copy lurking on one of the software disks, masquerading as a MiNT CD-ROM setup. It's not the full MTOS, just MiNT and the AES IIRC.

Can't guarantee it's on all ICD versions, mine was the one that came with the Link1. Found it by accident, and was most surprised when I found it worked (after some fiddling). Not sure if it was supposed to be there, mind, but these were the ICD disks which came with the host adaptor (bought new).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

425. SyQuest

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990609193106.03826.00002236@ng-fk1.aol.com>
Source record: 77428

I HAVE SOME Syquest 44 meg drives that I can get to work fine... but the 200 megger shows up at bootup but wont let me install any drives from it.

Help?

426. Re: Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: tkross@oio.net
Message-ID: <928972430.832.39@news.remarQ.com>
Source record: 77429

On 9 Jun 1999 12:40:07 -, ajwells@ix.netcom.com wrote:
>[snipped].... usually
>I have to try it a few times and it will finally run through the initial
>startup and then work, but lately the disc spins and the boot software
>never kicks in... any ideas?

On 9 Jun 1999 12:40:07 -, ajwells@ix.netcom.com wrote:
>[snipped]... usually
>I have to try it a few times and it will finally run through the initial
>startup and then work, but lately the disc spins and the boot software
>never kicks in... any ideas?

I had the same problem with two different megafiles, both at about the
same time. In my case, it turned out that the power supply was
failing. That might not be your problem, it's something that you
could look into.

[random thought] - I don't even know why I'm responding to this, I've
tried to reply to five different posts, and none of them have gone
through, although the log file said they were accepted... (um,
basically, I'm trying to get a good new text to quoted text ratio
here, to see if maybe that works <grin>)

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

427. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990609230258.28470K-100000@halifax.chebucto.ns.ca>
Source record: 77430

On Wed, 9 Jun 1999, Ronald Andersson wrote:

> SCC.PRG ?

> I thought you were talking of a Mega2 ST. They have no SCC !
> A Mega STe does have an SCC, however, so which is it really ?
> ST or STe ? (Mega STe *should* have a harddisk.)

I have removed scc and it is a Mega2 (no HD).

> >STing starts up with the installation report line across but reports No
> >Modules Loaded. It says: Modules Loaded: None found.

I now have the modules in a subdirectory called 'sting' and the sting.inf
has this: a:\sting\

Still no luck.

> Try again with the modules in a subdirectory.
> The intention is that the path specified in STING.INF should be reserved
> for STING-related files only, and that is never true of the root directory
> anyway.

With the xboot, it now loads drvin and mfp fine (no bombs).
With sting files in the new sting subdirectory and the sting.inf with the
proper info, sting still doesn't load the modules. I even moved sting out
of auto and into a non-booting directory so I could manually start with
the same results.

I would say I'm STuK!

---

428. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990609230113.28470J-100000@halifax.chebucto.ns.ca>
Source record: 77431

On Wed, 9 Jun 1999, Nicholas Bales wrote:

> You don't need scc.prg on a Mega2. MFP.PRG should be enough.

Removed.

> What message does sting.prg display ?

Modules loaded: None found.

> > STing starts up with the installation report line across but reports No
> > Modules Loaded.
> >
> > The STinG.INF file is in the AUTO folder along with STinG.prg. The INF
> > file reads: A:\ (and nothing else) as I put all the STX files in the
> > root directory. (Is this incorrect?)
>
> It should be ok. The resolve.stx should be the last to load too.

It's the last I dubbed over.

---

429. Re: More Geek Grrrl Hentai For the ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7jn7sq$nrj@james.hwcn.org>
Source record: 77432

In article <375D27BC.23316B8A@just.post.here>, Maurits van de Kamp
<maurits@just.post.here> wrote:
>Maurits van de Kamp wrote:
>
>> I'll grab those files off your website tonight and create a section for
>> it in my Atari support. :)
>
>..ok, done that now. I wanted to make a fancy page around it too but I
>didn't get to that yesterday. But I put the files on my website anyway,
>so they're safe when Chris removes them from his site.
>
>http://www.bassment.demon.nl/hentai/
>
>Just a directory listing now, more stuff coming up. (Maybe carefully
>selected screenshots). :) Maybe a whole Atari-fetish site. ;)
>
>Warn me here if you have more versions. :)
~^

I've seperated the Jane Jetson files from the main disk too and have them
online now too incase you haven't already downloaded that one.

http://www.hwcn.org/~ad329/jdd1/zip

This will be great. An Atari hentai site. Take that Mac users! Take that
PC users! Take that Amiga users! We atari users can be just as big a bunch
of hentaisha as you can.

So has anyone else made any Data Disks for the Hentai Strip Poker game
yet? C'mon! Join the dark side.

CRACKERS
(One of us... one of us from hell!!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

430. Re: NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7jkdrgkca1@nnrp03.primenet.com>
Source record: 77475

```
On 3 Jun 1999 07:16:05 G, Paul Nurminen wrote:
>On 31 May 1999 19:31:18 , Louis wrote:
>>on Mon 31-05-1999 17:21 Slc.Dennis Bishop wrote:
>>
>>>I have been using the FTP part of NEWSie to upload jpgs to my web
>>>space. When I first logon,get the DIR list and do an upload, this all
>>>goes just find, then after the file has been uploaded newsie displays
>>>the message 'sending request' and sits there waiting for whatever
>>>until the coming of the next ice age. After 15 mins I hit reset to get
>>>out. and as I can't use cab 2.7 because I get that Can't Find RSC
>>>message, I can't use it for FTPing.
>>
>>Dennis,
>>
>>same happens here, and also with aFTP. After the file's been sent, it
>>waits for the new dir to display and hangs forever. Simply quit, start
>>again and do the next file. You'll find the first file in the dir then
>>too...
>
>I've had the same problems uploading to my [web site's] FTP site. I use NEWSie
>most of the time (with STinG), and occasionally, I'll be able to send several
>files quickly, and the directory will update after each one. But most of the
>time it will only update properly after the first file, then hang thereafter.
>
>I've tried connecting through two different ISPs as well, with similar results.
>
>I used to sometimes use MG-FTP, but it's been a while and I don't think I ever
>tried uploading with it. I'll have to try it agian, as well as the newest AFTP
>and see if the same problems come up.
>
Some servers are not too keen on the PASV session connections, and you
should try using the PORT option and see if the results are better.

NEWSie originally had only the PASV option, but the 'Use PORT command
instead of PASV' might be just the thing for your particular server.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

431. Re: LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <Phj73.259$wG.10700@typ52b.nn.bcandid.com>
Source record: 77476

On 8 Jun 1999 13:12:03 -, Tony Cianfaglione wrote:
>
>Is there a program to convert LZH files to regular ZIP so STZIP can handle
>them. I can't get DCSEA to unpack the archive no matter what I try so
>I've given up on it but I can't find any other programs to handle LZH
>files. Is LZH that rare that no other programs exist for it?
>
>I need HSMODA07.LZH in regular ZIP format.
>
>Thanks...
>
>.

LHARC 3.** will handle any LZH file. It's available on FTP sites on the
internet as well as places like Delphi and Genie.

A shell program is also available that will convert LZH to ZIP, but you'll
need the LZH and ZIP unpackers to use the program. LHARC 3.** would be your
best bet; a gem shell program is also available.

432. Re: Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7jkiguknj1@nnrp03.primenet.com>
Source record: 77477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Odd Skancke <ozk@nether.net> wrote:

: Hi, all.

: I have, as stated in previouse posts, got myself a CornerStone Dualpage
: 19" b/w monitor. I would like to be able to use this monitor on my TT, but
: I have no info on what the TT's ECL signals are like. The DualPage model
: is M/10720, and it is basically the same as model 120. This is the info I
: have about the DualPage.

Well, referring to my copy of a field service manual, what goes to the
mono monitor are MOUT and XMOUT, which come from DP8516 44-pin j-lead,
which is powered from +5 and -5 volt mains. I do not have a data sheet
for that IC, but it should answer most of your question. Those are pins 4
and 15 of the connector. My suspicion is that the differential voltage
goes from zero to ten volts.

HSYNC and VSYNC are pins 13 and 14 of the connector, and come from U204, the
TTVIDEO chip, which is powered between +5 and ground, so those are single-
ended TTL.

XMONO is on pin 9. It probably expects a ground from the monitor, if it
is like other Atari products.

There are two ways of getting power out of a transistor output stage.
One allows connecting a load beteen the positive supply and the collector
of of the transistor. The other allows connecting the load between ground
and the emitter of the transistor. That is what ECL means. It has speed
advantages, something about charge clearing time, I think, but is not
mysterious.

A TTM195 monitor, by its service manual, calls for Input Signal Video
of Balanced ECL, 120 ohms line to line. The horizontal frequency is
71 kHz, and the vertical freqency is 71 Hz, more or less.

Now: what precisely was the question?

--

_____-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

433. Re: I Need Location of HD-Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: atari@bright.net
Message-ID: <7jkhs6aec1@cletus.bright.net>
Source record: 77478

```
On 9 Jun 1999 00:21:41 +, "?" wrote:
>Please if any one knowns the URL'S of any HD-Drivers then can they E-Mial
>Them to me.
>
>E-Mail Cool@Borg1101.freeserve.co.uk
>
>Daz

Try http://www.it's.commercial.software.com/

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

434. Re: Syquest

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <375dda3a.325721507@news.interlog.com>
Source record: 77479

On Sun, 6 Jun 1999 18:02:11 +0100, Steve Stupple <Steve@atari.org>
wrote:

>On Sat, 5 Jun 1999 at 15:33:00 a message from Peter Schneider was
>created on the subject of Syquest.
>>Me and a lot of other german users had a lot of problems with these
>>drives!
>>
>>I was so happy with my 5.25" drive (44Mb) for years. But the 3.5"
>>drive (270 MB) I bought later went well for the first year and then
>>began to produce read/write errors a mass. :-)
>>
>>Fortunately I could exchange several media on warranty. But it became
>>worse and worse, I could not even format (partition) the media, so I
>>was lucky to sell them to a guy who can use them (most of the time,
>>at least).
>>
>>Finally I gave the drive away and bought a MO drive.
>>
>>So please accept my congratulations for yours years without problems,
>>but I shall never again use a drive with removable cartridges based on
>>magnetical techniques.
>>
>>And I suppose you know SyQuest doesn't exist anymore?
>
>Hi
>
>Yep they were took over, I can't remember the company at present.
>
>As I use 135meg cartridges I can't comment on the 230meg ones. Maybe
>they used more than one disk layer/heads!
>
>As the removable cartridges are in respect are the same as normal hard
>drive, they are liable to the same problems when it comes head crashes,
>I take more precautions that I would with hard drives in general.
>
>Hard drive media is sealed in ultra clean environment (vacuum), the
>cartridges can't. They are obviously venerable against dust, as well of
>the magnetic side of things, and dropping one can damage their health.
>
>I try and treat the cartridges very carefully, when not in use they are
>in their cases and placed in a draw to avoid dust being blown onto them
>via normal drafts etc. As mine usually contain back-up, I also try and
>keep them away from the masters.

>
>I have been using the majority of the cartridges for transferring my pd
>library disks over to the pc for slapping on a CD. It takes ages dealing
>with 135meg max a time, and then Windoze is fussy on filenames!!
>

I have an EZ-135 that just died on me. I first used it with my STf
and later as a utility HD on uther platforms as well. I would
format the Carts depending on the OS used. Alas now I have
about 6 driveless carts. I've had it about 3yrs and had expected
that I might lose an occasional cart but not the drive (nor the
Company). Any one heard of any repair FAQs for these, they
shouldn't require a "clean room"

ciao larry
To reply by e-mail remove obvious spam filter

Let us know of your upcoming computer events - from Swaps or Fleas
to User group meetings - for free listing on our Events Page
t3c@xoommail.com

Computer Collecters List and Info
http://members.xoom.com/_XOOM/T3C/index

435. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c3@oden.se>
Source record: 77480

Hi Phantomm,

on Sun 06-06-1999 03:10 Phantomm wrote:
>On 3 Jun 1999 09:24:04 G, Ronald Andersson wrote:

----- snip ----- re: High fan on CT2B CPU
>
>Hmmm... I'm not sure why Centek chose this large Fan, but I bet it
>does do a good job of cooling. I'd like to replace it with a much
>smaller one but that would probably void the warrantee.

If I cared about such things I'd never get anything done. ;-)
I have already removed the fan from the CPU heat sink, and moved it
into the space where the PSU used to be (I now use an external PSU),
from which position it now blows air in the direction of the CPU,
but not mounted on top of it.

>The Heat Sink is also large and is glued. I know better than to
>try and remove it.

Wise decision ! The heat sink is *definitely* needed regardless of fan.

>>That is a good idea, in fact I did the same myself, as opening these
>>keyboards is something I do as seldom as possible.
>
>I've been playing around with the idea to install the CT2 in the
>standard case, and removing the Falcons keyboard and make some type
>of case for it. This would leave more room for upgrades and etc
>where the keyboard use to sit. Sometype of thin hard plastic could be
>cut and fitted as a cover for the opening where the keyboard would
>normally sit.

I use an extra fan mounted in this space, to blow cool air directly onto
the two ispLSI circuits (aka 'Lattice chips') on the CT2B board. Without
such extra cooling I have never been able to use the CT2B FastRAM.

Previously I used a large fan from a PSU for this, but now I use a small
1W fan from a Pentium cooler assembly. This fan is fastened to the 'bar'
of plastic that used to separate function keys from the main keyboard
area when I still had the original keyboard installed.

>Then, one might could put the keyboard on top of this
>plastic cover. If there would be no problems with making the keyboard
>connecting wires abit longer.

Centek warn against extending keyboard cables, but that mainly applies
to the reset signal. I myself use a MegaST keyboard for which I have

several extension cables, one of which is *very* long (6-7 metres).
This gave me no problems at all. For such long extensions only the
main four leads should be used (Vcc, TxD, RxD, Gnd).

----- snip ----- re: CT2B interconnection flat cable type
>
>>The instructions describe twisted multistranded wires, but the
>>cable supplied had singlestranded wires.
>
>After examining the ribbon cable more closely, mine also seems
>to be single strands. And are very tiny, will have to be very
>careful with those. Some type of extra insulation around each wire
>might help with unwanted EMI and strengthen the wires too.

It might, but it may also hide any breaks if/when any do occur.

----- snip ----- re: Centek have tested some graphic cards with CT2B
>
>Hmmm...thats good to know, wish I knew which ones were tested.
>And how exactly extra connections where used.
>This would be very useful info if you or someone else could
>find out for us.

As yet only Centek have this info.

>I have a good idea on how this was done, but there are a few ways
>of doing this.

Yes, many ways are possible, but which will work best is unknown.

>I hope that more than one card can be connected to the CT2B at the
>same time.

That will definitely require some 'tower' solution, rather than using
original Falcon case.

----- snip ----- re: placing cards 'on top' of each other
>
>The only way I could see it be done on top of the CT2B would be
>to solder connecting pins where the 2 bottom connectors are soldered
>to the topside of the CT2B board. But they would have to be rather
>long due to the Fast Ram socket and CPU Fan as you said.

Yes, I really don't think this approach is advisable.

>However short ribbon cables might be placed on the pins or headers
>if one needed to do this. It's just a thought.
>It would be easier to place the CT2B on top of another card.

I agree.

>>Whatever method is used, any extra connectors between CT2B and the
>>Falcon motherboard must be kept short and straight, for connecting
>>them to each other any kind of cable is out.

>
>Does the ribbon cable that connects to the CT2B board have to be
>cut according to the documentation? I'd rather have them a little
>longer if needed due to the possibility of connecting the CT2B on
>top of another card in the future. Which might cause the wires on
>the CT2B ribbon cable to end up short.

A 'little' longer should work, but there are no guarantees. Each extra
length added does increase the risk of 'pickup' and also increases the
parasitic capacitance and series inductance of the wires. At very high
frequencies such things do matter. After all, radio signals do not need
any conductors at all to bounce all around the earth, and the frequencies
ideal for such use are fairly low (around 4MHz).

>>As I'm not sure how it is done I can give no absolute answer, but my
>>guess is "no". By grabbing I assume you mean realtime dumping to disk,
>>and direct DMA transfers are only possible from ST-RAM on the Falcon.
>>The Falcon DMA chip can not access FastRAM, as it only drives 24 bits
>>of the 32 bit address bus.
>
>The Expose grabs video in Memory first, then you can save it to
>disk as a file.

But in this context I fear that 'Memory' may mean ST-RAM only, although
I may (hopefully) be wrong about it.

>Also if I remember correctly the speed of the
>frame grab rate is only limited by the Falcon Bus. So Faster
>Bus should mean faster grab rate.

That should mean an improvement factor of 50/32, which is +56.25%

>I think in later versions of Apex Media support for the Nemesis
>and the AfterBurner where included.

Maybe so, but there is no telling how this relates to CT2.

>Hopefully Expose will work great with the CT2. I'll be very happy
>if I can use all the extra memory for video. And get a faster
>grab rate as well.
>If needed maybe Doug Little will add support for the CT2B in
>Apex.

All this remains to be seen. I have no experience of this stuff.

>>I don't think so. Quite the opposite should be the case, as VIDEL and
>>COMBEL have 50 MHz clocks instead of 32 MHz, and that means that all
>>DMA operations should proceed swifter. But I can't verify this myself
>>as I don't work with D2D at all.
>
>ok, AFAIK with the CT2B one suppose to be able to return to
>a stock Falcon if needed. Does this mean that all standard
>clock speeds can still be used?

There is a compatibility boot mode available, where all clocks fall back
to the original speeds. This does not mean that all things go back to
normal however, as the DSP interrupts and some address decoding still
work in a slightly non-standard way. This has been discussed in other
threads here, mainly by me, Derryck Croker, and Didier Mequignon.
(I hope I spelled that right now..., french spelling is tricky ;-)

>I have a few more general questions about the CT2B.
>I do tend to ask alot of questions at times, just
>trying to get as much info as possible hope no one
>minds. ;)

Why should they ?
Sharing information is the main reason why newsgroups exist at all.

>The small resistor that is taped to the documentation,
>there is no way this can be installed wrong is there?
>Seems I read something about it could be incorrectly
>installed upside down or something like that?

Resistors are non-directional two-pole components.
As long as one end is connected to one of the points specified,
and the other to the other such point, with no breaks or short
circuits, it should work correctly.

>What is the best type of Memory to use on the CT2B?

Fast EDO type SIMMs.

>I have a 16meg 72pin Simm that I use in my Falcon
>with a Ram Karte memory board. Will this Simm work
>correctly as Fast Ram in the CT2B?

Probably not. The CT2B SIMM *must* be an EDO type.
EDO means that data outputs are enabled in an 'enhanced'
manner, leading to more efficient access cycles. The CT2B
design relies on this ability for its high FastRAM speed.

>Also, any known problems with after market memory
>upgrade boards with the CT2B such as the Ram Karte
>or the Ram Gizzmo?

I have no idea. Centek claim that some boards give
'glitches' on the video signal outputs, but I have
not had any problem with my homebrew 14 MB board.
(Just holds a 72 pin SIMM with no extra electronics.)

>Must one install a FPU in order to use the CT2B?

I don't think so, but I never tried it without one,
so I don't really know.

>I notice in the documentation that a modification
>to the Falcons VGA adapter may be needed for
>extended resolutions with non multi-sync monitors.

Yes, because they hardwire a signal that needs to
be cut free for the new video clocks to work right.
(Else one clock is disabled by a short circuit!)

>I have a 17inch SVGA that I am using with the
>ScreenBlaster II external hardware and software.
>Can I still use the ScreenBlaster II hardware/software?

I doubt that the hardware is appropriate to use with
CT2, as I am fairly sure it involves the clocking of
VIDEL and COMBEL. CT2 needs to have control of them.
(Running them at 50 MHz for both turbo modes.)
But I have no direct experience of ScreenBlaster.

>If so, does the ScreenBlaster II hardware fix the bug
>with the VGA adapter that the documentation mentions?

I have no idea about any ScreenBlaster stuff. I use
VI myself, and I never heard of useful ScreenBlaster
resolutions that VI can't give me without hardware
patches, so I never saw much point in them.

>Any additional info about the VGA modification and
>what kind of extened video modes will not be
>obtainable if this modification isn't done would
>be helpful.

If you don't do the mod, then one of the clock signals
generated by CT2B will be shortcircuited, which is not
a good idea. The signal can be turned off in the CT2
configuration, but that will limit your choice of
available pixel clocks in turbo modes to 25 or 50 MHz.
You will no longer have access to the 32 MHz clock,
as it is this that uses the extra input/output pin.

>Someone told me awhile back that there was problems
>with doing MIDI stuff with the CT2B.
>This may only be a rumor.
>Are there any know problems with MIDI?

I have no MIDI equipment so I can't say for sure, but
I doubt it, though there may be some timing dependent
programs around that expect a slower CPU (bad methods).

I can say that there is no problem at all in using Midi
for STinG networking though, which is how I use those
ports.

>When doing the CT2 wire soldering there is
>a part where you have to remove the chip at
>U44. Is it really necessary to break pin 15
>of that chip and use it in the socket?
>Or can one use a pin from a different chip
>or maybe a componet leg like from a resistor?

If you can find a suitable connection place to
get the same signal, then it will suffice to
bend the pin of the U44 chip so that it does
not enter its socket, nor must it come into
contact with anything else that conducts.

>I don't want to destroy this chip unless I have to.

I understand, but as I myself chose to do so, I have
no idea where best to connect the wire if not using
the socket for it.

>And, I'd like to get a few extra Inductors that
>are exactly like the one at L102 on the Falcon
>Mother Board. Anyone know the technical info
>on that inductor at L102?

Sorry, my service manual only states:
"IND FERRITE BEAD AX", which is the same as is
specified for others that even look different.
Ferrite material comes in many different 'classes'
for various uses, and this is not mentioned at all.

The only way to get an exact replica would be to
order it (or the info) from a supplier of spare
parts for Falcon, such as 'Best Electronics'.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

436. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c4@oden.se>
Source record: 77481

on Sun 06-06-1999 20:27 reschke@muenster.de wrote:
>In article <3758d286705c331@oden.se>,
> dlanor@oden.se (Ronald Andersson) wrote:

----- snip ----- re: old/new size limits for GEM partitions
>
>OK, now this is true. However I wouldn't call that a TOS
>1.04 "specific" thing...

I agree, as it is specific to all 'modern' TOS (>= 1.04) as compared to
'old' TOS (< 1.04), but as TOS 1.04 was the first TOS to allow the new
partition sizes many naturally associate the change with this TOS version.
In some disk partitioning software this even affects the dialog buttons.

>> They do have such a switch sure, but does that mean that all
>partitions
>> beyond the third will also be AHDI compatible...? I don't think so.
>
>This is my understanding -- it would be the first time that I hear that
>this actually is NOT compatible...

Like I said, I no longer use ICD software, but I do remember some problems
I had that seemed to be due to this incompatibility. Still, if those who
do use ICD drivers do not have those problems, so much the better.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

437. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c5@oden.se>
Source record: 77482

on Mon 07-06-1999 13:19 Ashley Seabrook wrote:

>I now have a STinG setup accessing my Freeserve and Zetnet accounts
>fairly reliably at full speed under single TOS on my Falcon - thanks
>to everyone for their help :-)
>
>Now, I got MultiTOS free with my Falcon, and I'd like to try out
>things like aFTP and embedding OLGA-aware apps like AniPlayer in CAB,
>so how do I set up STinG to work with MultiTOS?

Sorry, but MultiTOS is a piece of software still under development, that now will never be completed as Atari dropped their support for it long before they ceased to exist. (Bought up by company that fired all staff).

One of the bugs in MultiTOS apparently causes a bus error to occur when any exchange of STinG packets is made. It even happens for local traffic without any ISP connection at all. I strongly suspect that it is an incorrectly used interrupt masking of a task switching routine that has this effect, but it has not been proven. It is very hard to prove, as no debuggers work reliably under MultiTOS either.

I am afraid this does mean that STinG can not be used with Atari MultiTOS.

This is really not much to grieve over though, as attempting to use that system even without STinG on any regular basis is a proper nightmare. It has the worst 'compatibility rating' of any multitasker, and is extremely unstable even if only Atari software is used throughout.
(Which in itself would be too limiting.)

All other multitaskers will work fine however, including those that are considered as the functional 'heirs' of the MultiTOS project, which is primarily NAES, which is used with MiNT in the same way as MultiTOS was. Geneva and all versions of MagiC also work fine with STinG.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

438. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c6@oden.se>
Source record: 77483

on Mon 07-06-1999 13:56 Erik Hall wrote:

----- snip ----- re: problems using STinG under MultiTOS
>
>Start sting as the last program in the auto folder.
>
>Get the latest mint version from this address:
>http://www.cs.uni-magdeburg.de/~fnaumann/mint/

Are you really saying that STinG works under MTOS then...?

This I've got to try, as I never could get MTOS to run reliably
with or without STinG, but it does 'reliably' bomb whenever I
use any STinG traffic.

I'll try again with the MiNT version you mention here though.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

439. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c7@oden.se>
Source record: 77484

on Mon 07-06-1999 16:15 Nicholas Bales wrote:

----- snip ----- re: problems with STinG under MultiTOS
>
>I seem to remember reading that STinG is compatible with MiNT, but it
>has to run after MINT.PRG, so you'll have to put it as an exec in your
>MINT.CNF and not in the AUTO folder.

That only applies to some very old MiNT versions that were unable to
boot \AUTO\ programs after itself properly. Modern MiNT versions do
not have that problem AFAIK.

>MiNTNet is supposed to be the best TCP/IP stack for use with MiNT
>though.

MintNet was written specifically for MiNT, and works with nothing else.
STinG was not written for MiNT at all but for all TOS compatible systems,
and does work fine under MiNT as well. Which of these approaches is 'best'
is up to the taste of each user.

What does not work fine, however, is MultiTOS (with or without STinG),
and one of the MultiTOS bugs is 'allergic' to STinG traffic.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

440. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c8@oden.se>
Source record: 77485

on Mon 07-06-1999 17:22 Steve Sweet wrote:

>On 31 May 1999 22:22:43 , Ronald Andersson wrote:
>:>Hello everyone,
>:>
>:>I've just uploaded version 1.0 of my STinG EZ-IP clients to my homepage.
>:>ST-Guide HYP file is included, both in the archive and readable from the
>:>homepage.
>
>
>Pardon me for being as thick as dog waste, but what the hell are
>these for?.

EZ-IP is a special service that allows all users of dynamic IP's to have a
static name of their own, that other Internet users can use to access that
user's machine. It is thus a way of making your local servers accessible
to your friends over Internet when you are logged on.

With the new clients STinG users can easily make use of this service.
All info is available in an ST-Guide hypertext on my STinG pages, so
browse there and check it out if you are interested.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

441. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c9@oden.se>
Source record: 77486

on Mon 07-06-1999 22:19 Ashley Seabrook wrote:
>On 7 Jun 1999 14:48:53 G, DarkChyld wrote:
>
>Er, but FreeMiNT doesn't multitask GEM programs like MultiTOS does.
>AFAIK, FreeMiNT is a replacement for the MiNT part of MultiTOS, not
>MultiTOS itself.

Quite correct. You need a multitasking AES.

>> Which version of Multitos do you have? The older version does work
>> with STing, I actually had it setup once. However, the newer version
>> of MultiTOS does not work with STing. I gave up on it.
>
>The 'official' AES 4.0 version - i.e. the one that _should_ work with
>STinG!

Aha, so this is the reason I can't repeat some experiments that did work
'once upon a time'. I have lost my copies of AES 4.0, so I can only test
with AES 4.1 now, and that definitely does not work with STinG.

>I downloaded FreeMiNT 1.15.1 and it does look good, and preliminary
>trials (using FreeMiNT instead of MiNT under MultiTOS) have resulted
>in much confusion (half my software won't run at all or find its
>resourve files!), and when I finally bodged up some sort of fix to
>that problem, I found I could dial in an use the STinG's tools :-)

Good for you !
I'd like to have that AES version again for testing purposes.
Do you know where I can get it ?

>Only problem is that CAB causes a bus error immediately when trying to
>resolve, and Newsie crashes out with the same error after leaving the
>server after checking for mail :-(

Sorry, I wish I could help, but with the MTOS AES version I have I
can't even get as far as you do.

>Any ideas? It could be something in the MINT.CNF as this new FreeMiNt
>one has a lot more stuff in it I don't understand than my old one ;-)

Well, it *could* be a MiNT problem of course, but I suspect an MTOS
problem anyway (that's always my first suspicion when MTOS is used).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

---

442. Re: Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cY9hJNAUXhX3Ewva@steverosie.demon.co.uk>
Source record: 77487

On Tue, 8 Jun 1999 at 20:04:06 a message from l was created on the
subject of Scsi Hard Drives! How Do I Get It To Work?.
>I have an Atari 520 STfm with a "ICD DMA link cable" and a "ICD The Link2"
>Connected to a External Scsi Drive,
>I known that the atari can read and write to the hard drive beacuse i used a
>program to test it but i can't get the atari to reconsize
>on the desktop for it. It keeps on deleting the icon puls it says that the
>device is not responing. i think i need a diver but i can't find one if
>someone can help or has a driver that can do what i want it to do, please
>e~mail me!!!!!!!!!!!!!!!!!!

Hi

Your description of the problems a very vague and so is very hard to
help you.

What is the problem! You say you have an ICD link & link 2, which one
are you using? Have you a hard disk driver installed and is the hard
drive self-booting?

Cheers! for now;)
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

443. Re: Band-In-A-Box

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <375E1327.68DC@geocities.com>
Source record: 77488

You may not believe this, but I know of a midi store that is two stores down from the restrarant AUNT meets at that actually has a copy of BAND IN THE BOX. I thought that was way cool!

Tell me if you want me to check on it.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

444. Re: LZH --> ZIP Converter Needed!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E22DE.459813B6@directprovider.REMOVETHECAPITALS.net>
Source record: 77489

Tony Cianfaglione a ï¿½crit :
>
> Is there a program to convert LZH files to regular ZIP so STZIP can handle
> them. I can't get DCSEA to unpack the archive no matter what I try so
> I've given up on it but I can't find any other programs to handle LZH
> files. Is LZH that rare that no other programs exist for it?
>

lharc.ttp handles them pretty well. I've yet to find one single FTP
server that doesn't have it.

Try ftp.lip6.fr, ftp.funet.fi, etc...

> I need HSMODA07.LZH in regular ZIP format.
>
> Thanks...

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

445. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E23C7.3CEDEFE6@directprovider.REMOVETHECAPITALS.net>
Source record: 77490

```
Michael Godfrey a ï¿½crit :
>
> If anyone could help me with this project please email me.
>
> This is what I wish to do.
>
> I currently have a windows98 network setup.

This is in the Quick FAQ.

The only way to do this at he moment, because of the lack of networking
hardware, is with STinG and a null-modem connection, which is slow.
There are some people working on drivers for network cards, but they
seem to be far from then end of the tunnel yet.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

446. Re: 720Kb Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E244E.7276EB90@directprovider.REMOVETHECAPITALS.net>
Source record: 77491

```
Stichting ST a ï¿½crit :
>
> On 7 Jun 1999 09:48:47 , Nicholas Bales wrote:
> >
> >
> >
> >All together now: "Check out the Quick FAQ!"
> >
> Maybe you can put this sentence under a F-button?
>
> Would it be possible with Okami to automate this proces of
> repeating the same answer? Something like:
> You see message number 6 of today needing this simple answer.
> Hit 1 button and answer is done!
>

Probably, but I have yet to get Okami working...

I've been out of time these days. I'll have to look into it again.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

447. Re: Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E2539.36BD3319@directprovider.REMOVETHECAPITALS.net>
Source record: 77492

```
l a ï¿½crit :
>
> I have an Atari 520 STfm with a "ICD DMA link cable" and a "ICD The Link2"
> Connected to a External Scsi Drive,
> I known that the atari can read and write to the hard drive beacuse i used a
> program to test it but i can't get the atari to reconsize
> on the desktop for it. It keeps on deleting the icon puls it says that the
> device is not responing. i think i need a diver but i can't find one if
> someone can help or has a driver that can do what i want it to do, please
> e~mail me!!!!!!!!!!!!!!!!!!
>

First you need a driver. Normally, if you follow the instructions that
came with your ICD stuff, it should be installed by now. Otherwise you
can get AHDI from the Quick FAQ, or you can buy HD Driver which is
faster and more reliable.

For the desktop, all you need to do is to add the new icon (Capital "C",
not "c"), and save the desktop. If you don't save it, then the icon will
be gone next time you boot.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

448. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E2808.2A3AB9AF@directprovider.REMOVETHECAPITALS.net>
Source record: 77493

```
Tony Cianfaglione a ï¿½crit :
>
> Is it possible?
>
> I managed to get STinG and CAB 1.5 on 2 - 720k disks and set up an auto
> folder so XBoot gets mostly everything working. However, it reports that
> STinG has not loaded its modules.
>
> Having successfully run STinG on a Falcon, I believe I have the correct
> information in the STinG.INF file (using A:\ instead of C:\) and it points
> to the correct directory. The STX file are all there waiting but STinG
> can't see them for some reason.
>
> Until I get them to load, the dialer reports 'Serial driver not found'.
> Also scc.prg bombs with 2 bombs on the Mega2 and CAB bombs with 3 bombs.
> I'm using a mono monitor.
>
> This is the sequence:
>
> I turn on the Mega2 (no HD) with the STinG 720k disk in the drive.
> The device driver shows, XBoot starts and loads the prg files from the
> Auto folder:
>
> drvin.prg
> mfp.prg
> scc.prg (this reports 2 bombs)

You don't need scc.prg on a Mega2. MFP.PRG should be enough.

> sting.prg
>

Are you sure this is the order in which the programs are loading ? If
so, it looks correct (except for the scc.prg).

What message does sting.prg display ?

> the 4 cpx's load:
>
> serial.cpx
> sting.cpx
> stngport.cpx
> stngprot.cpx
>
> STing starts up with the installation report line across but reports No
> Modules Loaded.
```

>
> The STinG.INF file is in the AUTO folder along with STinG.prg. The INF
> file reads: A:\ (and nothing else) as I put all the STX files in the
> root directory. (Is this incorrect?)

It should be ok. The resolve.stx should be the last to load too.

>
> Clicking dialer reports 'serial driver not found', the familiar warning I
> received while setting up the Falcon but that problem was solved once the
> STX files were loaded. Why don't the files load?

It looks like STING hasn't loaded, or it couldn't find the .stx files.

> Inserting the CAB 720k disk for testing purposes, I click on CAB.app
> (1.5 version), the header pops up but the program bombs with 3 bombs
> prior to the completion of loading. The program is all there except for
> the readme files.

Did you change the start page ? The start page should be a local HTML
file, not an online one.

> Any ideas?

Remove the scc.prg, and check what message STING.PRG returns

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

449. Re: I Need Location of HD-Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E2983.3E03B464@directprovider.REMOVETHECAPITALS.net>
Source record: 77494

```
? a ï¿½crit :
>
> Please if any one knowns the URL'S of any HD-Drivers then can they E-Mial
> Them to me.
>
> E-Mail Cool@Borg1101.freeserve.co.uk
>
> Daz

AHDI is free. You can get my own personal distribution at:
http://www.multimania.com/bales/ahdidisk.zip

CBHD can be found here but it's in german. There are english docs
floating around somewhere.
http://www.geocities.com/SiliconValley/3366/atari.html

HD Driver is commercial, and can be bought from you nearest dealer. I
would suggest Systems Solutions if you're in the UK. The author can be
found here:
http://acp5.chemie.uni-kl.de/seimet/index.html

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

450. TOS Error Codes

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7jodpe$7sc$1@cubacola.tninet.se>
Source record: 77345

I was wondering if anyone knows what "Error TOS -34" means. I get it from my CDrom after i changed order in the Auto folder but i didnt do any changes to Spin or Metados at least not any that i am aware of.

TIA J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
---

451. Re: TOS Error Codes

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929027373.511.77@news.remarQ.com>
Source record: 77346

Hi J�rgen,

I believe -34 is "Path not found"

Terry

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

452. Re: Help wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375FD9C1.21B12E1E@directprovider.REMOVETHECAPITALS.net>
Source record: 77347

dalibor5561@my-deja.com a ï¿½crit :
>
> I had use "Makedisk" program to write *.st program to bootable disk for
> real ST with parametres "/write" on my PC.
>
> Disk was formated and overwritten in ST format. But if I insert this
> disk into real ST, it not getting boot. I can read disk directory but
> nothing more. Is possible that's in case of wrong quantity of sectors
> and tracks ?????
>

It could be. It could also be that you are using the wrong type of disk.

> How many sectors and how many tracks are used by real Atari ST ????
> Is it (?) Sector 10 and Track 80 (for DD 720kb???)

Yes, for normal disks. However, if you are trying to make pirate copies
or demos, they often use an extended format, like 11 Sectors and 82
Tracks, that a PC sometimes can't even write, to get 800K or 810K onto
the disk.

> Why any of *.st images have 81 tracks or 9 sectors ??????

huh?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

453. Re: TOS Error Codes

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7joocs$co0$3@news.campuscwix.net>
Source record: 77348

On 10 Jun 1999 15:09:33 , Terry & Karen Ross wrote:
->
->Hi J�rgen,
->
->I believe -34 is "Path not found"
->
->Terry
->
->US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
-> http://www.oio.net/~tkross IRC: qnr
-> for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
->Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO
->.

Methinks Terry is correct. Just in case:

TOS error messages
----
message no. meaning of message
---------- ------------------
1 general error
2 disk drive not ready
3 unknown command
4 CRC error- disk checksum wrong
5 bad request
6 seek error- track not found
7 unknown media- bootsector wrong
8 sector not found
9 out of paper
10 write fault
11 read fault
12 general error
13 disk write protected
14 media change detected
15 unknown device
16 bad sector (verify)
17 insert other disk (request)
18 insert disk
19 device not responding

32 invalid function number
33 file not found
34 path not found
35 too many open files
36 access denied

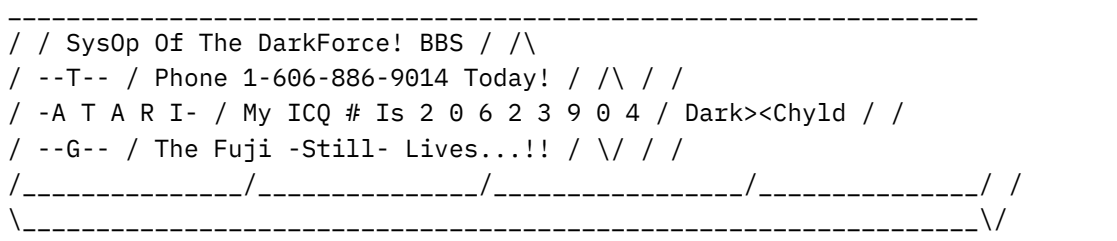
```
37 invalid handle
39 out of memory
40 invalid memory block address

46 invalid drive specification
48 cross device rename (not the same drive)
49 no more files

58 record is locked - (file locking and network)
59 no such lock (unlock an unlocked record)

64 GEMDOS range error- seek wrong?
65 GEMDOS internal error
66 invalid executable file format
67 memory block growth failure

80 too many symbolic links
200 mount point crossed (indicator)

BOMBS and what they mean
------------------------
no. of bombs explanation
------------ -----------
1 not applicable
2 bus error (user does something the ST doesn't permit)
3 address error (usually error in program)
4 illegal instruction (two prgs using same memory space)
5 division with zero
6 CHK instructional error
7 TRAPV instructional error (usually ROM error)
8 conflict with a privileged command
9 trace vector error
10 line 1010 instruction- line 'a' error
11 line 1111 instruction- line 'f' error
12 not applicable, reserved
13 FPU protocol violation (TT/Falcon)
14 format error
15 unitialized interrupt vector
16-23 not applicable, reserved
24 vector 24 error (might be MC68901 and/or GLUE chip)
25-31 auto-vector interrupts
32-47 TRAP exception Vectors
48-55 MC68881 FPU exception vectors
56-63 MC68851 MMU exception vectors
64-79 MC68901 MFP vectors
80-95 MC68901 MFP vectors (TT only)
96-111 Zilog 86C30 SCC vectors (MegaSTE/TT/Falcon only)
112-255 undefined

** A large number of bombs might be the total of several errors.
```

Part of this information has been taken from the book
"The Atari A-Z" (1995, Linnhe computing) with kind permission
from the author; Mark S. Baines (msbaines@cix.compulink.co.uk).

Compiled by Hallvard Tangeraas (hall@post1.com) 24-June-1996

I believe in giving credit where credit is due, so I left the credits
at the end... ;-)

Hope this helps...



454. MSA format? (Sources, specs.)?

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Joachim Nilsson <dat95jnn@mds.mdh.se>
Message-ID: <Pine.GSO.3.95.990610190929.29837A-100000@legolas.mdh.se>
Source record: 77349

Didn't want to loose the uptime on my machine and boot DOS so
I started looking around for a MSA->ST converter for Linux.

Since I didn't find any I switched over to finding the specs.
or sources for MSA (Magic Shadow Archive) but I couldn't find
them either ... anyone with ideas, links?

/Jocke

--
Joachim Nilsson - <url:http://www.mds.mdh.se/~dat95jnn/>
021 - 12 33 48 - <mailto:joachim.nilsson@mds.mdh.se>

455. Re: Help wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <om+M2BAag$X3Ewqw@steverosie.demon.co.uk>
Source record: 77350

On Thu, 10 Jun 1999 at 14:08:50 a message from was created on the
subject of Help wanted.
>I had use "Makedisk" program to write *.st program to bootable disk for
>real ST with parametres "/write" on my PC.
>
>Disk was formated and overwritten in ST format. But if I insert this
>disk into real ST, it not getting boot. I can read disk directory but
>nothing more. Is possible that's in case of wrong quantity of sectors
>and tracks ?????

If the disk doesn't have an Auto folder with programs in, and then they
have to be with the .prg extension, then YOU have to run the software
from the Desktop.

I have come across a couple of commercial games that fool the system in
looking in the root directory to run a specific program, Hi-Tech used it
on one of their cartoon games!

>
>How many sectors and how many tracks are used by real Atari ST ????
>Is it (?) Sector 10 and Track 80 (for DD 720kb???)

Sector and track is a big subject in itself, I'll do what I can though;)

The bog standard ST using the Desktop's format function will either
format double or single sided, take your pick, at 9 spt (sectors per
track) and 80 tracks (0-79).

>
>Why any of *.st images have 81 tracks or 9 sectors ??????

It is possible to increase the sector and tracks and therefore increase
the space on the disk. To do this you will have to use a third party
formatter to write the extended format.

Although it is possible to format 11 spt, this I don't recommend unless
(1) you have a good quality disk, (2) your desperate!

I have come across commercial software written using the 11 spt and they
have all had problems. I would say 50% of problems concerning erratic
data reads and writes that I've come across in the past have been with
using 11 spt!

Most people use a 10 spt and 81 (0-80) or 82 (0-81) tracks. I always
suggest 81 tracks but 82 tracks if you intend to use the disk yourself.

The reason is that I've come across a few drives that won't go above
track 80, I know I had one! and there are a few more drives that won't

read above track 81. On the other hand there are drives that can read
above track 82

I hope this has helped a little.

ATB
Steve
-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

456. Re: Band-In-A-Box

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <FD4Gz7.KMu@cix.compulink.co.uk>
Source record: 77351

> Looking for "Band in a Box"-Software, Version for ATARI Mega ST4. Is it
> possible to use it in Cubase, Atari Version? Offers for "Band in a Box"

You can't use it _in_ Cubase, but you can export standard Midi files which
you can then import into Cubase.

Andrew

457. Re: Falcon030 and MegaSTE4 tcp/ip netwo

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7joukt$su4$1@news1.xs4all.nl>
Source record: 77352

>
>anyone in Germany know of a setup?
>
According to advertising AG Computing in germany has MiNtNet
compatible cards. They have Bionet (DMA?) and VME (PAM?)

Theuy also sell the MiNTNet CD.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

458. Re: Arnor & Protext

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7jp6k6geh1@news4.svr.pol.co.uk>
Source record: 77353

On 8 Jun 1999 02:17:50 +, "Mark Phillips" wrote:
>Arnor no longer exist unfortunately, the distribution rights of protext has
>reverted to the authors who are still developing the product (Feb. 97).

I'd forgotton about that, but I presumed Arnor and the aurther were
one and the same.
>
>Telephone Brian Watson on 01353 777006 or e~mail mtilley@cix.co.uk

Cheers I've sent an Email off to them mate, thanks:-)

>It costs around £40 and version 7 _should_ be available now.

Is that for V7 on the ST?

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

459. Re: Scsi Hard Drives! How Do I Get It To Work?

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: L <cool@borg1101.freeserve.co.uk>
Message-ID: <7jp725ssb1@news8.svr.pol.co.uk>
Source record: 77354

I mange to get it to work with the help of Roger cain.
for telling me a ftp site the had the drivers that i needed.

Steve Stupple <Steve@atari.org> wrote in message
news:GzZXDAAGOqX3Ew$C@steverosie.demon.co.uk...
> On Wed, 9 Jun 1999 at 10:32:14 a message from Chris Rupert was created
> on the subject of Scsi Hard Drives! How Do I Get It To Work?.
> >Hi;
> >
> >Have you tried turning the drive on first, letting it run for 10 seconds
or
> >so, and then turning on the computer? I pulled my hair out for three days
> >when I got my first HD and this was all that I was doing wrong.
Apparently
> >the drive takes a few secs to initialize.
> >
>
> Thanks for the reminder, I keep forgetting about the delay some ST's
> need;)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

460. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37601E82.6BD8A8E1@jps.net>
Source record: 77355

There's got to be a solution to this. I had STinG running with Newsie on a 1MB 1040 just to see if it could be done. Been too long for me to be of any help, but there's got to be something if you recheck all your settings.

Tony Cianfaglione wrote:
>
> I would say I'm STuK!
>

461. Re: Atari STfm For a Atari 1024STE or Higher (Falcon030)

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: <cool@borg1101.freeserve.co.uk>
Message-ID: <7jp75gsvv1@news8.svr.pol.co.uk>
Source record: 77356

Darren Brown <cool@borg1101.freeserve.co.uk> wrote in message news:...
Well I know that this is not what most people want to do but I need a
Atari 1024 STE or Higher (Falcon030).

So if anyone wants an Atari 520 STfm
Would they consider an exchange.
Of course it must working (Fully)

And must live in the south East (East Sussex or West Sussex) of England (UK)

Daz (Borg1101)

462. What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7jpfvq$vk6$1@nnrp1.deja.com>
Source record: 77357

I'm new to ST so I was wondering where to start looking. I'm looking
for programs that save to any format, but I don't have a keyboard so
the program should work okay without one. Any ideas? Thanks in advance.

cc

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

463. Re: LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jpb4u$32d$6@ultra.sonic.net>
Source record: 77358
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

William Kendrick (nbs@sonic.net) wrote:
: WHAT:
: -----
: YAC: Yolo Atari Club
:
: WHEN:
: -----
: Saturday, June 26th, 1999

Oops - this meeting will be on June 19th, not the 26th!

: 1:00pm
:
: WHERE:
: ------
: Lamppost Pizza
: 1260 Lake Blvd # 113
: Davis, CA 95616
: 530-758-1111
:
: WHY:
: ----
: Demonstrations will include:
:
: * Atari Jaguar Games

We will also hopefully have some Lynxes. :)

:
: HOW:
: ----
: For more (albeit old) information about YAC, visit the YAC website:
: http://vme.net/dvm/yac/
:
: If you have questions, please contact Bill Kendrick at:
: bill@newbreedsoftware.com
:

-bill!

464. Newsie Question

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37602eef$0$10478@news.zetnet.co.uk>
Source record: 77359

Hi All,

One of the NGs I subscribe to (binaries.mods) regularly has items posted
in a number of parts. No problem; I simply drag each file onto MUNPACK.TTP
and it re-assembles the complete file.
How can I split my posts in a similar fashion so my PC friends can put them
back together automatically (I cannot see anything in the Newsie docs that
covers this) ?

TIA

Jim.

465. Re: TOS Error Codes

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <w4X73.113$gK.4327@typ22b.nn.bcandid.com>
Source record: 77360

On 10 Jun 1999 13:15:26 , J�rgen Nyberg wrote:
>I was wondering if anyone knows what "Error TOS -34" means. I get it from my
>CDrom after i changed order in the Auto folder but i didnt do any changes to
>Spin or Metados at least not any that i am aware of.
>
>TIA J�rgen

```
According to a Tos error file I have, it means "path not found". You need to
find the folder or file.
```

466. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <375fd066304a310@mail.otenet.gr>
Source record: 77361

on Wed 09-06-1999 10:20 Nicholas Bales wrote:

>
>
>Michael Godfrey a ?crit :
>>
>> If anyone could help me with this project please email me.
>>
>> This is what I wish to do.
>>
>> I currently have a windows98 network setup.
>
>This is in the Quick FAQ.
>
>The only way to do this at he moment, because of the lack of networking
>hardware, is with STinG and a null-modem connection, which is slow.
>
Hmm, yes, I'm afraid it is ;-(

>There are some people working on drivers for network cards, but they
>seem to be far from then end of the tunnel yet.
>
Well, seems that finally my pocket ethernet adapter works OK with STinG.
I can 'ping' a PC with a PCI ethernet card running win95 and M$ network,
and STinG's Dialer statistics report correct values of packets going
in and out of my TT. I can also correctly read UDP packets coming from
the PC network, asking for my reply ;-)

The adapter I have uses a Realtek 8012 ethernet chip and I've build a
cartridge to parallel port adapter with 2x74LS374 and 1x74LS244 chips
(both very cheap and widely available).
Zero One Technologies (ZOT) was selling adapters based on this chip for
some time, I have no idea if they still do so or which other companies
produce pocket adapters based on Realtek's chips.

Diagrams and software will be available very soon, I need to make some
'cleanup' on the sources since I have also an older RTL8002 adapter and
I think no one needs all those 'IF OLD_ZOT=1' etc in the sources ;-)

Sources will be available too, so that others can adapt the driver for
other pocket ethernet adapters. The problem is that programing these
little beasts is a bit on the hard side, so anyone that wishes to try
it, should have enough info from the card manufacturer. Realtek's docs
are 30 pages, and one needs a lot of guessing (or PC disassebly ;-) to
make this thing to work. Users of D-Link DE600 should find it easier to
port the driver for their adapters since there are info for them from

the TUW project and from MintNet's xif drivers.

My driver was based on Peter Rottengatter's project for the Rielb cards and that means that there is already a driver for them in STinG's 1.20 archive ;-)

For STinG to communicate with PCs we still need NFS or something similar, but for the moment I think that using my FTP Server and a PC FTP client will do the job just fine.

Regards Vassilis

467. Re: Band-In-A-Box

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: mherzig@indiana.edu
Message-ID: <mherzig-1006992137340001@dial-126-110.dial.indiana.edu>
Source record: 77362

As a matter of fact I am also looking for Band-in-a-Box for my ST.

Would you check into that?

Peter

> You may not believe this, but I know of a midi store that is two stores
> down from the restrarant AUNT meets at that actually has a copy of BAND
> IN THE BOX. I thought that was way cool!
>
> Tell me if you want me to check on it.
>
> Doctor Clu
>
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

468. Re: SV: Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906102022.a61507@su2.maus.de>
Source record: 77363

Hi,

MG>Info about the TT can be found in the Chips'n'Chips (in German)
MG>somewhere on the net.
and in the "Profibuch" as well. In German, too. :-(

Und TTschi¿½
ps

469. SV: *** Which EPROM for TOS 2.06 in ST ??? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jmrornmj3@cubacola.tninet.se>
Source record: 77433
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st,comp.sys.atari.st.misc

Martijn <martijn.kruger@solvay.com> skrev i
diskussionsgruppsmeddelandet:01beb262$4a631860$ee8ffb96@we0w3622.DUPHAR.SOLV
AY.COM...

> Hi there !
>
> I have an ATIN upgrade card (TOS) for my atari 1040.
> The only thing that's left to do now is burn the EPROMS
>
> But.... which EPROMS do I need for burning ?
> Is there anyone who can send me the program for splitting the ROM image?
> (the odd- and even story!)

The software for Junior Prommer fixes this, and also Pinatubo. I wrote a PRG
for this a long time ago, but can't seem to find it. Pinatubo is freeware I
believe.

The EPROMs should probably be the 27C010 if your sockets are 32 pin. You can
use almost any kind if you care to make extra circuitry. A 74LS139 can split
the CE (Chip Enable) signals to drive four, eight or sixteen EPROMs.

MG

470. Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jmropnmj2@cubacola.tninet.se>
Source record: 77434

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:375db3fa1aff163@oden.se...

> I have also replaced that huge (1dm diameter) fan I used for
> cooling the main CT2 board area (incl ispLSI chips) with a small fan that
> is intended for cooling Pentium CPUs, and have mounted this directly above
> the ispLSI chips.

Why not using small metal heat sinks? The same type as on Intel CPU:s, but smaller. A drop of silicon paste and then the metal "hat" on top of the hot chip, and off you go.

You can even make your own. I did that for a GE-Soft SCSI adaptor which was so hot it would burn your fingers. After a hefty cooling "hat" the SCSI adaptor worked like a dream.

In fact, I heard of crazy experiments with PC motherboards in freezers. The CPU clock was reportedly overclocked 300%! I'd be wary of the ice in the freezer though. Moist is usually no friend of electronics... However, I never saw this myself. Could be a modern myth?

Another fun way to cool your system would be to dip the whole motherboard into an aquarium filled with distilled water (saltfree). All chips would then get considerably more cooling than in air. That 50MHz quartz crystal could be swapped for a 60MHz? A 70MHz... get my drift?

Only problem would be corrosion...

:^)

MG

471. SV: Falcon Memory questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jmrotnmj4@cubacola.tninet.se>
Source record: 77435

James Davies <jdavies@gromwin.demon.co.uk> skrev i
diskussionsgruppsmeddelandet:7jm4o1$9l4$1@soap.pipex.net...

> I'm just about to acquire a 4Mb Falcon (I've got an STFM already), but I
> want it to have 14Mb.

Centek in Nogent-sur-Oise can sell you a 14Mb memory upgrade.
The prices are in Euro. Check it out at:

http://www.siteconseil.com/centek/english/index.htm

MG

472. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7jn1ud$pe6$1@nyheter.chalmers.se>
Source record: 77436

In article <375db3fa1aff162@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>I had believed that fVDI was intended to fulfill exactly the same purposes
>as NVDI does, thus fully replacing that system enhancement. Evidently that

That is indeed the _intention_, but if it ever happens (NVDI supports
lots of printers and similar things) it's a long way off. I certainly
have no intention of spending time writing printer drivers myself
(I've not even had my printer connected the last three or four years).
However, a lot of the existing code (such as the monochrome driver)
should be very useful to build on when writing a driver for a printer
that expects bitmaps of some kind.

For the time being, cooperation with another VDI/GDOS will be
necessary for people who want to be able to print things.

>more compatible with those of NVDI, it might be more appropriate instead to
>try to use methods that let both fVDI and NVDI work together.

There's nothing wrong with being compatible with NVDI, if it can be done
legally and without too much trouble.

>But then that must mean that it also needs to be compatible with some
>GDOS loaded 'on top' of it (by later \AUTO\ program I mean). And so,
>fVDI must not report any GDOS at all as being present (XGEM -2), as
>doing so would lead to other GDOS versions refusing to load.

I've only tried it with NVDI so far and that works fine. If there is
a problem with other GDOSes, it's simple enough to add an option to
the fVDI configuration file to turn off the 'report GDOS' function.

>>So far there are no printer drivers etc for fVDI so I'm not sure
...
>If fVDI is to implement them ast all, then they must of course be
>implemented fully compatibly with existing implementations. What

I actually don't agree. If they were to be fully compatible with
existing implementations, there would be no need to involve fVDI in
it at all. You should just use another VDI together with fVDI.

If you have a printer driver you want to use, surely you must also
have the GDOS it was supposed to work with?

>we need least of all right now is further divergence in standards.

Has anyone except the NVDI developers written any printer drivers the
last few years? _Is_ there a 'standard' for this available anywhere?

>>- Use fVDI as a background VDI.
...
>I see. That should then allow NVDI to work as 'front VDI' for fVDI as
>'background VDI'. Correct ?

Yes. And that works very well.

>>- Use fVDI as a front VDI.
>> fVDI will now deal directly will all devices it has drivers for
>> (currently only the screen). You can, however, set it up to pass
>> all operations on specific other handles (including the workstation
>> open/close calls, of course) through to the next VDI, and thus
>> still 'support' all hardware that VDI knows about.
>
>Here I do not understand you completely. There are of course different
>types of handles involved, for physical and for virtual workstations.
>The latter can not possibly be known at configuration time, so you must
>be referring to the physical workstation handles. Correct ?

I'm referring to both actually. For a workstation open call, the handle
(if that's what those are called) would indeed be the one from
ASSIGN.SYS, and that's what you'd tell fVDI to look out for initially.
Both for the v_opnwk and subsequent v_opnvwk fVDI will intercept the
calls and allocate handles for its own use. These are the handles that
will be returned to the application, but whenever they are used fVDI
will replace them with the 'real' ones before calling the background VDI.

>Here you seem to imply that we can also use NVDI as 'background VDI' with
>fVDI as 'front VDI'. Correct ?

Yes, but things wouldn't work in quite the same way.

>One problem with this could be the special way in which NVDI manipulates
>XBRA chains so as to keep itself 'on top'. I have had to 'work around'

There are, unfortunately, various problems with ending up 'on top' in
a Trap chain. Currently fVDI won't even do that when booted alone since
GEM modifies the vectors itself after fVDI has loaded.
I'll look into this further later on.

>In both cases above, the slowdown effect can be kept to a minimum by
>using table driven function access internally.

The dispatchers in fVDI are rather efficient (but I currently leave
quite a few debug things in there), but there is unfortunately still
a fair bit of work to do before the correct routine is called.
With two VDIs on top of each other much the same work will be done
twice, but there's no way around that.

>>>I hope you implemented XBRA for this vector too, for it is a system
...
>Use of XBRA is thus not optional, but absolutely mandatory.

OK, OK. I'll do it. ;-)

[Regarding reuse of mouse/keyboard I/O]
>>Eventually I'll have to replace them, though, since not every system
>>that could potentially run fVDI will _have_ an old VDI to rely on.
...
>That may be so, but I wonder if it will really be practical to use one
>and the same binary for so wildly different systems.

It may not be, but with the current driver concept in fVDI there is
a default routine that will be used if the driver doesn't override it.
The easiest default behaviour to implement is of course a fall-back to
another VDI.

>>>scant info already available, I believe it should be possible to achieve
>>>sufficient compatibility to make drivers mutually exchangeable.
>>
>>I actually don't think there's much chance of that, but as described
>>above, it shouldn't really be necessary.
>
>You a probably right. My comment was based on the assumption that fVDI
>itself would be both a screen driver and a full GDOS replacement. If it

It is (or rather will be) a full GDOS replacement (not necessarily
driver level compatible), but that's of little use without drivers.
Those drivers will not appear until/unless someone actually writes them...

>is even a contrary need, to not use the same methods, as only one GDOS at
>a time can be permitted to interpret ASSIGN.SYS etc.

fVDI reads FVDI.SYS instead, which is very similar but not compatible.

>>The fVDI drivers are in essence similar to the LineA functions. That is,
>>a selection of primitive operations that can be used to implement more
>>general ones. It is possible for a driver to replace a complete VDI
>>function (only for operations on that device of course) as well, though,
>>if necessary.
>
>I think that this will indeed be necessary for lots of functions, to gain
>acceptable efficiency.

Apart from functions that may not ever be implemented in the fVDI engine
itself (there are various strange things to do with printers and such),
I really doubt there will be a need to replace things very often.
A PostScript driver would obviously need to do so, though.

You should try the current fVDI (where none of the drivers override any
VDI function at all) and compare it to NVDI for screen output.
If there was any significant efficiency problem GEMBench etc should
show it rather clearly.
On my machine fVDI (which is admittedly currently optimized mainly for
the '040) is slightly slower than NVDI on a few things, about the same
on some and significantly faster on other. It's been a while since I
tested it on any other machine, but the results were similar.

>>A basic fVDI driver would only contain pixel set/get routines and some
...
>Slow indeed ! That would incur a horrible overhead for breaking down more
>complex operations into single-pixel operations. I'd estimate that over
>90% of the work done would consist of such conversions alone... Surely

Much of the slowdown is actually in the pixel set/get routines
themselves. Instead of an inner loop containing a couple of instructions
to read/update the right pixels (which can often be done several at a
time), with 'built in' screen address update, a subroutine call (or two
if the old pixel value is needed) has to be done per pixel. Apart from
saving/restoring a bunch of registers, the subroutine has to calculate
the screen address each time (this could be optimized somewhat, but it
would still be very slow).

As an example, a single pixel set in monochrome mode requires more
40 instructions, including a complete register file store/restore, while
the inner loop of the monochrome replace mode fill contains a single
instruction that fills 16 pixels at a time...

>any serious driver would have to implement much more than this.

Yes, of course. It's very helpful while working on drivers, though.
You can have something running in just a few hours and then add
accelerated routines one at a time.
To get a feel of how much the different acceleration possibilities
help, try turning them off one at a time (information on how to do
that can be found in the example FVDI.SYS file itself).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

473. Testing Date - ignore

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906100604420.297-100000@online.no>
Source record: 77437
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Just testing if my TZ is as should be..

Odd Skancke - ozk@atari.org
```

474. Re: Mega Ste and TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: rfvacp <rfvacp@sprint.ca>
Message-ID: <ZPH73.47488$r_1.25171493@newscontent-02.sprint.ca>
Source record: 77438

Looking for help. I can control the cursor with the keyboard when booted but no mouse control. Looking for an alternative, maybe hooking up an PC keyboard to the Mega.

Thank you for any suggestions.

475. Re: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7jnprjbtf1@nnrp1.deja.com>
Source record: 77439

In article <7jmropnmj2@cubacola.tninet.se>,
"Martin Graiter" <graiter@starmail.com> wrote:

> In fact, I heard of crazy experiments with PC motherboards in
freezers. The
> CPU clock was reportedly overclocked 300%! I'd be wary of the ice in
the
> freezer though. Moist is usually no friend of electronics... However,
I
> never saw this myself. Could be a modern myth?

No, there really are some very disturbed people out there. Just have a
look at this: http://www.accsdata.com/drffreeze/Dr%20Ffreeze.htm

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

476. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7jnqu9$c68$1@nnrp1.deja.com>
Source record: 77440

In article <375E23C7.3CEDEFE6@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

> The only way to do this at he moment, because of the lack of
networking
> hardware, is with STinG and a null-modem connection, which is slow.

MiNTnet would be much better suited for this, as it will basically
provide the same functionality as Linux. MiNTnet also has drivers for
the various VME ethernet-cards if he can find one.

> There are some people working on drivers for network cards, but they
> seem to be far from then end of the tunnel yet.

There are quite a few drivers available, mostly for MiNTnet. If you
have a computer with a Hades/Milan-compatible PCI-BIOS (only the Hades
and Milan ATM, but that will change) you can use the PCI-drivers in
MiNT'98. There are also NE2000-drivers for the Panther ISA-adapter, but
AFAIK this will only work on STs, not STE.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

477. Re: Falcon030 and MegaSTE4 tcp/ip networking

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7jnr98$c8v$1@nnrp1.deja.com>
Source record: 77441

In article <928862103.4657@www.remarq.com>,
Michael Godfrey <godfreym@hotmail.com> wrote:

> install Linux on the megaste, and use it as a internet
> proxy, web server, mail server, and news server.

First of all, you can not install Linux on your MSTE (unless it has a PAK3) since Linux needs atleast a 68030. Some people will tell you that Linux now works on STs as well, but don't listen to them, UcLinux is not the same as Linux...

Go for a MiNT/MiNTnet setup instead, it has much of the same functionality as Linux but is much smaller.

Of you could install Linux on your Falcon, that should work although it won't be very fast.

> about some people networking thier falcons and ste's to a
> tcpip network, but I have no idea how to get the hardware

It's not easy, as there is no ethernet-hardware available for these computers. If you're very lucky you might find a VME ethernet-card for your MSTE, but that's all. Unless you go for the D-Link DE600 (very, very hard to find) and build yourself a ROM-port adapter for it. This will work on both the MSTE and Falcon, but it's not very fast (100Kb/s perhaps).

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

478. NEW/IMPROVED ATARI BBS LIST June 9,1999

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <375F6CA5.7210@geocities.com>
Source record: 77442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I am pleased to announce this is the most up to date list that I have
put together. All the numbers that could be found on www.holyoak.com
were recompiled into the following. This is sent to you to update your
records so that innocent people aren't called in the middle of the night
due to wrong numbers. (Like I've been doing all day. ;))

Take care fellow Atarians,

Doctor Clu / Greg Goodwin

PS: For updated information on this list, since I publish it every so
often, please write to:

clu-da-bard@geocities.com

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Atari BBS List 6/09/99

Maintained by Trevor Holyoak <trevor@holyoak.com>

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

****
* Atari 8bit Support BBS's *
* (With a definate pulse) *

```
* Last update: 99-06-09 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
18 Systems Listed
-------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

05 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

06 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
```

Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

07 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

08 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

09 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

10 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

11 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

12 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

13 Precinct : 225-766-3315
?
? : OK : 99-06-09
--
ProNode 207

14 Revelstone : 717-263-9689
?
? : OK : 99-06-09
--
ProNode 227

15 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

16 Slidell Express : 504-649-7921
?
? : OK : 99-06-09
--
ProNode 181

17 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

18 Dallas' very own Atari BBS gone internet....
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

```
*****************************
* Atari 8bit Support BBS's *
* ( Big List ) *
* Last update: 99-06-09 *
* *
*****************************
```

```
## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>
```

```
-------------------------------------
39 Systems Listed
-------------------------------------
```

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062 *
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : Down : 99-06-09 (No Answer)
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

07 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : Down : 99-06-09 [No Answer]
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

08 Atari Scene : 502-456-4292 *
Louisville, Kentucky, USA
Atari-16 : Down : 99-06-09 [No answer]
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : Down : 99-06-09 [No Answer]
--
Dave Brown. X_232, IAN net soon
14.4 kbps

10 BAAUG : 408-986-0215 *
San Leandro, California, USA
Atari-16 : Down : 99-06-09 [No Answer]
--
MichTron

11 Barvarian Gaus : 303-367-5877 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

13 Carnival : 810-235-0158 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 349

14 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

15 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09

--
Bob Puff. 14.4kbps

16 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

18 Hard Core : 203-871-1842 *
?
? : ? : 99-06-09 "First three numbers not valid"
--
ProNode 317

19 Inside 8bit West : 510-895-8022 *
?
? : Down : 99-06-09 [No Answer]
--
<no notes>

20 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

21 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

22 Menzobarranzen : 504-649-4194 *
?
? : Down : 99-06-09
--
ProNode 415

23 MOOSE : 716-381-5139 *
?
? : Down : 99-06-09
--
<no notes>

24 Owl's Nest : 510-276-6394 *
?
? : Down : 99-06-09
--
ProNode 430

25 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : ? : 99-06-09 "Cannot be completed as entered"
--
ProNode 7 version 2.1a

26 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 99-06-09 [Answering Machine]
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

27 Precinct : 225-766-3315 *
?
? : OK : 99-06-09
--
ProNode 207

28 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : ? : 99-06-09 [Bob Klass' Answering Machine]
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

29 Revelstone : 717-263-9689 *
?
? : OK : 99-06-09
--
ProNode 227

30 Simplicity : +643-352-0688 *
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

31 Slidell Express : 504-649-7921 *
?
? : OK : 99-06-09
--
ProNode 181

32 SPACE : 612-427-4317 *
St. Paul, Minnesota, USA
Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

33 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : Down : 99-06-09
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

34 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

35 TAF : 416-421-8999 *
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

36 Underdog : 508-820-3089 *
?
? : Down : 99-06-09 [Answering Machine]
--
ProNode 102

37 Wall : 904-730-8659 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 287

38 Wayne's World : 614-761-1891 *
Columbus, Ohio, USA
? : ? : 99-06-09 [No Answer]
--
Wayne Arenz

39 Westex : 610-776-7495 *
?
? : ? : 99-06-09 [Westex Answering Machine]
--
ProNode 169

479. Re: Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7jo33u$6aj$1@news5.svr.pol.co.uk>
Source record: 77443

<ajwells@ix.netcom.com> wrote in message news:375E98E7.7BA9@ix.netcom.com...
> I've got one of these Megafile hard drive hooked up to my 1040ST and
> I've been having intermittent problems getting it to boot up... usually
> I have to try it a few times and it will finally run through the initial
> startup and then work, but lately the disc spins and the boot software
> never kicks in... any ideas?

Try re-installing the driver. This will re-write the boot-block on the HD
and refresh the driver file.

480. Help wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-10 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <7jogtb$io5$1@nnrp1.deja.com>
Source record: 77444

I had use "Makedisk" program to write *.st program to bootable disk for real ST with parametres "/write" on my PC.

Disk was formated and overwritten in ST format. But if I insert this disk into real ST, it not getting boot. I can read disk directory but nothing more. Is possible that's in case of wrong quantity of sectors and tracks ?????

How many sectors and how many tracks are used by real Atari ST ????
Is it (?) Sector 10 and Track 80 (for DD 720kb???)

Why any of *.st images have 81 tracks or 9 sectors ??????

Please, let me know.

Dali

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

481. Re: MultiTOS & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f13@oden.se>
Source record: 77295

Hi John,

on Wed 09-06-1999 23:25 John Whalley wrote:
>Ronald Andersson wrote in message <375e155867037c9@oden.se>...
>
>[AES 4.0]
>>I'd like to have that AES version again for testing purposes.
>>Do you know where I can get it ?
>
>If you've ever used the ICD drivers for your HD, there may be a copy lurking
>on one of the software disks, masquerading as a MiNT CD-ROM setup. It's not
>the full MTOS, just MiNT and the AES IIRC.
>
>Can't guarantee it's on all ICD versions, mine was the one that came with
>the Link1. Found it by accident, and was most surprised when I found it
>worked (after some fiddling). Not sure if it was supposed to be there, mind,
>but these were the ICD disks which came with the host adaptor (bought new).

I don't have those disks any more, only cleaned up disks with the utilities
I find useful. 'Found' useful I should say, as I no longer use ICD drivers.
In any case, I don't have that MTOS AES on those disks.

Thanks for the suggestion anyway.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

482. Re: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f14@oden.se>
Source record: 77296

Hi Martin,

on Thu 10-06-1999 00:31 Martin Graiter wrote:
>Ronald Andersson <dlanor@oden.se> skrev i
>
>> I have also replaced that huge (1dm diameter) fan I used for
>> cooling the main CT2 board area (incl ispLSI chips) with a small fan that
>> is intended for cooling Pentium CPUs, and have mounted this directly above
>> the ispLSI chips.
>
>Why not using small metal heat sinks? The same type as on Intel CPU:s, but
>smaller. A drop of silicon paste and then the metal "hat" on top of the hot
>chip, and off you go.

That is also a perfectly valid method, but it would not be sufficient in this case. The area where the CT2B ispLSI chips are located is enclosed by a sort of triangular tube, formed by the CT2 board itself, the FastRAM SIMM, and the Falcon keyboard. The only efficient way of cooling anything inside such a 'tube' is by mounting a special fan to blow air 'sideways' through the tube, in the manner described by Didier Mequignon for his system in other posts. Unfortunately I have not found any fan with a suitable shape/size for this.

I tried mounting a small fan on top of the ispLSI chips inside the 'tube', but enclosed this way it could not cool the chips sufficiently. The same would of course also be true of any simple heatsinks. The heated air would still stay in the same volume, thus making the heatsinks ineffective.

>You can even make your own. I did that for a GE-Soft SCSI adaptor which was
>so hot it would burn your fingers. After a hefty cooling "hat" the SCSI
>adaptor worked like a dream.

Yes, I can see how it would, but heatsink cooling requires some freedom of movement for the heated air, which is not sufficient under a Falcon keyboard.

>In fact, I heard of crazy experiments with PC motherboards in freezers. The
>CPU clock was reportedly overclocked 300%! I'd be wary of the ice in the
>freezer though. Moist is usually no friend of electronics... However, I
>never saw this myself. Could be a modern myth?

No, variants of that story are true, though I doubt any of them that pretend a normal freezer would be suitable. There are companies in the US that have specialized in cryotechnics for PC computer acceleration. Their solutions include cooling methods similar to those of a normal freezer, as well as some more 'exotic' ones.

>Another fun way to cool your system would be to dip the whole motherboard
>into an aquarium filled with distilled water (saltfree). All chips would

>then get considerably more cooling than in air. That 50MHz quartz crystal
>could be swapped for a 60MHz? A 70MHz... get my drift?

I know that distilled water does not conduct current well, but I doubt that it is a perfect isolator either. In any case, even perfectly pure H2O will not remain pure for long, and any impurity and/or ionization will make it conduct *very* well, so that would hardly be safe.

A much safer, and *far* cooler method would be to use a fluid inert gas rather than water. That method has actually been in use for quite a while. It is a standard method for cooling so-called 'supercomputers'.
(Crays etc.)

The nice part about it is that once a conductor has reached those superlow temperatures it will no longer generate any dissipation heat when a current is passed through it, as supraconduction will reduce voltage drop to almost nothing. It is also possible to do some very 'funny' things with magnetic fields at these temperatures.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

483. Re: Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f15@oden.se>
Source record: 77297

Hi Terry,

on Wed 09-06-1999 23:53 Terry & Karen Ross wrote:
>
>[random thought] - I don't even know why I'm responding to this, I've
>tried to reply to five different posts, and none of them have gone
>through, although the log file said they were accepted... (um,
>basically, I'm trying to get a good new text to quoted text ratio
>here, to see if maybe that works <grin>)

Your post did come through ok here anyway. In fact, your problem may
simply be a misunderstanding. Possibly your news handler (whatever it is)
considers it unnecessary to present your own posts for your reading, as
you have already seen these when sending them. It could just be a matter
of configuring the program to show them to you.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

484. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f16@oden.se>
Source record: 77298

Hi Johan,

on Thu 10-06-1999 00:47 Johan Klockars wrote:
>In article <375db3fa1aff162@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

----- snip ----- re: the purposes of fVDI vs NVDI
>
>For the time being, cooperation with another VDI/GDOS will be
>necessary for people who want to be able to print things.

That confirms my present (new) understanding of it then.

>>more compatible with those of NVDI, it might be more appropriate instead to
>>try to use methods that let both fVDI and NVDI work together.
>
>There's nothing wrong with being compatible with NVDI, if it can be done
>legally and without too much trouble.

Yes, of course, but it is no reason why you should not have loadable drivers
based on your own methods, especially if NVDI authors will not document their
methods.

>>But then that must mean that it also needs to be compatible with some
>>GDOS loaded 'on top' of it (by later \AUTO\ program I mean). And so,
>>fVDI must not report any GDOS at all as being present (XGEM -2), as
>>doing so would lead to other GDOS versions refusing to load.
>
>I've only tried it with NVDI so far and that works fine. If there is
>a problem with other GDOSes, it's simple enough to add an option to
>the fVDI configuration file to turn off the 'report GDOS' function.

I think that will indeed be necessary for several GDOS versions.
It is definitely needed with AMC-GDOS, both in its original forms, and
in the patched form I made to add XBRA handling to all bent vectors.

>>>So far there are no printer drivers etc for fVDI so I'm not sure
>...
>>If fVDI is to implement them ast all, then they must of course be
>>implemented fully compatibly with existing implementations. What
>
>I actually don't agree. If they were to be fully compatible with
>existing implementations, there would be no need to involve fVDI in
>it at all. You should just use another VDI together with fVDI.

Precisely. That is what I meant by the phrase:
"If fVDI is to implement them at all"

because if fVDI does implement all driver types, like a real GDOS
implementation, then it must also support those driver types that
a normal GDOS implementation supports.

Otherwise you would have to 'reinvent wheels' over and over again,
just to replace a lot of drivers that already exist.

>If you have a printer driver you want to use, surely you must also
>have the GDOS it was supposed to work with?

No. It has worked fine using old drivers with NVDI.
I haven't tried with all drivers of course, nor with a large number
of printers (as I only have had a few printers). In fact I don't
even think I have tried it at all in the latest NVDI.

Still, what is the point of having a so-called standard if it gets
redefined for each new release of GDOS/NVDI. That would be silly.

Extending compatibility upwards is one thing, but invalidating
all old drivers on a regular basis is another. That is simply
not acceptable.

>>we need least of all right now is further divergence in standards.
>
>Has anyone except the NVDI developers written any printer drivers the
>last few years? _Is_ there a 'standard' for this available anywhere?

I am not well informed on that, but if there is not a standard, then
I don't see how anyone ever could produce any drivers, and some do
exist, and they have worked interchangeably for several GDOS vesions
as well as NVDI.

As for the interface used, I think that your earlier comments on the
simple dispatcher approach are relevant here.

>>>- Use fVDI as a background VDI.
>...
>>I see. That should then allow NVDI to work as 'front VDI' for fVDI as
>>'background VDI'. Correct ?
>
>Yes. And that works very well.

Good. As NVDI has gone quite a bit beyond the normal VDI and GDOS versions
for many things, I think that many will want precisely this combination,
using fVDI only as a screen driver, and NVDI for all the rest.

It really would be unnecessary duplication to invest a lot of work to make
fVDI into a replacement for all the things handled by NVDI.

>>Here I do not understand you completely. There are of course different
>>types of handles involved, for physical and for virtual workstations.
>>The latter can not possibly be known at configuration time, so you must
>>be referring to the physical workstation handles. Correct ?
>
>I'm referring to both actually. For a workstation open call, the handle

>(if that's what those are called) would indeed be the one from
>ASSIGN.SYS, and that's what you'd tell fVDI to look out for initially.

Ok, then I do understand you.

>Both for the v_opnwk and subsequent v_opnvwk fVDI will intercept the
>calls and allocate handles for its own use. These are the handles that
>will be returned to the application, but whenever they are used fVDI
>will replace them with the 'real' ones before calling the background VDI.

That is sort of like an extra abstraction level for handles then, much as
local file handles are translated to global handles in multitasking kernels.
The important thing is that nothing ever must 'bypass' such translation
when several VDI layers are installed, as that would lead to confusion.

>>Here you seem to imply that we can also use NVDI as 'background VDI' with
>>fVDI as 'front VDI'. Correct ?
>
>Yes, but things wouldn't work in quite the same way.

No, I realize that, and I suspect that it might be better to make a definite
choice of how fVDI can and must cooperate with NVDI and/or other GDOS. That
might help in making some implementation details simpler and more consistent.

>>One problem with this could be the special way in which NVDI manipulates
>>XBRA chains so as to keep itself 'on top'. I have had to 'work around'
>
>There are, unfortunately, various problems with ending up 'on top' in
>a Trap chain. Currently fVDI won't even do that when booted alone since
>GEM modifies the vectors itself after fVDI has loaded.

Good. Such methods should only be used when/if needed.

>I'll look into this further later on.

Yes, for good NVDI cooperation I think you will have to study it in detail,
even if you then decide to avoid using such methods yourself.

>>In both cases above, the slowdown effect can be kept to a minimum by
>>using table driven function access internally.
>
>The dispatchers in fVDI are rather efficient (but I currently leave
>quite a few debug things in there), but there is unfortunately still
>a fair bit of work to do before the correct routine is called.

Some of that is inevitable of course.

>With two VDIs on top of each other much the same work will be done
>twice, but there's no way around that.

True, but all the more reason to optimize each interface as far as possible.

>>>>I hope you implemented XBRA for this vector too, for it is a system
>...
>>Use of XBRA is thus not optional, but absolutely mandatory.

>
>OK, OK. I'll do it. ;-)

Good, then all of us other little vector benders can sleep safely ;-)

----- snip ----- re: future developments (even for Macs and other systems)
>>
>>That may be so, but I wonder if it will really be practical to use one
>>and the same binary for so wildly different systems.
>
>It may not be, but with the current driver concept in fVDI there is
>a default routine that will be used if the driver doesn't override it.
>The easiest default behaviour to implement is of course a fall-back to
>another VDI.

Yes, that should be so. Provided that they really are compatible...

>>You a probably right. My comment was based on the assumption that fVDI
>>itself would be both a screen driver and a full GDOS replacement. If it
>
>It is (or rather will be) a full GDOS replacement (not necessarily
>driver level compatible), but that's of little use without drivers.
>Those drivers will not appear until/unless someone actually writes them...

But that is precisely where 'fallback' compatibility with old drivers can
help some. Then only drivers for new stuff need to be developed.

>>is even a contrary need, to not use the same methods, as only one GDOS at
>>a time can be permitted to interpret ASSIGN.SYS etc.
>
>fVDI reads FVDI.SYS instead, which is very similar but not compatible.

Ok. At least that should not introduce any conflicts.

>>I think that this will indeed be necessary for lots of functions, to gain
>>acceptable efficiency.
>
>Apart from functions that may not ever be implemented in the fVDI engine
>itself (there are various strange things to do with printers and such),
>I really doubt there will be a need to replace things very often.
>A PostScript driver would obviously need to do so, though.

Possibly I misunderstood you earlier. I suppose I shall have to experiment
a bit with the current fVDI to fully understand some of your points.

>You should try the current fVDI (where none of the drivers override any
>VDI function at all) and compare it to NVDI for screen output.
>If there was any significant efficiency problem GEMBench etc should
>show it rather clearly.

Ok, I'll try it when I have time. (Always a problem...)

>On my machine fVDI (which is admittedly currently optimized mainly for
>the '040) is slightly slower than NVDI on a few things, about the same

>on some and significantly faster on other. It's been a while since I
>tested it on any other machine, but the results were similar.

Well, as you probably know from other posts my own main system is a Falcon
with CT2B, so that is significantly different from your test environment,
which should make test results all the more interesting.

>>>A basic fVDI driver would only contain pixel set/get routines and some
>...
>>Slow indeed ! That would incur a horrible overhead for breaking down more
>>complex operations into single-pixel operations. I'd estimate that over
>>90% of the work done would consist of such conversions alone... Surely
>
>Much of the slowdown is actually in the pixel set/get routines
>themselves. Instead of an inner loop containing a couple of instructions
>to read/update the right pixels (which can often be done several at a
>time), with 'built in' screen address update, a subroutine call (or two
>if the old pixel value is needed) has to be done per pixel. Apart from
>saving/restoring a bunch of registers, the subroutine has to calculate
>the screen address each time (this could be optimized somewhat, but it
>would still be very slow).

I see. Actually you might want to consider other call methods than the
normal subroutine linking and register stacking. They are good for the
purpose of making generic consistent interfaces, by standards implemented
for most C compilers etc, but they are not very efficient.

>As an example, a single pixel set in monochrome mode requires more
>40 instructions, including a complete register file store/restore, while
>the inner loop of the monochrome replace mode fill contains a single
>instruction that fills 16 pixels at a time...

And even that single instruction will execute much faster than even one
of the 'movem' instruction at entry/exit of the subroutine would...
Yes, the problem is obvious.

>>any serious driver would have to implement much more than this.
>
>Yes, of course. It's very helpful while working on drivers, though.
>You can have something running in just a few hours and then add
>accelerated routines one at a time.

That is true. This 'single-pixel' ability should only be regarded as
a development tool then, never to be used for multi-pixel work in a
finished driver.

>To get a feel of how much the different acceleration possibilities
>help, try turning them off one at a time (information on how to do
>that can be found in the example FVDI.SYS file itself).

Ok, I'll check that out later then.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

485. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f17@oden.se>
Source record: 77299

Hi Tony,

on Wed 09-06-1999 23:10 Tony Cianfaglione wrote:

>> >STing starts up with the installation report line across but reports No
>> >Modules Loaded. It says: Modules Loaded: None found.
>
>I now have the modules in a subdirectory called 'sting' and the sting.inf
>has this: a:\sting\

That is your problem then. If you inspect the original STING.INF file of
the release package you will note that the path is written in upper case.
That is a required usage for this file.

Btw:
I have tried booting STinG from floppy on several systems here, so I know
that it does work properly with a correct set of files on the diskette.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

486. Re: HD Driver and FalconSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7js7oa$5ke1@news.ajou.ac.kr>
Source record: 77300

On 9 Jun 1999 06:53:20 -, M.Grove wrote:
>Does anyone happen to know if HD Driver removes the limit on
>the size of the Boot partition and
>other partitions when using FalconSpeed?
>
>I really need to know if it does or not.
>
>phantomm@kih.net
>
>Hi,
>
>There is a version of Falcon Speed software greater than
>what you or I have. It will remove the restrictions of the
>version we are using. I have tried to get an update, but no
>one seems to have it, or take the time to send it. I had the
>version once, but didn't keep it when I sold my first card.
>I got the upgrade from Robert, at COMPO in the U.S., at
>that time.
>
>Mike
>

I really need this updated version. Currently the version I
have is 6.2 to the best of my knowledge.
Months ago, I was trying to read some of the German Atari
News Groups and remember seeing a posting about a version
higher than the one you and I have, but didn't know what
updates it contained. I probably still have that posting
archived here on the hard drive.

If anyone out there has this updated version of the
FalconSpeed software, I'd be willing to pay or trade
Atari Software and maybe even Atari hardware for it.

To the best of my knowledge FalconSpeed is no longer
supported. I did contact COMPO in the US about any
upgraded versions and was told that I had the current
version. Apparently there has been a update since then.

If anyone has this updated version, contact me by
e-mail and we'll try to work something out.
Or you can send me the updated version with the
updated text file by E-Mail if you don't require
any thing in return for it.

Thanks,
phantomm@kih.net

487. Re: SV: DIY cables for the Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7js7ol$5ke2@news.ajou.ac.kr>
Source record: 77301

On 8 Jun 1999 18:37:26 +, "Martin Graiter" wrote:
>
>Phantomm <phantomm@kih.net> skrev i
>diskussionsgruppsmeddelandet:7jilao$ssk4@news.ajou.ac.kr...
>> A while back a remember finding a Web Page that had lots of
>> diagrams and etc for making your own computer related cables.

Hi Martin,

>Try this one:
>
>http://www.hwb.acc.umu.se/

Thanks for this address, most useful. ;)
>
>
>Any special cable in mind?
>
Yes, My LAN, MIDI, and DSP ports on my Falcon need something on them.
:)

If possible, I'd like to use the LAN port with a Modem to connect to
the Net with.

Also, I would like to use the LAN port as a Null Modem connection to
connect to a STE and a ICD Multi I/O RS232 port.

I'd like to use the MIDI ports for networking with STing.
Will standard MIDI cables be enough or is there sometype of
modification that needs to be made?

Also, I'd like to find sometype of DSP cables/connectors to
do some experimenting with.
I just got DoItF030 haven't read thru in all. Might be sometype
of projects for the DSP in there.
A DSP to modem would be cool, if possible.

>
>A couple of cables have been impossible to find, although it doesn't mean
>they don't exist:
>
>IDE 44p hi density (for 2.5" drives, as in the Falcon) to standard 40p IDE.
>I've made a couple of these.

I'm not sure if this is the same thing or not, but when I bought a 2.5
Western Digital 540meg IDE hard drive I got a small adapter board that has
a Female 44pin connection on one side and a 40 pin male connection on

the other. Also the board has what seems to be a standard SCSI type
hard drive power supply connector that has 2 wires connected to the
board where normally you would find 4 wires. There are 4 pins in
the connector but only 2 pins have actual wires connected.
I didn't think that IDE drives required this type of power connection.

I did not try to use this adapter board as the WD 2.5 IDE worked fine
in the Falcon with the standard Falcon IDE cable.
Would you know what this adapter is for and can in be used in the
Falcon?

>
>SCSI 50p (internal flat ribbon) to ??p SCSI for 2.5" drives.

Not sure what you mean here. Are there 2.5 SCSI drives?

>
>There are also very special cables, like the Blitz copier which uses both
>the printer port and the external floppy port at the same time. This one you
>have to make yourself.

I have one of those, Works real well.

Would you happen to know if there is anyway to connect a second
3 1/2 disk drive to the Falcon. I'd like to add a standard ST/STe
type floppy port to the Falcon.

Do you know if the Falcons monitor port can be used with a monitor
by its self without any of the Falcon monitor adapters connected?

Also, One thing I would very much like to see come about is Driver
Software for some of these Video Capturing Devices.
Recently, I saw advertised a video capturing device called QuickClip.
This device plugs into the parallel port and only costs $39.00 USD.

With Expose no longer being produced to the best of my knowledge.
These PC types video capturing devices would be the answer for
anyone wanting to capture color video.
Drivers have been created for things like Scanners, Why not
Color Video and Sound capturing devices?

I'm sure the Falcon can handle this, especially if you have
a CT2, AfterBurner or Nemesis installed. But a stock Falcon
should also be able to do this as well. I know I get great
color video with Expose on my stock (at the moment) Falcon.
It would be great if some drivers where created for these devices.
Apex Media for the Falcon could quite possibly be updated to use
some of these. There are alot of these devices on the market
and I bet most of them are about the same hardware wise.
Doug has always been very helpful in answer my questions and etc.
I'll try to e-mail him and ask how hard it would be to do such a
project.

Thanks,
phantomm@kih.net

488. Atari Software/Hardware for Trade

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7js7ot$5ke3@news.ajou.ac.kr>
Source record: 77302

I am looking for folks who would be willing to trade
Atari hardware and software.

Currently I have alot of ST/STe original games most
are in boxes.

Also have Atari ST/STe hardware that I would be willing to
trade.

And some Falcon software/hardware that I may consider
trading.

Mostly what I am looking for is Atari Falcon hardware/software.
Commercial and shareware. Graphics and Audio related but anything
that I don't have will be considered.

However there are some Atari ST/STE software and hardware that
I am looking for.

As an example I'm looking for the following,
*Falcon Software
Rainbow 2 graphics software
Neon 3D graphics software
Xenomorf 2 graphics software
ChromaStudio 24 graphics software
PrismPaint 2 graphics software
AudioTracker Audio software
TrackCom Audio software
Latest version of the Falcon Speed Software

*Falcon Hardware
Just about anytype of Falcon Hardware.
Video Genlock
Expose, working or not working.
ScreenEye
Upgrade boards working or not.

*ST/STe
Hardware
Replay 16 cartridge
Any type of PC emulator hardware boards.
Video Genlock

*Software
Latest version of Diamond Edge
Latest version of Speedo GDos

Also interested in collections of registered
Shareware software for the Falcon/STE.

If you are interesting in trading or selling software/hardware
then e-mail me with a list of anything you are willing to part with.
I'm located in the US, but overseas folks are welcome. ;)

Thanks,
phantomm@kih.net
.

489. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7js0i5$l6m$1@mohawk.hwcn.org>
Source record: 77303

Byron Followell (followel@comsource.net) wrote:
: On Tue, 08 Jun 1999 09:17:57 +0200, Nicholas Bales
: <bales@directprovider.REMOVETHECAPITALS.net> wrote:

: >
: >
: >William Moeller a crit :
: >>
: >> Does anyone know if FTL has a web site?
: >
: >FTL disappeared a long time ago...
: >
: >Nick

: I had a telephone number and an address for FTL lying around
: here that was current as of a couple of years ago. I had even spoken
: with someone there. Supposedly they were working on a revamped, fully
: multimedia version of Sundog for the PC! But, like I said, that was a
: couple of years ago (maybe closer to three?!) I we still haven't heard
: anything, so.....
: I guess one can still hope.
: I'll post this info if/when I can find it.

: Sincerely
: - Byron Followell
: followel@sigecom.net

Well, they seem to still be making games.....just not publishing under
FTL....I just wanted to see what was up with Dungeon Master Nexus.....like
is there ever going to be an English version for any platform? If it was
on the PS, I would buy one just for this game....as it stands, I am going
to get my friend in Japan to pick it up for me...

Willy

490. Testing Date - ignore, again

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906110052020.90-100000@online.no>
Source record: 77364
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Ok, testing again...

Odd Skancke - ozk@atari.org
```

491. Re: TOS Error Codes

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7jppj6$pg3$1@cubacola.tninet.se>
Source record: 77365

Now at least i got an idea, thanks all. Especially DarkChyld for the list.
I�ve saved it for future reference. Thanks again.

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
---

492. Re: Newsie Question

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7jpq2n$82$1@nnrp03.primenet.com>
Source record: 77366

On 10 Jun 1999 21:32:31 , James Smith wrote:
>Hi All,
>
>One of the NGs I subscribe to (binaries.mods) regularly has items posted
>in a number of parts. No problem; I simply drag each file onto MUNPACK.TTP
>and it re-assembles the complete file.
>How can I split my posts in a similar fashion so my PC friends can put them
>back together automatically (I cannot see anything in the Newsie docs that
>covers this) ?
>
Most Newsgroups no longer limit the sizes of individual posts as they
used to do, so you do not need to post multiple parts. NEWSie does
not provide the ability to split a post into multiple parts, because
this feature would become useless as newsgroups allowed larger posts.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

493. Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37607C23.1B615D24@ihug.co.nz>
Source record: 77367

Hi there,

I have recently had a 2.5" IDE disk in my Falcon
die a death. I'm running with an old SCSI disk but
didn't have a backup of Stoop v1.05 boot manager.
I had emailed the author previously (years ago)
to obtain a key which he gave me happily, but I
cannot get him at the same email address anymore.

Is anyone aware if the author has a new email? Or can
anyone attach the key to a reply email to me?!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

494. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3760B670.CD280B00@directprovider.REMOVETHECAPITALS.net>
Source record: 77368

```
baronvr a ï¿½crit :
>
> I'm new to ST so I was wondering where to start looking. I'm looking
> for programs that save to any format, but I don't have a keyboard so
> the program should work okay without one. Any ideas? Thanks in advance.

I'm afraid that "music program" is a bit vague. What do you want to do,
MIDI sequencing, MODs, Audio recording ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

495. Newsie news timeout

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929086226.432.57@news.remarQ.com>
Source record: 77369

I'm subscribed to a provider that utilizes supernews as a news provider instead of running their own server. After making a connection to the news server, if I have no activity after only a minute or two, I loose the connection to the news provider and have to reconnect. The provider cannot change this because it is not part of his system. Is there a way to automatically signal (ping?) supernews while I am busy to keep the connection going?

Thanks,

Mike

496. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <3760B9B5.B62543A3@just.post.here>
Source record: 77370

J WILKINSON wrote:

> Is anyone aware if the author has a new email? Or can
> anyone attach the key to a reply email to me?!

That last suggestion is actually the one you want to go for..:) The author of Stoop has stopped developing it when his Falcon died, and turned Stoop in to Freeware. Since he wasn't able to create a final version without shareware limitations, he made the key (for use with his own name) publically available. I don't know where it is but it should be on the usual Atari ftp sites.

Maurits.

497. CAB and Ebay

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929085992.440.56@news.remarQ.com>
Source record: 77371

I am using CAB V2.7c w/OVL 1.3101 (030) and have problems viewing items that I search out at www.ebay.com. The server returns some type error (504?).
Is this something old, or something I can fix with an upgrade or configuration file adjustment?

Thanks,

Mike

498. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7jqgnuneu1@user2.teleport.com>
Source record: 77372
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

499. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: followel@comsource.net
Message-ID: <3761fb13.62039677@news.supernews.com>
Source record: 77373

On Tue, 08 Jun 1999 09:17:57 +0200, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> wrote:

>
>
>William Moeller a ï¿½crit :
>>
>> Does anyone know if FTL has a web site?
>
>FTL disappeared a long time ago...
>
>Nick

I had a telephone number and an address for FTL lying around
here that was current as of a couple of years ago. I had even spoken
with someone there. Supposedly they were working on a revamped, fully
multimedia version of Sundog for the PC! But, like I said, that was a
couple of years ago (maybe closer to three?!) I we still haven't heard
anything, so.....
I guess one can still hope.
I'll post this info if/when I can find it.

Sincerely
- Byron Followell
followel@sigecom.net

500. SV: Cooling techniques

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jqv3b$4pr$1@zingo.tninet.se>
Source record: 77374

<joska@nuts.edu> skrev i
diskussionsgruppsmeddelandet:7jnprjbtf1@nnrp1.deja.com...

> No, there really are some very disturbed people out there. Just have a
> look at this: http://www.accsdata.com/drffreeze/Dr%20Ffreeze.htm

Hey! Dr Ffreeze is fun! Talk about dedication to cooling!
There is an interesting mentioning of peltier elements and dielectric oil
for better cooling.

My own idea of putting the motherboard into distilled water was just a joke,
but I once also joked about altitude meters in cars, until i met a guy that
had one...

MG

---From the discussions:---
Hi, I'd like to tell you that my company, DSI, has special dielectric oils
that cool much better than conventional transformer oils, and work much
better at low temps. It's called OptiCool Fluid, and you can check it out at
our website, www.dsifluids.com. E-mail me with any questions. We sell five
gallon quantities for $190 and 55 gallon quantities for $450.

501. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Daniel Taverner <taverner@globalnet.co.uk>
Message-ID: <7jrh9d$la2$1@gxsn.com>
Source record: 77375

anyone want an atari ST 4MB chip, mono monitor, external floppy dive, dot matrix printer and loads of software?

no offer refused

Daniel Taverner (Oxfordshire)
taverner@globalnet.co.uk

502. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Simon Osborne <carbon@polarbear.swinternet.co.uk>
Message-ID: <7jrigdcgk1@news8.svr.pol.co.uk>
Source record: 77376

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message news:3760B670.CD280B00@directprovider.REMOVETHECAPITALS.net...
>
>
> baronvr a crit :
> >
> > I'm new to ST so I was wondering where to start looking. I'm looking
> > for programs that save to any format, but I don't have a keyboard so
> > the program should work okay without one. Any ideas? Thanks in advance.
>
> I'm afraid that "music program" is a bit vague. What do you want to do,
> MIDI sequencing, MODs, Audio recording ?
>
> Nick

Well, since he doesn't have a keyboard, MIDI sequencing is out of the window for a start.

The only option if you want to compose music, is to use a program known as a Sound Tracker. You can get hold of a copy from http://wombat.ludvika.se/dhs/ and goto the DHS files section.

You will find a program called Protracker. If you have an STE or STFM, make sure you get the ST version, else if you have a Falcon, get the falcon version.

In the program, there is a very long and helpful file which will help guide you through the program. I found it a very easy way to make music on the Atari.

I couls explain what a SOund Tracker is, but it would take too long, but anyway the document in the program I told you to get WILL help answer any questions you have, but if you get very stuck then just post a message onto the newsgroup.

I hope you have fun, Baronvr

Simon Osborne (Carbon)

503. Re: Cooling techniques (Was: About: Ronald

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jrjj5mua1@news1.xs4all.nl>
Source record: 77377

On 10 Jun 1999 00:31:01, "Martin Graiter" wrote:
>
[...]
>In fact, I heard of crazy experiments with PC motherboards in freezers. The
>CPU clock was reportedly overclocked 300%! I'd be wary of the ice in the
>freezer though. Moist is usually no friend of electronics... However, I
>never saw this myself. Could be a modern myth?
>
It surely is not in a way.
You can really overclock chips when you cool them down from say a
modern normal 65 C to -30 C.

When cooling to say 7 C (coolbox) you do not get much profit for your
trouble.
DEEP-freeze is needed.
They do that with so called Peltier elements. heat transporting
diodes.They are not efficient. To take away say 80 W of heat the
element ends up with heating the environment with 400 W.

And indeed the big problem is: condensation of water vapour. That
means: no airflow. That means: cooling with heat-pipes.

Nice if your profession is a plumber.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

504. Re: SV: *** Which EPROM for TOS 2.06 in ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jrjj7mua2@news1.xs4all.nl>
Source record: 77378

On 10 Jun 1999 00:45:20, "Martin Graiter" wrote:
>
>
>The software for Junior Prommer fixes this, and also Pinatubo. I wrote a PRG
>for this a long time ago, but can't seem to find it. Pinatubo is freeware I
>believe.
>
I have that Junior program here. Someone needs it? I can send it as e-
mail attachment.

505. Re: SyQuest

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jrjjamua3@news1.xs4all.nl>
Source record: 77379

On 9 Jun 1999 23:31:06 , JLensbo wrote:
>I HAVE SOME Syquest 44 meg drives that I can get to work fine... but the 200
>megger shows up at bootup but wont let me install any drives from it.
>
>Help?
>
Somehow those drives are not happy when their SCSI-ID = 0.

They do not like to be the one that is booting.
Why? Mystery.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

506. Re: Falcon030 and MegaSTE4 tcp/ip netwo

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7jrjjcmua4@news1.xs4all.nl>
Source record: 77380

On 10 Jun 1999 07:53:48, joska@nuts.edu wrote:

[..]
>MiNTnet would be much better suited for this, as it will basically
>provide the same functionality as Linux. MiNTnet also has drivers for
>the various VME ethernet-cards if he can find one.
>
I agree but Linux is not totally hopeless.
I managed to make my Linux aware of the VME Riebl-card in the TT.
There is a Linux driver for this one.
But if it works is not tried yet.
Installing Linux should be more easy than Windows. They say.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

507. [ANN] CoMa 5.0.0 supports MicroLink Office

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Hartmann@ThePentagon.com
Message-ID: <1dt8xuu.9gkgbfzd6j7kN@stardust.isdn.cs.tu-berlin.de>
Source record: 77381

Programme-Name: CoMa for Atari Voice/Pro 5.0.0 (COmmunication-MAnager)

Purpose: Fax & voice-mail-system, to send & receive fax,
answering machine, mailbox & terminal with internal z-modem

Requirement: Computer with MagiC[Mac|PC] or TOS

Download: from Softbaer-Mailbox: +4930/62709-572 (ISDN X.75 & V.34)
or homepage: <http://i.am/Softbaer>

CoMa_Atari_5.0.0.zip (550 KBytes

****

CoMa has the following common functions and attributes in all levels

- English documentation
- Support for the Elsa MicroLink Office & USR 56k (Pro)Message(Plus) modem
self-mode(read fax and voice & configuration)
- Fax-class 2 & 2.0
- Polling (send poll-request-tone only with class 2.0 and some class 2-modems)
- Network-capable fax-job-management (3 jobs in 24 hours)
- Serial fax
- Display of the calling-number with ISDN-modems
- Display of call units with ISDN-Modems
- Internal editor
- Incoming pages are displayed during fax-reception !!
- Text can be mixed with graphic-logos and signatures
- Fax-voice-data-number management, including groups
- Management for incoming fax/messages/mails
- Administration of 8 telephone companys
- Zone- & and time-dependent selection of telephone-company
- Mailbox with internal send & receive-z-modem
- Terminal mit internal z-modem

* * * * * * * * * * CoMa Voice (additional) * * * * * * * * * *

- Answering machine for ZyXEL, Elsa/TKR, USR, Dr. Neuhaus, Lasat
and much modems with Rockwell-Chipset
- Day & time programmable answering messages
- Multiple outgoing messages for several ISDN-MSN
- Time dependent redicrection of incoming calls
- Remote control / recall of new received faxes
- Recall of 7 special messages by DTMF-code
- Real time decoding of sound for Mac/Atari-Soundsystem of ZxXEL
ADPCM3/ADPCM4, Smarty/Cybermod u-Law- & Rockwell ADPCM4-Sounds
- Wave-Sound conversion in ZyXEL- & Cybermod- & Rockwell-format

* * * * * * CoMa Professional Version (additional) * * * * * *

- Fax- and voice-on-demand-system
- Any amount of messages via DTMF tone recall is possible
- Each category can contain up to 100 messages and/or 100 fax-pages.
- Statistic of category recalls
- Voice-messages can be put together from multiple voice-files.
- For the mailbox you can assign personal passwords and
download-folders to as many users as you want
- Personal message for each caller, who has an entry in the numbers-list
(with ZyXEL Elite & MicroLink ISDN, if caller MSN is displayed)
- Unlimited fax-jobs
- Faxtransmission via polling request (DTMF-PIN not needed -
only for Class 2.0 modems)
- Permanent poll-sender possible (caller gets fax pages even without
sending a poll-request)
- Time-dependent messages for 10 MSNs for ISDN
- Connect-kind can differ for each MSN

* * * * * * * * * * * New in CoMa 5.0.0 * * * * * * * * * * * * *

- Support for Elsa MicroLink Office Self-Mode
- Readout faxes and messages
- Configuration

- Self-Mode works with USR Message Plus Modem
- Self-Mode-box opens with Shift-F3
- USR Self-Mode: if no receive-time has been stored, the time when this file was transfered
to CoMa calls-list is shown
- USR Self-Mode: Function for record and play of outgoing- and full memory-messages via
CoMa

- Voice-On-Demand and Fax-On-Demand window is opend with Shift-F2
- If line is busy on "Dial Voice", redialing is active now
- To choose a folder with several voice-files the button "folder" has to be active in
Preferences/MSNs & Messages.
- Pause with space-bar if a message is played back via computer-loudspeaker

- The 8 kinds of entrys in the calls-list can be marked with a colour
- Used telephone company for fax transmission is written into the logbook

- Edit field for exchange line (needed if you use a private branch) is now in
preferences/general
- Shift-functions-key works also with right shift-key

- Various bugfixes

****
<mailto:S.Hartmann@berlin.de> or <mailto:SiggiH@gmx.de>
<http://i.am/Softbaer> or <http://ww.ThePentagon.com/Softbaer>
Mailbox: 030/62709-572 ISDN X.75 (64000 bps) & V.34 (28800 bps)
Voice: 030/62709-466 Fax: -459 Voice & Fax-On-Demand-Test-System: -573

508. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: peter.slegg@I.HATE.SPAM.zetnet.co.uk
Message-ID: <3761640b$0$9535@znews.zetnet.co.uk>
Source record: 77382

On 29 May 1999 00:10:04 , Trevor Spencer wrote:
>On 27 May 1999 15:14:26 , Doug Kendall wrote:
>>
>>
>>Trevor Spencer wrote:
>>
>>> Anybody know if this program by Brian Henderson is still supported
>>> and/or available?

I too have a registered version 2.1 which I use now and again when I want to quickly produce a list of directions for members of my diving club.

It is also useful when I travel somewhere that I haven't been to before. It helps to verify my chosen route against Routefinder.

I have only made a few mods to my route file, mainly on the English south coast. I did try replacing the coastal outline map with a more detailed one but I ran into problems. IIRC Routefinder seems to not like too many 'points' in the map file.

It would be nice to see some updates to this application to make it more Falcon/TT friendly and more multi-tasking friendly.

I wonder if any non-British versions exist as it is fairly easy, if slow, process to create map files.

Peter.

509. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: peter.slegg@I.HATE.SPAM.zetnet.co.uk
Message-ID: <3761640d$0$9535@znews.zetnet.co.uk>
Source record: 77383

On 28 May 1999 09:22:39 , Uwe Seimet wrote:
>Neil Roughley wrote:
>
>> DVD-RAM is a different format than DVD-Video. DVD-RAM is essentially a
>> high-capacity (2.6GB per side), rewritable CD, backwards-compatible for
>> reading other CD formats.
>
>You can put any file system on a DVD-RAM drive, i. e. it must not be a
>CD-compatible filesystem like ISO9660. You can use a DVD-RAM drive just
>like any other removable media drive and put FAT filesystems on it.

I've got HD-Driver on both my ST with its Syquest 230Mb SCSI and on
my Milan with its 2Gb hard disk and CD drive both IDE. I even had
HD-Driver working with a redundant Iomega 150Mb exchangeable before I
fried it by connecting the 5V and 12V the wrong way around (*&^%$**!)
(If anyone knows how to fix this drop me a mail)

My question was...
Exactly what formats are supported on the ST platform at the moment?

Also I don't understand why I need a separate driver (Spin) for my CD
when I have HD-Driver. Is there a technical reason for this or was it
just a decision not to support CD drives. DVD drives are supported so
I assume that they have more in common with MO drives than with
CD drives.

Any chance of adding Firewire support??

>
>--
>---
> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
>Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://acp5.chemie.uni-kl.de/seimet/index.html
>.

510. Re: Atari Emulators

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk.I.dont.like.spam.so.get.lost>
Message-ID: <3XMMkVAgnSY3Iw7D@freeserve.co.uk>
Source record: 77384

!!KILL SPAM!! Always change your "from" address (like I did)

At 09:53:37, Mon, 7 Jun 1999, Nicholas Bales fell in love with someone
from None and threw up 15 lines of this:

>
>
>"Clair D. Shaw" a ï¿½crit :
>>
>> I need to know which Atari emulator (on the PC) is best for what I do:
>> Atari programming. And where I can get it from.
>
>Tosbox.
>
>Nick

Thanks for all the answers. I've found it (Tos box) so I think I'll
install it..

--
Clair D. Shaw (aka. CDS)|Atari/PC Programmer |mailto:Clair@Shaw1.freeserve.co.uk
---
mailto:SeedieS@yahoo.com|http://surf.to/shaws| New Email address coming soon!

Whatever you want, need, or do, someone will always beat you to it | KILL SPAM!!

511. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990611175346.4290I-100000@halifax.chebucto.ns.ca>
Source record: 77385

I've checked and rechecked.

The odd thing is when I insert the floppy disk into my Falcon and click
through the various programs, Sting can find the modules and load
them with no problem. The Mega2 doesn't seem to see them.

On Thu, 10 Jun 1999, John Kolak wrote:

> There's got to be a solution to this. I had STinG running with Newsie on
> a 1MB 1040 just to see if it could be done. Been too long for me to be
> of any help, but there's got to be something if you recheck all your
> settings.

512. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jrtpv$af6$1@news4.svr.pol.co.uk>
Source record: 77386

On 9 Jun 1999 06:23:20 G, Ronald Andersson wrote:
:>on Mon 07-06-1999 17:22 Steve Sweet wrote:
:>
:>>On 31 May 1999 22:22:43 , Ronald Andersson wrote:
:>>:>Hello everyone,
:>>:>
:>>:>I've just uploaded version 1.0 of my STinG EZ-IP clients to my homepage.
:>>:>ST-Guide HYP file is included, both in the archive and readable from the
:>>:>homepage.
:>>
:>>
:>>Pardon me for being as thick as dog waste, but what the hell are
:>>these for?.

:>EZ-IP is a special service that allows all users of dynamic IP's to have a
:>static name of their own, that other Internet users can use to access that
:>user's machine. It is thus a way of making your local servers accessible
:>to your friends over Internet when you are logged on.

Interesting, very interesting, very high powered.

:>With the new clients STinG users can easily make use of this service.
:>All info is available in an ST-Guide hypertext on my STinG pages, so
:>browse there and check it out if you are interested.

You want me to RTFM!!!, where are you coming from!!!!!!!! 8~)

Keep up the good work dude!

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

513. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7jrtq2$af6$2@news4.svr.pol.co.uk>
Source record: 77387

On 7 Jun 1999 22:39:01 G, Joe Mirando wrote:
:>On 7 Jun 1999 17:22:35 G, Steve Sweet wrote:
:> |Pardon me for being as thick as dog waste, but what the hell are
:> |these for?.
:>
:>Steve,
:>
:>These will enable you or I to actually run a web server with a minimum
:>of hassle right from our Atari 'puters.

OIC, Blimey, thats one hell of a lot of power from a few hudred bytes.

:>Oh, and by the way... if THAT was dog waste, I've stepped in MUCH
:>larger piles than that, so don't worry about it. <G>

Did they have raisins in it??

:>Joe Mirando @ A-ONE Magazine

Ive been hearing a lot about this lately, where are you.

:>http://a1mag.atari.org

OK, must get my wet suit on and surf over for a squiz.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

514. Re: [ANN] CoMa 5.0.0 supports MicroLink Off

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7js0aadpt4@news.campuscwix.net>
Source record: 77388

```
On 11 Jun 1999 21:01:54 , Siegfried Hartmann wrote:
->Programme-Name: CoMa for Atari Voice/Pro 5.0.0 (COmmunication-MAnager)
->
->Purpose: Fax & voice-mail-system, to send & receive fax,
-> answering machine, mailbox & terminal with internal z-modem
->
->Requirement: Computer with MagiC[Mac|PC] or TOS
->
->Download: from Softbaer-Mailbox: +4930/62709-572 (ISDN X.75 & V.34)
-> or homepage: <http://i.am/Softbaer>
->
-> CoMa_Atari_5.0.0.zip (550 KBytes
->
->*************************************************************************

Hmm, I tried to access this URL from within Newsie, and got an error. Is
there another URL? Thanks! ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

515. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jrvrcdpt2@news.campuscwix.net>
Source record: 77389

On 11 Jun 1999 09:24:37 , Maurits van de Kamp wrote:
->J WILKINSON wrote:
->
->> Is anyone aware if the author has a new email? Or can
->> anyone attach the key to a reply email to me?!
->
->That last suggestion is actually the one you want to go for..:) The
->author of Stoop has stopped developing it when his Falcon died, and
->turned Stoop in to Freeware. Since he wasn't able to create a final
->version without shareware limitations, he made the key (for use with his
->own name) publically available. I don't know where it is but it should
->be on the usual Atari ftp sites.
->
->Maurits.
->.

It was also listed in an edition of ST Format, although I forget
which one. If you can't find it via FTP then let me know and I'll
dig through my (big stack of) mags and try to find it... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

516. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7js64psqp1@nnrp1.deja.com>
Source record: 77390

Sounds like what I've been looking for. Thanks!

cc

In article <7jrigdcgk1@news8.svr.pol.co.uk>,
"Simon Osborne" <carbon@polarbear.swinternet.co.uk> wrote:
>
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in
message
> news:3760B670.CD280B00@directprovider.REMOVETHECAPITALS.net...
> >
> >
> > baronvr a crit :
> > >
> > > I'm new to ST so I was wondering where to start looking. I'm
looking
> > > for programs that save to any format, but I don't have a keyboard
so
> > > the program should work okay without one. Any ideas? Thanks in
advance.
> >
> > I'm afraid that "music program" is a bit vague. What do you want to
do,
> > MIDI sequencing, MODs, Audio recording ?
> >
> > Nick
>
> Well, since he doesn't have a keyboard, MIDI sequencing is out of the
window
> for a start.
>
> The only option if you want to compose music, is to use a program
known as a
> Sound Tracker. You can get hold of a copy from
> http://wombat.ludvika.se/dhs/ and goto the DHS files section.
>
> You will find a program called Protracker. If you have an STE or
STFM, make
> sure you get the ST version, else if you have a Falcon, get the falcon
> version.
>
> In the program, there is a very long and helpful file which will help
guide
> you through the program. I found it a very easy way to make music on

the
> Atari.
>
> I couls explain what a SOund Tracker is, but it would take too long,
but
> anyway the document in the program I told you to get WILL help answer
any
> questions you have, but if you get very stuck then just post a
message onto
> the newsgroup.
>
> I hope you have fun, Baronvr
>
> Simon Osborne (Carbon)
>
>

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

517. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7js6e1stp1@nnrp1.deja.com>
Source record: 77391

In article <3760B670.CD280B00@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

> > I'm new to ST so I was wondering where to start looking. I'm looking
> > for programs that save to any format, but I don't have a keyboard so
> > the program should work okay without one. Any ideas? Thanks in
advance.
>
> I'm afraid that "music program" is a bit vague. What do you want to
do,
> MIDI sequencing, MODs, Audio recording ?

Sorry. Actually, my short term goal is to capture the music output as
.YM files. After that I'm going to use a new program to convert them
into Vectrex game console images and create a Vectrex music library.

cc

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

518. Re: Falcon030 and MegaSTE4 tcp/ip netwo

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7js46c$c5u$1@snipp.uninett.no>
Source record: 77392

Stichting ST <atarist@xs4all.nl> wrote:

> I agree but Linux is not totally hopeless.

Maybe not on a TT (although I'm been told that NetBSD is better supported
on the TT), but he said he has a Mega STe. In this case Linux really is
hopeless ;-)

> Installing Linux should be more easy than Windows. They say.

Installing RedHat is a breeze, but so is installing Windows...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

519. Re: [ANN] CoMa 5.0.0 supports MicroLink Off

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <bRg83.6486$8%6.509102@news1.telusplanet.net>
Source record: 77393

```
****************************************
>
> Hmm, I tried to access this URL from within Newsie, and got an error. Is
> there another URL? Thanks! ;-)
>

Hi DC,
well it works fine here! :-)
If you want I can email it to you though,

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--
```

520. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3761ab34547f12@oden.se>
Source record: 77394

Hi Didier,

on Wed 09-06-1999 16:57 Didier MEQUIGNON wrote:
>On 8 Jun 1999 23:31:31 G, Ronald Andersson wrote:

----- snip ----- re: your 24V fan driven by +12V and -5V combination

>Bof, risk is limited fan isn't an inductor, it's an AC brushless powered
>in DC (electronic exists inside). -5V is protected by 1 ohm before U27.

Even so, such a motor does have inductance, and there can be spikes when
it is switched on or off, but those risks can be minimized by parallel
capacitance and a parallel zener diode + low resistor. That should limit
any spikes and prevent harmful currents from reaching the supply.
(Some motors even have such protection built-in.)

From the PSU point of view the whole package will then seem mostly like
a simple resistive-capacitive load which is normally harmless.
(Unlike inductive loads.)

>>During my many experiments I have repeatedly measured the PSU voltages of
>>my Falcon. Recently when I did this I was shocked to note that the +12V
>>output had altered its voltage significantly, rising to +18 Volts.
>
>I know this PSU problem...
>Last year I have resolved this problem (bad writes on my hard disk => bad
>sectors), so I have replaced 2 bigs condensators side by side (5V was good
>before). I think that this power supply checks only 5V.

I think the feedback can only deal properly with a single voltage, as there
is only one switch transformer. They simply rely on the other voltage to
be proportional to the one being regulated. Normally that will work, and
this method is in fact used on all Atari PSUs that I know of.

Somehow that 'proportionality' had been shifted in my PSU, such that the
+12V outputs delivered +18V even though the +5V outputs remained at their
normal +5V voltage. I had assumed this was due to damage to transformer
windings (their isolation rather), but I may actually have seen an effect
of undampened switching spikes. As I did not view this on my oscilloscope
but only checked it with a multimeter, the difference would not be obvious.

I intend to keep using the PC PSU now, but I would still like to know exactly
which capacitors you replaced. By this I mean the 'condensators' that you
referred to above. (Btw: they are called "kondensator" in swedish too :-)
My PSU is one made by 'Skynet Electronics' in Taiwan. Was yours the same ?

>>I have removed the fan from the CT2 CPU, and mounted it in the space where
>>the PSU used to be, so that it blows air from that volume towards the CT2
>>CPU area. I have also replaced that huge (1dm diameter) fan I used for
>>cooling the main CT2 board area (incl ispLSI chips) with a small fan that
>>is intended for cooling Pentium CPUs, and have mounted this directly above
>>the ispLSI chips.
>
>Big modifications !

Yes, they were, and the fact that such changes were needed make me very
doubtful about any claims by Centek that 'many users' (as they say) can
simply install CT2B per instructions and use it fully in a normal closed
case Falcon. I simply do not believe those claims at all any more.

>>Using this new setup I can now use TOS 7.x with decent stability, although
>>none of this affects the other compatibility issues we have discussed, such
>>as the PMMU usage etc.
>
>I'am happy for you. What is your average temperature in your room ?

Ambient temperature when all equipment has been off (rarely happens) is about
20-22 degrees Celsius. With all equipment on I think it is around 5 degrees
higher. But the ventilation here can't do much about direct solar heat that
comes through the windows, so I expect to see temperatures of around 35
degrees in parts of July and August.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

521. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Daniel Hedberg <d.hedberg@swipnet.se>
Message-ID: <Zlh83.9414$Nc.16791@nntpserver.swip.net>
Source record: 77304

```
>> > I'm new to ST so I was wondering where to start looking. I'm looking
>> > for programs that save to any format, but I don't have a keyboard so
>> > the program should work okay without one. Any ideas? Thanks in advance.
>>
>> I'm afraid that "music program" is a bit vague. What do you want to do,
>> MIDI sequencing, MODs, Audio recording ?
>
>Well, since he doesn't have a keyboard, MIDI sequencing is out of the
window
>for a start.
>
>The only option if you want to compose music, is to use a program known as
a
>Sound Tracker. You can get hold of a copy from
>http://wombat.ludvika.se/dhs/ and goto the DHS files section.
>
>You will find a program called Protracker. If you have an STE or STFM, make
>sure you get the ST version, else if you have a Falcon, get the falcon
>version.

If you have a Falcon030, also take a look at FlexTrax. It's a new
soundtracker
for the Falcon030 that makes full use of it's DSP processor. It features
effects like reverb and delay, not available in any other soundtracker for
the
Atari series of computers. Have in mind that the software is still under
development, and the version out now is a beta version.

FlexTrax can be downloaded from our homepage:
http://home.swipnet.se/newbeat/

All the best,
Daniel Hedberg
New Beat
```

522. Re: Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929151100.312.100@news.remarQ.com>
Source record: 77305

On 11 Jun 1999 23:41:02 , Ronald Andersson wrote:
>Hi Terry,
>
>on Wed 09-06-1999 23:53 Terry & Karen Ross wrote:
>>
[snipped]

>Your post did come through ok here anyway. In fact, your problem may
>simply be a misunderstanding. Possibly your news handler (whatever it is)
>considers it unnecessary to present your own posts for your reading, as
>you have already seen these when sending them. It could just be a matter
>of configuring the program to show them to you.

Thanks Ronald. Actually, I do see my original posts, although
generally it takes about five to seven hours for them to show up. My
ISP doesn't run it's own news server, but uses RemarQ. RemarkQ
disconnects after about 2 minutes of no activity though, and
generally, I have to send the post again. I've also found that I
can't cancel any of my posts once they've been sent <shrug> - I
suppose I should just go to doing everything offline.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

523. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990612013645.28160F-100000@halifax.chebucto.ns.ca>
Source record: 77306

I never realized it was case sensitive as nothing else I have ever done on
the ST seems to be case-sensitive. I'll try it and report the result.

Why then would it work on the Falcon in lower case?

On Fri, 11 Jun 1999, Ronald Andersson wrote:

> >I now have the modules in a subdirectory called 'sting' and the sting.inf
> >has this: a:\sting\
>
> That is your problem then. If you inspect the original STING.INF file of
> the release package you will note that the path is written in upper case.
> That is a required usage for this file.
>
> Btw:
> I have tried booting STinG from floppy on several systems here, so I know
> that it does work properly with a correct set of files on the diskette.

524. Stacy and Mega STE for sale - any offers?

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Electronic Cow <electronic_cow@dial.pipex.com>
Message-ID: <7jstqp$t8r$1@lure.pipex.net>
Source record: 77307

Hi there!

I need some more space to make room for the TT I've just got, so if anyone's interested in the following, let me know:

1 x Mega STE (4Mb RAM, TOS 2.06, 365Mb SCSI hard drive internal) with mono monitor, mouse, and cables. Good, clean condition, and works perfectly.

1 x Stacy (4Mb RAM - upgraded from 2Mb, TOS 1.04, 80Mb internal SCSI drive). Excellent condition, works perfectly (even the screen's great for a Stacy). This Stacy is the revision with the attachments for a battery pack, so you can build one if you want! :)

1 x copy of Avalon version 2.0. Practically brand new condition. Professional sample editor for the Atari with sample transfer, FFT editing. Much better than Replay 16, or Zero-X. It doesn't run on the Falcon or TT because of the copy protection, hence the sale.

Usual rules apply :)
Sensible offer secures. Buyer pays postage or collects. Can both be seen working. E-mail me!
Danny @ Electronic Cow in England
---
http://ds.dial.pipex.com/electronic_cow/cownet.shtml
electronic_cow@dial.pipex.com
---

525. 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Chris Owen <krisdebt@globalnet.co.uk>
Message-ID: <7jtb2mhfp1@gxsn.com>
Source record: 77308

Hi,
Can you help?

I still use my old 1040st for sequencing but have gone over to the PC for everything else.

I have a number of old text files in 1st Word+ format that I would like to transfer onto my PC. How can I do this?

I only have internet access on my PC. Is there a program that can read ST format discs on a PC and then translate 1st Word files into a suitable format for use on a PC word processor?

Some of these old files are seriously large and valuable. Any assistance you can give would be really appreciated!

Cheers

Chris Owen

526. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7jtch8dip1@wanadoo.fr>
Source record: 77309

Hi Ronald,

On 11 Jun 1999 23:40:41 , Ronald Andersson wrote:
>on Wed 09-06-1999 16:57 Didier MEQUIGNON wrote:
>>On 8 Jun 1999 23:31:31 G, Ronald Andersson wrote:

>>>During my many experiments I have repeatedly measured the PSU voltages of
>>>my Falcon. Recently when I did this I was shocked to note that the +12V
>>>output had altered its voltage significantly, rising to +18 Volts.
>>
>>I know this PSU problem...
>>Last year I have resolved this problem (bad writes on my hard disk => bad
>>sectors), so I have replaced 2 bigs condensators side by side (5V was good
>>before). I think that this power supply checks only 5V.

>Somehow that 'proportionality' had been shifted in my PSU, such that the
>+12V outputs delivered +18V even though the +5V outputs remained at their
>normal +5V voltage. I had assumed this was due to damage to transformer
>windings (their isolation rather), but I may actually have seen an effect
>of undampened switching spikes. As I did not view this on my oscilloscope
>but only checked it with a multimeter, the difference would not be obvious.
>
>I intend to keep using the PC PSU now, but I would still like to know exactly
>which capacitors you replaced. By this I mean the 'condensators' that you

Sorry :-) in french it's condensateur... I can't verify all words.

>referred to above. (Btw: they are called "kondensator" in swedish too :-)
>My PSU is one made by 'Skynet Electronics' in Taiwan. Was yours the same ?

I don't know, I can verify if you want (my falcon is closed ;-)).
On my PSU I can found 3 x 1000 uF at right of transformer, and specially
2 x 1000 uF side by side (and in //) near outputs. One of them was bad
(traces visibles to the naked eye on this condenser and PSU card). I have
replaced 2 x 1000 uF by a big 2200 uF because I havn't found the same voltage
(and size !).

>>>I have removed the fan from the CT2 CPU, and mounted it in the space where
>>>the PSU used to be, so that it blows air from that volume towards the CT2
>>>CPU area. I have also replaced that huge (1dm diameter) fan I used for
>>>cooling the main CT2 board area (incl ispLSI chips) with a small fan that
>>>is intended for cooling Pentium CPUs, and have mounted this directly above
>>>the ispLSI chips.
>>
>>Big modifications !
>

>Yes, they were, and the fact that such changes were needed make me very
>doubtful about any claims by Centek that 'many users' (as they say) can

No comment...

>simply install CT2B per instructions and use it fully in a normal closed
>case Falcon. I simply do not believe those claims at all any more.

At temperature's problems Centek propose an update of my ispLSI chips (new
timmings for DSP !), I don't understand. There are 3 months, just after my
CT2B installation, I have talked to Centek that my DSP clock not works
(I use 50 MHz of oscillator), this new timmigs resolves this problem.
You know my DSP works fine with clock always at 50 MHz, so I want not
update my card for this problem only.
I have also talked to Centek this MMU patch (bus error for acces to
adress < $800 in user state), I hope an update of setup for remove
my patch in auto-folder...

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

527. Re: Cooling techniques (Was: About: Ronald

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376239ba$0$10480@news.zetnet.co.uk>
Source record: 77310

On 10 Jun 1999 00:31:01 , "Martin Graiter" wrote:

>Why not using small metal heat sinks? The same type as on Intel CPU:s, but
>smaller. A drop of silicon paste and then the metal "hat" on top of the hot
>chip, and off you go.
>
>You can even make your own. I did that for a GE-Soft SCSI adaptor which was
>so hot it would burn your fingers. After a hefty cooling "hat" the SCSI
>adaptor worked like a dream.
>
>In fact, I heard of crazy experiments with PC motherboards in freezers. The
>CPU clock was reportedly overclocked 300%! I'd be wary of the ice in the
>freezer though. Moist is usually no friend of electronics... However, I
>never saw this myself. Could be a modern myth?
>
>Another fun way to cool your system would be to dip the whole motherboard
>into an aquarium filled with distilled water (saltfree). All chips would
>then get considerably more cooling than in air. That 50MHz quartz crystal
>could be swapped for a 60MHz? A 70MHz... get my drift?
>
>Only problem would be corrosion...
>
>
>:^)

Hi Martin!

In this month's issue of PC Answers (yes I know, but I was after the cover CD with a library of web graphics on it!!) there's an article about a guy in Singapore, who's got his processor watercooled!

He's made a waterjacket out of sheets of copper to go over the chip with two pipes running to the cold water tap and sink, which replaces the heatsink on the chip.

I'll repeat the warning though: don't try it at home, one leak would fry your machine!!!!

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member

Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+----------+----------+

528. dmf format

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Meindert Vroegindeweij <vroegime@iquip.nl>
Message-ID: <7jtetm$1ir6$1@beast.euro.net>
Source record: 77311

a friend of mine is going to trade his atari for an iMac. He has his record collection stored in an Atari database program, which has the *.dmf extension. We tried to save the database file in ASCII-format, but it didn't work out. Since I'm not familiar with atari computers, I'm asking you for help.
How can I rescue the file by saving it in text-format or Comma Seperated Value-format?
Any help would be appreciated, you can also mail answers to my e-mail adress: vroegime@iquip.nl

Thanks!

Meindert

529. Atari Online News, Etc. #01-15

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JLQYGIX.dpj@delphi.com>
Source record: 77312

A-ONE #0115 06/11/99

~ Atari User Group Notes ~ People Are Talking! ~ CD Retro Gaming!
~ Office 2000 Unveiled! ~ OMC: New Jag Games! ~ MS Case Continues
~ Worm.Explore.Zip Virus ~ New PlayStation Laser! ~ Star Ocean RPG!
~ Windows '98 Upgrade ~ Dungeons & Dragons! ~ Destruction Derby!

-* NetImmerse for Next-Gen PSX! *-
-* Nolan Bushnell Pulls Out of CGExpo! *-
-* Europeans Boycott World Wide Web in Protest *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ _____/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag

530. Re: [ANN] CoMa 5.0.0 supports MicroLink

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jtmgkeae2@news.campuscwix.net>
Source record: 77313

On 11 Jun 1999 23:20:39 , "Bengy Collins" wrote:

->Hi DC,
->well it works fine here! :-)
->If you want I can email it to you though,
->
->Bengy

Hmm...might have just been a server thing, or me, or the
position of the Earth, Moon, Sun and stars... <grin>

I'll try it with CAB and see what happens. Thanks though!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

531. Re: gxsn

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929198882.990.49@news.remarQ.com>
Source record: 77314

On 9 Jun 1999 21:50:08 +, "Dan Johnson" wrote:
>what is GXSN?

Hiya Dan,

Judging from the header on your post, I would guess that it was your
news server.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

532. Re: HD Driver and FalconSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929205015.532.92@news.remarQ.com>
Source record: 77315

On 11 Jun 1999 23:56:58 , Phantomm wrote:

>
>I really need this updated version. Currently the version I
>have is 6.2 to the best of my knowledge.
>Months ago, I was trying to read some of the German Atari
>News Groups and remember seeing a posting about a version
>higher than the one you and I have, but didn't know what
>updates it contained. I probably still have that posting
>archived here on the hard drive.
>

I think the version that I had was 6.22. I think your correct that it
was a German version, but menus were in English.

Mike

533. Ethernetcard

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: SGV <silvio@info-kanal.de>
Message-ID: <7ju78u$v4e$1@news01.btx.dtag.de>
Source record: 77316

Hi

I have a lot of Atari ST(E)ï¿½s and i want connect it per Ethernet IPX, and PC Windows 95. How can helps.

Ingo.Uhlemann@info-kanal.de

534. Falcon with CD/Syquest unit problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3762A588.96DF198A@ix.netcom.com>
Source record: 77317

I recently got a Falcon system with external hardrive and an external unit containing a CD-ROM drive and a Syquest 44meg unit. I hook everything up and get this message:

ExtneDOS Pro version 1.1
CD ACSI/SCSI BOS Driver v2.4A
Error Device not responding

ISO9000/HS Driver v2.4A
Error Unknown device

The CD and Syquest units do not respond but the hard drive does.

The Syquest drive powers up and the lights seem to indicate it's ready. The CD gives no indication as to its status. I've tried the cables the only two ways they might logically go (SCSI in or out on the CD/Syquest unit) with the same results. I've got manuals I'm about to start digging through, but does anyone have any ideas that might save me some time/headaches?

Thanks,

Jeff

535. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Doug Kendall <dkendall@mail>, shsw.wisc.edu
Message-ID: <7juj82$j18$1@news.doit.wisc.edu>
Source record: 77318

Peter Slegg wrote:

> It is also useful when I travel somewhere that I haven't been to before. It
> helps to verify my chosen route against Routefinder.
>
> I have only made a few mods to my route file, mainly on the English south
> coast. I did try replacing the coastal outline map with a more detailed one
> but I ran into problems. IIRC Routefinder seems to not like too many 'points'
> in the map file.
>
> It would be nice to see some updates to this application to make it more
> Falcon/TT friendly and more multi-tasking friendly.
>
> I wonder if any non-British versions exist as it is fairly easy, if slow,
> process to create map files.
>
> Peter.

Peter (and all),

I have wondered how easy it is to create map files as I'd love to play with one of (portions) of the United States.

Is this option available to those with registered copies? Or did it require a special arrangement with the author?

Doug Kendall

536. Re: NEW/IMPROVED ATARI BBS LIST June 9,1999

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990612175618.23005.00001077@ng-fr1.aol.com>
Source record: 77319

>most up to date list that I have
>put together. All the numbers that could be found on

What about PayBax BBS, supporting ST and 8-bit? We've only been here for 11 years!

And you missed the other members in the Forem net as well!

302-836-4816 24hrs. Sysop: NorStar

537. strange error on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Carl Rowlands <carl@karanga.demon.co.uk>
Message-ID: <OjHgdHAmjtY3EwXo@karanga.demon.co.uk>
Source record: 77320

hi everyone

being a relative newcomer to this group, I'm not sure if this is one of
those questions which crop up again and again...

but I have a problem with typing '\' on the Falcon I've recently bought,
it seems to 'know' that I've pressed it but nothing appears.

having changed the keyboard to no avail I wonder if anyone would have
experienced similar problems or had an inkling of what was happening.
not only is this key useful in naming paths its also a handy 'or' in C

TIA,
--
Carl

538. Re: dmf format

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vkGt2LAHltY3EwTS@steverosie.demon.co.uk>
Source record: 77321

On Sat, 12 Jun 1999 at 13:10:36 a message from Meindert Vroegindeweij
was created on the subject of dmf format.
>a friend of mine is going to trade his atari for an iMac. He has his record
>collection stored in an Atari database program, which has the *.dmf
>extension. We tried to save the database file in ASCII-format, but it didn't
>work out. Since I'm not familiar with atari computers, I'm asking you for
>help.
>How can I rescue the file by saving it in text-format or Comma Seperated
>Value-format?
>Any help would be appreciated, you can also mail answers to my e-mail

Hi

What database program is it for? I can't remember if it's the Timeworks
database program or not.

If so what happens when you try and save it in ASCII format?

I know you can't save, as you would normally do, but you have to print
it to a file; you have make the normal adjustments, like columns etc.,
you would when if you were printing a hard copy.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

539. Re: 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <hUsuaNAsqtY3Eww2@steverosie.demon.co.uk>
Source record: 77322

On Sat, 12 Jun 1999 at 10:56:52 a message from Chris Owen was created on
the subject of 1st Word + to PC files? Help!.
>Hi,
>Can you help?
>
>I still use my old 1040st for sequencing but have gone over to the PC for
>everything else.
>
>I have a number of old text files in 1st Word+ format that I would like to
>transfer onto my PC. How can I do this?
>
>I only have internet access on my PC. Is there a program that can read ST
>format discs on a PC and then translate 1st Word files into a suitable
>format for use on a PC word processor?
>
>Some of these old files are seriously large and valuable. Any assistance you
>can give would be really appreciated!

I've not come across a PC program that can import or use First Word+
files!

The best way around this would be to save the files as text, by removing
the tick against word pro mode in one of the drop downs, and then doing
a save as. Try and use the txt extension as they have different meanings
on the PC, doc with get it in the Word Pad while txt with use the
Notepad if double clicking on them;)

Format a double density disk to 720K on the PC and then just copy the
files onto the disk with your Atari and they can then be read by the pc.

I hope that helps!

We're getting many of the same requests for help just lately, or is it
me!

ATB

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

540. Re: Falcon with CD/Syquest unit problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-12 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <929226172.9500.0.nnrp-08.9e983130@news.demon.co.uk>
Source record: 77323

On 12 Jun 1999 14:23:04 , Jeff Jewell wrote:
>I recently got a Falcon system with external hardrive and an external
>unit containing a CD-ROM drive and a Syquest 44meg unit. I hook
>everything up and get this message:
>
>ExtneDOS Pro version 1.1
>CD ACSI/SCSI BOS Driver v2.4A
>*Error* Device not responding
>
>ISO9000/HS Driver v2.4A
>*Error* Unknown device
>

You should check that the SCSI chain is properly terminated.
I don't know about Extendos 1.1 but normally with the Gold version
INSTALL.APP must be run if the configuration files are non functional.
This allows you to either install a CDROM from new or update an
existing system. When you run it you may should see the CD unit
identify and you can then set its drive assignment.
With the Syquest unit run the Atari hard drive utilitues, or if you have
it HDDriver HDDRUTIL.APP & see if the system is detecting the drive.

Regards

Mike Bedford

541. Re: Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <erAExGAGT+Y3EwlQ@my-ste.demon.co.uk>
Source record: 77245

In article <7k06pt$38s$1@news7.svr.pol.co.uk>, ï¿½ <cool@borg1101.freeser
ve.co.uk> writes
>I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram I
>have 64Mb so it should allow me
>32Mb I would of thought.

Not according to the documents it can't. 14Mb is the limit.

>In the Pacifist Ini file where you can change what it does it says
>
>Ram=32
>
>But still only gives me 14Mb does any one know how to get around this.

There is no way round it.

--
David Bolt

542. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: ddc@imaginet.fr
Message-ID: <7k17pb$7ra$1@news.imaginet.fr>
Source record: 77246

On 13 Jun 1999 14:01:19 , Steve Stupple wrote:
>On Sun, 13 Jun 1999 at 12:17:31 a message from Didier Briel was created
>on the subject of File Download/Boot Problems.
>> Since you have a Mega STE (as indicated at the end of your message),
>>your problem is typical of the Mega STE hardware bug, which prevents using
>>anything faster than 19200 BPS. The problem comes from a programmable
>>chip, which can be replaced with a debuged one. Instruction on how to do
>>this can be found on ftp servers, in the file FSER096B.LZH.
>>Otherwise, you can contact me by email.
>>
>
>According to the info I have, serial 2 allows access above the 19200
>without modification! You still need a patch like HSmodem to correct the
>serial bug.
Of course, Modem 2 and Serial 2 do allow access to more than 19200 (up
to 230K)! The bug I refered to is *not* the serial bug which can be
corrected by Hsmodem, it is a *hardware* bug. The modication I mentionned
has nothing to do with serial ports themselves, but with a programmable
chip.

>The logging onto the internet/BBS should not affect unzipping of files.
>Usually software provides checksums to check the integrity of files,
>using comms packages, using FTP parts of the downloaded file are added
>in order to complete the file (if I've read correctly)!
The Mega STE hardware bug leads to CRC errors *after* the file has been
received (and checked) by the software (otherwise, it could never occur
with Internet protocol). It almost never occurs on text and/or short
files, but is more likely to occur on huge compressed files. I know what
I'm talking about, I struggled with it for 3 months, it almost drived me
mad :)

--
Didier BRIEL
ddc@imaginet.fr

543. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <h6HwVEALPCZ3EwrU@steverosie.demon.co.uk>
Source record: 77247

On Sun, 13 Jun 1999 at 19:01:16 a message from ï¿½ was created on the
subject of PC 30pin N/P Simms.
>I have 4 x 4Mb 30pin N/P Simms
>now iam not sure if I can put them into a Atari STE
>Now I took them out of a 486 Dx266Mhz that I had and I am going to
>get an Atari 520 STE I know there are Simms Slots but I didn't know
>if they will work.
>

Hi

They should work, unless the memory is faulty;)

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

544. EZ-IP

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@delphi.com>
Message-ID: <7k1et9$af8$1@nnrp1.deja.com>
Source record: 77248

For those of you who used the free service from ez-ip...

Effective immediately, the EZ-IP project is closed to the general public. Preferred members will continue to have access to all EZ-IP services. This change in policy is the result of continued abuses on the part of "Free" account holders. We have enjoyed serving the community with this project over the past 8 months and are truly sorry that it has become necessary to close membership. Over the next few weeks, we will be revamping the EZ-IP site and application process to allow users to "upgrade" to Preferred Member status.

That's right off the web page... All that work you did Ronald Andersson .. I guess we'll have to see if it works with the paid service.

Rob
webmaster@atari-users.net

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

545. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4LSmJNAcUDZ3EwbK@steverosie.demon.co.uk>
Source record: 77249

On Sun, 13 Jun 1999 at 21:28:11 a message from Didier Briel was created
on the subject of File Download/Boot Problems.
> The Mega STE hardware bug leads to CRC errors *after* the file has been
>received (and checked) by the software (otherwise, it could never occur
>with Internet protocol). It almost never occurs on text and/or short
>files, but is more likely to occur on huge compressed files. I know what
>I'm talking about, I struggled with it for 3 months, it almost drived me
>mad :)
>
>

I'll bear that in mind, for when I get my Mega STE on-line.

Thanks for the warning.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

546. Re: 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906131150.a63848@su2.maus.de>
Source record: 77250

Hallo Chris,

CO>I have a number of old text files in 1st Word+ format that I would
CO>like to transfer onto my PC. How can I do this?
via ASCII, no problem. But therefore you will lose all formatting
information (bold, superscript etc.).

Peter

547. Luna 1.2 now in french

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <37630685.A436A14B@club-internet.fr>
Source record: 77324

the RSC file of the 1.2 release of the text editor Luna is now available in french !
download the archive at: http://eslime.atari.org

If there's enough people who want it, I can also translate Luna in english...
just mail me if you want it: mailto:eslime@atari.org

I can argue that, now, Luna is better than Qed in a lot of features

see the author's homepage: http://www.atari-computer.de/rgfaika/

548. Trade Atari's

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: ^ <cool@borg1101.freeserve.co.uk>
Message-ID: <7jupa9$5q0$1@news7.svr.pol.co.uk>
Source record: 77325

Darren Brown <cool@borg1101.freeserve.co.uk> wrote in message news:...
Well I know that this is not what most people want to do but I need a
Atari 1024 STE or Higher (Falcon030).

So if anyone wants an Atari 520 STfm
Would they consider an exchange.
Of course it must working (Fully)

And must live in the south East (East Sussex or West Sussex) of England (UK)

Daz (Borg1101)

549. www.holmerup.com

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <vtD83.10157$Nc.18561@nntpserver.swip.net>
Source record: 77326

Hi everyone,
I just want to remind you about my homepage (and tell newcomers of it's existence), where you'll find some hints about Cubase Audio and the Falcon - as well as some troubleshooting for the Falcon and info about HD's that work with CAF. There's also some info about me and my studio etc - and I've finally had some time left to translate more articles that have been published in various magazines (only one is left, but I'm translating it now, so in a couple of days it'll be finished) - I hope you'll find some enjoyable reading there...
Some things in the appearence have been changed - and there's a new web address that's much cooler than the old one ;)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

550. to Martin-Eric Racine: pppd2.2.0f diffs

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: hyc@highlandsun.com
Message-ID: <7jvck9clo1@news.platinum.com>
Source record: 77327

```
Sorry I lost your email. I put the diffs up on my site yesterday. Please
check http://highlandsun.com/hyc/. Email me if you have questions.
-- Howard
```

551. Re: NEW/IMPROVED ATARI BBS LIST June 9,1999

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <376338BF.751C@geocities.com>
Source record: 77328

JLensbo wrote:
>
> >most up to date list that I have
> >put together. All the numbers that could be found on
>
> What about PayBax BBS, supporting ST and 8-bit? We've only been here for 11 years!
>
> And you missed the other members in the Forem net as well!
>
> 302-836-4816 24hrs. Sysop: NorStar

Awesome! I missed some BBS's... that's the best news I've heard all
day! So what other BBS's are on the Forem Net, and are they set up with
networked message bases much like the fido net message bases are?

Thanks,

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

552. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37635420.A967CAF1@ihug.co.nz>
Source record: 77329

Hi there,

DarkChyld wrote:
>
> On 11 Jun 1999 09:24:37 , Maurits van de Kamp wrote:
> ->J WILKINSON wrote:
> ->
> ->> Is anyone aware if the author has a new email? Or can
> ->> anyone attach the key to a reply email to me?!
> ->
>
> It was also listed in an edition of ST Format, although I forget
> which one. If you can't find it via FTP then let me know and I'll
> dig through my (big stack of) mags and try to find it... ;-)

I don't have an ST Format with that in it, and the Stoop 1.05 I grabbed from ftp://ftp.lip6.fr/pub/atari/ doesn't have a key file within it or listed in the docs...

It would be much appreciated if you could email me the key.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

553. Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: <cool@borg1101.freeserve.co.uk>
Message-ID: <7k06pt$38s$1@news7.svr.pol.co.uk>
Source record: 77330

I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram I have 64Mb so it should allow me
32Mb I would of thought.

In the Pacifist Ini file where you can change what it does it says

Ram=32

But still only gives me 14Mb does any one know how to get around this.

Daz (Borg1101)

554. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: ddc@imaginet.fr
Message-ID: <7k07gr$q4b$1@news.imaginet.fr>
Source record: 77331

On 24 May 1999 20:15:16 , Martin Holmes wrote:
>Can anyone help please?
It's been a long time since I saw your post. I only reply today, because
I had forgotten about it.

>
>I have tried without success to un-Zip files downloaded from Internet and
>FTP sights. While the Zip files 'appear' to download without problems I
>can't extract the files without the error message 'ST Zip- Fails CRC Check'
>showing against some of the files during inflation.
>If I try to run the resulting Prg file then I get TOS Error #35.
>I have however been successful previously in obtaining Zip files from BBS
>sites.
Since you have a Mega STE (as indicated at the end of your message),
your problem is typical of the Mega STE hardware bug, which prevents using
anything faster than 19200 BPS. The problem comes from a programmable
chip, which can be replaced with a debuged one. Instruction on how to do
this can be found on ftp servers, in the file FSER096B.LZH.
Otherwise, you can contact me by email.

Hope this helps,

--
Didier BRIEL
ddc@imaginet.fr

555. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mzQfTCAfu6Y3EwDm@steverosie.demon.co.uk>
Source record: 77332

On Sun, 13 Jun 1999 at 12:17:31 a message from Didier Briel was created
on the subject of File Download/Boot Problems.
> Since you have a Mega STE (as indicated at the end of your message),
>your problem is typical of the Mega STE hardware bug, which prevents using
>anything faster than 19200 BPS. The problem comes from a programmable
>chip, which can be replaced with a debuged one. Instruction on how to do
>this can be found on ftp servers, in the file FSER096B.LZH.
>Otherwise, you can contact me by email.
>

According to the info I have, serial 2 allows access above the 19200
without modification! You still need a patch like HSmodem to correct the
serial bug.

The logging onto the internet/BBS should not affect unzipping of files.
Usually software provides checksums to check the integrity of files,
using comms packages, using FTP parts of the downloaded file are added
in order to complete the file (if I've read correctly)!

The file could be faulty! you can also get this error code when trying
to run and AUTO folder only program from the desktop!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

556. Re: 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <8vlMgHASx6Y3Ewg4@my-ste.demon.co.uk>
Source record: 77333

In article <hUsuaNAsqtY3Eww2@steverosie.demon.co.uk>, Steve Stupple
<Steve@atari.org> writes

<snip>

>I've not come across a PC program that can import or use First Word+
>files!

There is a program that converts First Word+ files to RTF format. It's
called wpls2rtf and is available as DOS and TOS executables. Since I
can't remember where I found it, I've uploaded it to Demons FTP site.
It should be in the Atari file list in a few days.

In the mean time, if anyone wants a copy, its about 130kb, mail me and
I'll pass on a copy.

--
David Bolt

557. Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Gilles Charron <s1383700@uottawa.ca>
Message-ID: <3763C1C1.22F2C81B@uottawa.ca>
Source record: 77334

Hi!

I've got a Falcon for Sale. Here is a quick description
of it:

- 14MB Ram/Nemesis
- 540MB Internal IDE HD
- Added a fan on top of CPU
- Refitted original fan on top of PSU
- Original Case, box, manual, looks new, works great!
- Reason for selling: Moved to linux on a cheap PC...

The only problem it has is that one of the audio Input
doesn't give the proper input level when recording (you have to
adjust them at different levels). I don't know what causes this, but
nevertheless they still works!! (The outputs are fine.)

if you're interested, Give me a shout!

Gilles

558. For Sale (UK): software and hardware

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: d.e.cohen@qmw.nospam.ac.please.uk
Message-ID: <1dtc9sl.101ly6e18mkcxsN@tnt-1-158.easynet.co.uk>
Source record: 77335

```
Serious software

Arabesque Pro 2.14 10 pounds
Convector Pro 1.0 10 pounds
EasyDraw 3 10 pounds
EZ Text Pro Vector 10 pounds
NVDI 3 5 pounds
Selectric 3 pounds

Games
Zork 1 2 pounds
Wishbringer 2 pounds
Nord and Bert 2 pounds
Loom 2 pounds
Tass Times in Tonetown 2 pounds
Little Computer People 2 pounds
Trip-aTron 2 pounds
The Sentinel 2 pounds

Hardware, etc
USR Sportster 14.4 modem 15 pounds
Zipstik Joystick 4 pounds
Computer and monitor covers 1 pound each

Alos copies of Atari World and ST Applications, which are best
collected,
as postage may be high on these.

Postage extra (probably around 3 pounds for first four items and modem,
or two pounds each for more than one item,
1 pound for others). Or collect from North London. Offers considered
(especially for several items).

All software is registered and most is in original packaging.

--
Remove "nospam" and "please" for a correct address
```

559. Any Atari Stacy's for sale in US?

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Harry J <harryjSPAM@vsi.net>
Message-ID: <4mR83.4519$CG.127560@typ31b.nn.bcandid.com>
Source record: 77336

Thanks

harryj@vsi.net

560. Hard drive utilities

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3763EB22.3EA63C99@qnet.com>
Source record: 77337

Can someone please point me in the direction of any Supra or ICD hard drive utilities. I only want stuff that has been released to the public(FREE). MY TT with ICD utils has decided not to let me in and my floppy has died:(.

Don

561. Re: Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: tennent@mail.com
Message-ID: <7k0rm6tvh1@news4.svr.pol.co.uk>
Source record: 77338

Read the Pacifist readme file it says you cannot have more than 14 megs and in my expireience many programs don't like that setting! 4MB is the highset amount of memory an ST ever had or needs - only Falcons have 14MB. Stick to 2MB or 4MB I say there both colossal amounts in Atari terms!

Kevin

>I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram
I
>have 64Mb so it should allow me
>32Mb I would of thought.
>
>In the Pacifist Ini file where you can change what it does it says
>
>Ram=32
>
>But still only gives me 14Mb does any one know how to get around this.
>
>
>Daz (Borg1101)

562. PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: <antocool@borg1101.freeserve.co.uk>
Message-ID: <7k0rpnkdq1@news5.svr.pol.co.uk>
Source record: 77339

I have 4 x 4Mb 30pin N/P Simms
now iam not sure if I can put them into a Atari STE
Now I took them out of a 486 Dx266Mhz that I had and I am going to
get an Atari 520 STE I know there are Simms Slots but I didn't know
if they will work.

please help

Daz (Borg1101) E-mail Cool@Borg1101.Freeserve.Co.Uk

563. Re: Falcon with CD/Syquest unit problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3764071f$0$10480@news.zetnet.co.uk>
Source record: 77340

```
On 12 Jun 1999 22:22:52, M.Bedford wrote:
>On 12 Jun 1999 14:23:04 , Jeff Jewell wrote:
>>I recently got a Falcon system with external hardrive and an external
>>unit containing a CD-ROM drive and a Syquest 44meg unit. I hook
>>everything up and get this message:
>>
>>ExtneDOS Pro version 1.1
>>CD ACSI/SCSI BOS Driver v2.4A
>>*Error* Device not responding
>>
>>ISO9000/HS Driver v2.4A
>>*Error* Unknown device
>>

Check that the drives have different assigned ID's as well....Also, try
using Metados, sometimes it picks up things that Extendos doesn't (and vice
versa admittedly), try tio get as many different .Bos and .DOS drivers for
Metados as you can though...Which HD driver are you using?

chrisc
```

564. Re: Ethernetcard

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <376406DB.2EDBB58F@village.uunet.be>
Source record: 77341

Hallo,

SGV wrote:
>
> Hi
>
> I have a lot of Atari ST(E)ï¿½s and i want connect it per Ethernet IPX, and PC
> Windows 95. How can helps.

Ethernet IPX... that will be difficult (read expensive) I think. PAM has
a solution for this. Why not simply TCP-IP.

Check out these pages :

http://gallery.uunet.be/saka/atari/network/index.htm

> Ingo.Uhlemann@info-kanal.de

hope this helps

--
Saka -- Karl Samyn
ir telecommunications

565. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <376407cb$0$10480@news.zetnet.co.uk>
Source record: 77342

On 13 Jun 1999 19:01:16, "" wrote:
>I have 4 x 4Mb 30pin N/P Simms
>now iam not sure if I can put them into a Atari STE
>Now I took them out of a 486 Dx266Mhz that I had and I am going to
>get an Atari 520 STE I know there are Simms Slots but I didn't know
>if they will work.

The STe only supports up to 1Mb per SIMM....that said it's possible your SIMM's will work OK, but only give 1Mb each. It is almost impossible (given how the various things work) that you could do any damage to either by pluigging them in and finding out....

chrisc

566. SV: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k11gf$ll3$1@zingo.tninet.se>
Source record: 77343

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:3761ab34547f14@oden.se...

> The only efficient way of cooling anything inside such a
> 'tube' is by mounting a special fan to blow air 'sideways' through the
tube,
> in the manner described by Didier Mequignon for his system in other posts.
> Unfortunately I have not found any fan with a suitable shape/size for
this.

Funny, this weekend I saw an old tapestreamer with such a fan. It sucked the
air out of the streamer horizontally and disposed of it upwards.

> I tried mounting a small fan on top of the ispLSI chips inside the 'tube',
> but enclosed this way it could not cool the chips sufficiently. The same
> would of course also be true of any simple heatsinks. The heated air
would
> still stay in the same volume, thus making the heatsinks ineffective.

The important thing is to lead the heat away from the chips. If the heatsink
or air around the daughterboard gets hotter is of secondary importance. Of
course, the cooler the surrounding is, the sooner is the heat transported
away from the chip...

> Yes, I can see how it would, but heatsink cooling requires some freedom of
> movement for the heated air, which is not sufficient under a Falcon
keyboard.

Seems you'll have to find some kind of tube, like in aquariums, and pump the
air around with that?

> A much safer, and *far* cooler method would be to use a fluid inert gas
> rather than water. That method has actually been in use for quite a while.
> It is a standard method for cooling so-called 'supercomputers'.
> (Crays etc.)

Another way is finding a deep cave with constantly low temperature and an
ethernet connection...

:^)

No seriously, this cooling technique your're mentioning sounds promising,
how available is it for hobby purposes?

> The nice part about it is that once a conductor has reached those superlow
> temperatures it will no longer generate any dissipation heat when a
current
> is passed through it, as supraconduction will reduce voltage drop to

almost
> nothing. It is also possible to do some very 'funny' things with magnetic
> fields at these temperatures.

I wonder what the cost would be (in watts) for such a system to work with
one enclosed motherboard?

The diskdrives and harddisks should be left aside for such an experiment,
since the mechanical parts would shrink enough to cause great problems.

Best would be to split the computer into two parts, a "not-so-hot" part and
a "needs-much-cooling" part.

But that would in fact mean a new development of a motherboard,
daughterboards, etc.

MG

567. SV: SV: DIY cables for the Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1999-06-13 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k11gi$ll3$2@zingo.tninet.se>
Source record: 77344

Phantomm <phantomm@kih.net> skrev i
diskussionsgruppsmeddelandet:7js7ol$5ke2@news.ajou.ac.kr...

> If possible, I'd like to use the LAN port with a Modem to connect to
> the Net with.

Buy an ordinary Mac-to-modem cable.

> Also, I would like to use the LAN port as a Null Modem connection to
> connect to a STE and a ICD Multi I/O RS232 port.

The previously mentioned Mac-to-modem cable can be complemented with a small
null-modem box or factory made cable.

> I'd like to use the MIDI ports for networking with STing.
> Will standard MIDI cables be enough or is there sometype of
> modification that needs to be made?

Standard cables will do.

> A DSP to modem would be cool, if possible.

Believe there are such cables for the Mac.

> Would you know what this adapter is for and can in be used in the
> Falcon?

It appears to be a 2.5" to 3.5" adaptor for IDE drives.

> Not sure what you mean here. Are there 2.5 SCSI drives?

Yes, lots. You can ask people with portable Macs.

> Would you happen to know if there is anyway to connect a second
> 3 1/2 disk drive to the Falcon. I'd like to add a standard ST/STe
> type floppy port to the Falcon.

It is possible, but I haven't tried to do this. Never needed two drives.
Easiest should be to press another connector to the flat ribbon cable that
goes to the floppy.

> Do you know if the Falcons monitor port can be used with a monitor
> by its self without any of the Falcon monitor adapters connected?

It can not.

> It would be great if some drivers where created for these devices.

Well, that's the charm of using an Atari, you can do great deeds yourself!
I've thought of making a windows printer work on an Atari, just for the

sport of it...

MG

568. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k1jau$73o1@news.ajou.ac.kr>
Source record: 77251

On 9 Jun 1999 06:22:44 G, Ronald Andersson wrote:
>Hi Phantomm,
>
>on Sun 06-06-1999 03:10 Phantomm wrote:
>>On 3 Jun 1999 09:24:04 G, Ronald Andersson wrote:
>

>
>If I cared about such things I'd never get anything done. ;-)
>I have already removed the fan from the CPU heat sink, and moved it
>into the space where the PSU used to be (I now use an external PSU),
>from which position it now blows air in the direction of the CPU,
>but not mounted on top of it.

I certainly understand that. But I am going to follow the installation
instructions and the help that you and others are giving me and not
do any type of modifications until I'm sure I have it installed and
working correctly. Then, I will probably make some changes.

>
>Wise decision ! The heat sink is *definitely* needed regardless of fan.

Is your heat sink square or round?

>
>I use an extra fan mounted in this space, to blow cool air directly onto
>the two ispLSI circuits (aka 'Lattice chips') on the CT2B board. Without
>such extra cooling I have never been able to use the CT2B FastRAM.
>
>Previously I used a large fan from a PSU for this, but now I use a small
>1W fan from a Pentium cooler assembly. This fan is fastened to the 'bar'
>of plastic that used to separate function keys from the main keyboard
>area when I still had the original keyboard installed.

Hmmm..The CT2B must generate alot of heat?

>
>Centek warn against extending keyboard cables, but that mainly applies
>to the reset signal. I myself use a MegaST keyboard for which I have
>several extension cables, one of which is *very* long (6-7 metres).
>This gave me no problems at all. For such long extensions only the
>main four leads should be used (Vcc, TxD, RxD, Gnd).

ok, I have been thinking of using a different type of Atari
keyboard. One thing I'm not clear on.
Does the MegaST, MegaSTE, and TT keyboards have mouse and joystick
ports in the same location as the Falcon?

>
>It might, but it may also hide any breaks if/when any do occur.

I have a good digital Multi-Meter. I'll check each wires before
and after soldering them.

>
>As yet only Centek have this info.

I hope they will release this info soon.

>
>Yes, many ways are possible, but which will work best is unknown.

After I get the CT2B installed and working correctly, I'll try
some different things and will let ya know the results.

>
>That will definitely require some 'tower' solution, rather than using
>original Falcon case.

Sure wish someone would dig a good case out of their closet and
sell/trade it to me. It would be a big help. ;)

>
>A 'little' longer should work, but there are no guarantees. Each extra
>length added does increase the risk of 'pickup' and also increases the
>parasitic capacitance and series inductance of the wires. At very high
>frequencies such things do matter. After all, radio signals do not need
>any conductors at all to bounce all around the earth, and the frequencies
>ideal for such use are fairly low (around 4MHz).

I'm going to try and leave them long and add extra insulation to try
and keep EMI and etc as low as possible.

>
>But in this context I fear that 'Memory' may mean ST-RAM only, although
>I may (hopefully) be wrong about it.

Will let ya know asap if it will work.

>
>That should mean an improvement factor of 50/32, which is +56.25%

That would be a big increase! ;)

>
>Maybe so, but there is no telling how this relates to CT2.

Don't know if having support for the Nemesis and AfterBurner
would help or not with the CT2B.
If the support for these would cause problems. Then I do
have my back ups of the Apex before support was added.

I'll try both versions and see if there is any difference.

>>If needed maybe Doug Little will add support for the CT2B in
>>Apex.
>
>All this remains to be seen. I have no experience of this stuff.

I try to contact Doug asap, and ask him about it.
He has always been very helpful to me and is a excellent
programmer. Hopefully he will want to add support for the CT2B
if needed.

>
>There is a compatibility boot mode available, where all clocks fall back
>to the original speeds. This does not mean that all things go back to
>normal however, as the DSP interrupts and some address decoding still
>work in a slightly non-standard way. This has been discussed in other
>threads here, mainly by me, Derryck Croker, and Didier Mequignon.
>(I hope I spelled that right now..., french spelling is tricky ;-)
>

>
>Why should they ?
>Sharing information is the main reason why newsgroups exist at all.
Exactly the way I feel. Just seems that some folks don't like
questions to be asked about Atari hardware upgrading.

I am very glad that companies like Centek are still creating
hardware/software upgrades for the Atari machines.
Being able to have 128megs of FastRam in a Falcon is a very
big advancment in my opinion. I'm very glad that I was able
to purchase a CT2B. Just hope that the board is good.
I'll know shortly as I'm just about ready to get started. ;)
>
Just need to ask a few more questions. ;)

I've went thru all the documentation that I can find
on the CT2B. Including all at Centeks Web site and
have downloaded all CT2B related software.

I'm a bit confused on Cecile. Most of the documention
I could find on it is in French.

Do I need to install Cecile before I install the
CT2B?

I'm using HD Driver. Do I need to use Cecile at all
with the CT2B?

Any info you can pass along about Cecile is much
appreciated. If you have english docs. I very much
could use them.

Is there any other software that I need to install
before installing the CT2B?

Right now I am using SuperBoot as a bootup manager.
Do you know if SuperBoot works correctly with the
CT2B?

List any other bootup managers that you know works
well with the CT2B.

Do you know if Geneva/NeoDesk will work in all
of the CT2B modes including Turbo?

I notice that NVDI is needed to use the Turbo
modes. Is there any other software accelerators
that I could use besides NVDI?

If I am able to dis-able the blitter in
Geneva/NeoDesk do I need NVDI or etc. to use
the Turbo Modes in TOS 4.0x or TOS 7.0x ?

>If you don't do the mod, then one of the clock signals
>generated by CT2B will be shortcircuited, which is not
>a good idea. The signal can be turned off in the CT2
>configuration, but that will limit your choice of
>available pixel clocks in turbo modes to 25 or 50 MHz.
>You will no longer have access to the 32 MHz clock,
>as it is this that uses the extra input/output pin.

My 17inch SVGA is not a fixed frequency.
Its a multi-scanning and will accept any signal
within the limits below.
It's scanning Frequency is 30kHz to 70kHz Horizontal
and 50Hz to 120Hz Vertical
Video Bandwidth is 100MHz
Max Res is 1280 x 1024 (Non-interlaced)

Do I still need to do the VGA monitor adapter modification?

>I can say that there is no problem at all in using Midi
>for STinG networking though, which is how I use those
>ports.

Thats good to know. I want to use the MIDI ports for
STinG networking also. ;)

>
>If you can find a suitable connection place to
>get the same signal, then it will suffice to
>bend the pin of the U44 chip so that it does
>not enter its socket, nor must it come into
>contact with anything else that conducts.

I'm a bit confused on this U44 chip.
From what I understand from the installation documentation
U44 has to be removed. Then the docs suggest to break pin
15. And insert this broken pin from the U44 chip
back into the socket and solder wire n10 to the broken pin in

the socket.
Chip U44 is no longer used after you remove it, Right?

Also, I'll probably start out with a 16meg EDO memory chip for the CT2B FastRam. This may seem like a strange question. But is there a wrong way to insert the FastRam memory chip?

And, If you just wanted to try out the Falcon in the standard configuration without Turbo mode. Does a EDO memory chip have to be installed in order for the Falcon to run in standard mode with a CT2B installed?

If, all goes well I'll be starting the installation this week. So any help with these questions asap is much appreciated. And if there is anything you can pass along that I should know before starting out, then please do so.

Thanks for all the help and etc,
phantomm@kih.net

569. SV: Cooling techniques (Was: About: Ronald

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k1nbj$3mn$2@zingo.tninet.se>
Source record: 77252

James F. Haslam <jfhaslam@zetnet.co.uk> skrev i
diskussionsgruppsmeddelandet:376239ba$0$10480@news.zetnet.co.uk...

> In this month's issue of PC Answers (yes I know, but I was after the cover
> CD with a library of web graphics on it!!)

No need to apologize, atarianism is no monotheistic religion!

> there's an article about a guy
> in Singapore, who's got his processor watercooled!

The things you have to do to get ahead... :^)

> He's made a waterjacket out of sheets of copper to go over the chip with
> two pipes running to the cold water tap and sink, which replaces the
> heatsink on the chip.

Exiting. What was his gain? 50%?

> I'll repeat the warning though: don't try it at home, one leak would fry
> your machine!!!!

Fear of frying your processor is for whimps! Real men just chance it!

:^)

However, I won't try it for other reasons. It seems mighty cumbersome to me.
And I need both my taps. Besides, visiting females don't find it impressing
to not be able to wash their hands in the bathroom. Or even worse, not being
allowed to completely close the bathroom door because of tubes and pipes
leading to the computer...

On the positive side, there are interesting cooling products for trailer
homes, boats, camping people etc...

Surely there must be some kind of curve of speed gain relative to amount of
cooling. Someone said that an ordinary frigidaire (around +8°C) wasn't
making much of a difference. You at least needed -20°C to make a noticeable
improvement?

Seems that some kind of pressure container with liquid gas would be ideal
for these types of exploits? The temperature would then creep down to
maybe -200°C and great speed increases could be expected.

Maybe this is a product which could be sold to software developers?

"Is your application minus twohundred ready? Will it work with the new 3
gigahertz processors? Would you like to watch your code fly? Try our deep
freeze gas chamber! Where heat is no factor!"

MG

570. Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <9YZ83.6673$8%6.532812@news1.telusplanet.net>
Source record: 77253

Has anyone heard from this helpful person lately?
He seems to have disappeared :-(

Thanks in advance,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

571. Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Jean-Michel Dossogne <this.is.not@my.emel.com>
Message-ID: <0000ea26.jmdo6877@euronet.be>
Source record: 77254

Hello Atari-Users.Net.

Lundi 31 Mai 1999 14:25, Atari-Users.Net wrote to All:

AUN> www.ez-ip.com (FREE AND WORKS WITH CAB!!)
nice

>> modem cable. Tom has an 8-bit Atari BBS running BBS Express which can
any link for that proggie?

Jean-Michel
++++++++++++++++
+ Doggy's Internet Gateway - +32-71-666292 - V34+ & X75
+ Disclaimer: Les articles n'engagent QUE leurs auteurs, pas la passerelle

572. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: mike@jborsley.freeserve.co.uk
Message-ID: <7k26o4$j6d$1@news7.svr.pol.co.uk>
Source record: 77255

On 13 Jun 1999 21:28:11 , Didier Briel wrote:
>On 13 Jun 1999 14:01:19 , Steve Stupple wrote:

>>On Sun, 13 Jun 1999 at 12:17:31 a message from Didier Briel was created
<snip>
>>According to the info I have, serial 2 allows access above the 19200
>>without modification! You still need a patch like HSmodem to correct the
>>serial bug.
> Of course, Modem 2 and Serial 2 do allow access to more than 19200 (up
>to 230K)! The bug I refered to is *not* the serial bug which can be
>corrected by Hsmodem, it is a *hardware* bug. The modication I mentionned
>has nothing to do with serial ports themselves, but with a programmable
>chip.

> The Mega STE hardware bug leads to CRC errors *after* the file has been
>received (and checked) by the software (otherwise, it could never occur
>with Internet protocol). It almost never occurs on text and/or short
>files, but is more likely to occur on huge compressed files. I know what
>I'm talking about, I struggled with it for 3 months, it almost drived me
>mad :)

Yes I can confirm this, I went through exactly the same experience,
and was grateful for Didier's advice.

Cheers
Mike

573. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: roy@REMOVEincontrolinternet.co.uk
Message-ID: <MPG.11ceb8e8f4332d39989680@news.zetnet.co.uk>
Source record: 77256

In article <37607C23.1B615D24@ihug.co.nz>, jwandjw@ihug.co.nz says...
> Hi there,
>
> I have recently had a 2.5" IDE disk in my Falcon
> die a death. I'm running with an old SCSI disk but
> didn't have a backup of Stoop v1.05 boot manager.
> I had emailed the author previously (years ago)
> to obtain a key which he gave me happily, but I
> cannot get him at the same email address anymore.
>
> Is anyone aware if the author has a new email? Or can
> anyone attach the key to a reply email to me?!
>

Get it from

www.incontrolinternet.co.uk/wag/

in the download section

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

REMOVE anti-spam when replying

574. Re: 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764ACC6.8FBC482F@directprovider.REMOVETHECAPITALS.net>
Source record: 77257

```
Chris Owen a ï¿½crit :
>
> Hi,
> Can you help?
>
> I still use my old 1040st for sequencing but have gone over to the PC for
> everything else.
>
> I have a number of old text files in 1st Word+ format that I would like to
> transfer onto my PC. How can I do this?
>
> I only have internet access on my PC. Is there a program that can read ST
> format discs on a PC and then translate 1st Word files into a suitable
> format for use on a PC word processor?
>

There are no PC programs, but you can get the Marcel word processor,
which is freeware, and will convert 1ST Word files to RTF.

Alternatively, 1ST Word can save as plain ASCII if you uncheck the "WP
Mode" option.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

575. Re: Ethernetcard

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764AD48.7C19DC95@directprovider.REMOVETHECAPITALS.net>
Source record: 77258

SGV a ï¿½crit :
>
> Hi
>
> I have a lot of Atari ST(E)ï¿½s and i want connect it per Ethernet IPX, and PC
> Windows 95. How can helps.
>

Good luck!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

576. Re: Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764ADC9.29803D35@directprovider.REMOVETHECAPITALS.net>
Source record: 77259

"ï¿½" a ï¿½crit :
>
> I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram I
> have 64Mb so it should allow me
> 32Mb I would of thought.

What would you do on an ST with 32Mb ?

TOS will only allow 4Mb, I think you need TOS 2.06 to use 14Mb. You
can't handle more on an ST.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

577. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764AE95.8702F628@directprovider.REMOVETHECAPITALS.net>
Source record: 77260

"ï¿½" a ï¿½crit :
>
> I have 4 x 4Mb 30pin N/P Simms
> now iam not sure if I can put them into a Atari STE
> Now I took them out of a 486 Dx266Mhz that I had and I am going to
> get an Atari 520 STE I know there are Simms Slots but I didn't know
> if they will work.

The STE will take max 4 x 1Mb SIMMs, so if you're lucky your 4Mb simms
will be recognized as 1Mb modules, if not, they won't work at all.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

578. eSTe clock software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7k2cr2$ij7$1@newsource.ihug.co.nz>
Source record: 77261

Can anybody let me know where to get the software for this clock cartridge for the ST?

Cheers Mike

579. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3764BC2C.8F618315@ihug.co.nz>
Source record: 77262

Hi there,

Roy Goring wrote:
>
> Get it from
>
> www.incontrolinternet.co.uk/wag/

Got it! Gratitudes waft in your general direction!! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

580. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990614082402.10464.00001566@ng-fl1.aol.com>
Source record: 77263

I'd be interested, but would like more info.
Also, where are you located?
Thanks,
Sam Ferrer

581. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990614103414.00813.00002110@ng-xa1.aol.com>
Source record: 77264

I'd be interested (my falcon died) but would like to know if you would be interested in working out some sort of trade for my Jag+CD game system. Let me know.
Thanks,
Sam Ferrer
>Hi!
>
> I've got a Falcon for Sale. Here is a quick description
>of it:
>
> - 14MB Ram/Nemesis
> - 540MB Internal IDE HD
> - Added a fan on top of CPU
> - Refitted original fan on top of PSU
> - Original Case, box, manual, looks new, works great!
> - Reason for selling: Moved to linux on a cheap PC...
>
>The only problem it has is that one of the audio Input
>doesn't give the proper input level when recording (you have to
>adjust them at different levels). I don't know what causes this, but
>nevertheless they still works!! (The outputs are fine.)
>
>if you're interested, Give me a shout!
>
>Gilles

582. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37652160248d7e1@tripnet.se>
Source record: 77265

On Sun 13-06-1999 14:01 (+0100) Steve Stupple wrote:

>On Sun, 13 Jun 1999 at 12:17:31 a message from Didier Briel was created
>on the subject of File Download/Boot Problems.
>> Since you have a Mega STE (as indicated at the end of your message),
>>your problem is typical of the Mega STE hardware bug, which prevents using
>>anything faster than 19200 BPS. The problem comes from a programmable
>>chip, which can be replaced with a debuged one. Instruction on how to do
>>this can be found on ftp servers, in the file FSER096B.LZH.
>>Otherwise, you can contact me by email.
>>
>
>According to the info I have, serial 2 allows access above the 19200
>without modification! You still need a patch like HSmodem to correct the
>serial bug.

On my not modified MSTe the Modem 2 port is the only port that works
without lost charcters above 19200 bps. The best solution is to use
Modem 2 at 57600 for modem connections and with the proper HSMODEM prgs.

Note that some programs (Stalker) will not let you set the right speeds
on Modem 2. This is because the TT Modem 2 has the not so common speed
76800 bps for Modem 2 instead.

>
>The logging onto the internet/BBS should not affect unzipping of files.
>Usually software provides checksums to check the integrity of files,
>using comms packages, using FTP parts of the downloaded file are added
>in order to complete the file (if I've read correctly)!

First check your port and modem settings by downloading with z-modem
from a BBS or local computer with a null-modem cable. When this works
without too many packets resent you can try the Internet. As tcp/ip
(like z-modem) has internal error-checking you may still be able to use
a poorly setup serial port but with lots of packets resent. It should
not be possible though to get corrupted data without any notice. Maybe
the server (the sending computer) is configured for text mode. If so it
will start to add ASCII 13 for every linefeed character it finds. This
is offcourse not so good if the file is not a text but a .LZH binary
file. Usually .ZIP files will be transfered in binary mode but the more
unusual (in UNIX) .LZH .MID etc. may be interpreted as texts. If so
there is nothing you can do afaik.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/

<<Produced with 100% pure Atari equipment>>

583. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtec3h.26d3un1sgsd26N@pm-d03.rhein-main.de>
Source record: 77266

> I've went thru all the documentation that I can find
> on the CT2B. Including all at Centeks Web site and
> have downloaded all CT2B related software.
>
> I'm a bit confused on Cecile. Most of the documention
> I could find on it is in French.

Dokumentation isnï¿½t good, allows only to install the board.

> Do I need to install Cecile before I install the
> CT2B?

No, cecile driver comes out of the flash while boot up
(and cecile is klicked ON in setup menu)

> I'm using HD Driver. Do I need to use Cecile at all
> with the CT2B?

No, HDDriver works fine if "external driver" in setup menu is klicked ON
- AND - your IDE/SCSI device works well with CT2.
A lot of older drives doasnï¿½t boot correct in turbo mode.

First place: internal original IDE(s) from atari

> Any info you can pass along about Cecile is much
> appreciated. If you have english docs. I very much
> could use them.

Would be nice i can get them too..

> Is there any other software that I need to install
> before installing the CT2B?

DSP_IRQ.PRG into auto folder if you have -NOT- the hardware patch
from didier. (Rev "A" CT2) I doasnï¿½t have a "B" CT2, but i think
needs the same..

> Right now I am using SuperBoot as a bootup manager.
> Do you know if SuperBoot works correctly with the
> CT2B?

Sorry. I donï¿½t know.

> List any other bootup managers that you know works
> well with the CT2B.

Sorry, doasnï¿½t use one.

> Do you know if Geneva/NeoDesk will work in all
> of the CT2B modes including Turbo?

Sorry.

> I notice that NVDI is needed to use the Turbo
> modes. Is there any other software accelerators
> that I could use besides NVDI?

Needs NVDI to switch of the blitter.. :->
and makes the story much faster.

> If I am able to dis-able the blitter in
> Geneva/NeoDesk do I need NVDI or etc. to use
> the Turbo Modes in TOS 4.0x or TOS 7.0x ?

Some other parts also switch the blitter on again..
Must work without NVDI. Blitter -must- allways of.

> Do I still need to do the VGA monitor adapter modification?

Best way. Yes

> I'm a bit confused on this U44 chip.
> From what I understand from the installation documentation
> U44 has to be removed. Then the docs suggest to break pin
> 15. And insert this broken pin from the U44 chip
> back into the socket and solder wire n10 to the broken pin in
> the socket.

> Chip U44 is no longer used after you remove it, Right?

U44 here is back into his socked after this "procedure"
Without pin 15, itï¿½s engough to bent it up. Do not connect
pin 15 again to the socked. Thatï¿½s all. Pin 15 on socket only
holds the wire from CT2.

> Also, I'll probably start out with a 16meg EDO memory
> chip for the CT2B FastRam. This may seem like a strange
> question. But is there a wrong way to insert the
> FastRam memory chip?

Have a look to the simm! Simm board only can insert in one direction.
With wrong direction the simm doasnï¿½t snap in.
Use a EDO with 8 chips and a "9" on boards no. "5" doasnï¿½t work well.

> And, If you just wanted to try out the Falcon in the
> standard configuration without Turbo mode. Does a
> EDO memory chip have to be installed in order for the
> Falcon to run in standard mode with a CT2B installed?

In normal mode the machine doasnï¿½t access fast ram, so i think
it will work without the EDO. Not tested. Iï¿½m not sure.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

584. Re: eSTe clock software?

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <jaJOJEA$qTZ3EwZ2@steverosie.demon.co.uk>
Source record: 77267

On Mon, 14 Jun 1999 at 20:05:02 a message from Michael Clark was created
on the subject of eSTe clock software?.
>Can anybody let me know where to get the software for this clock cartridge
>for the ST?

What make of clock is it?

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

585. Re: NAS99

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37654d0627d70e2@ping.be>
Source record: 77268

on Mon 14-06-1999 03:29 Martin Graiter wrote:

>This year's theme was networks and networking. There were some pretty
>impressive setups and also seminars held about different topics. I was to
>only one seminar, about MiNT. Jonas Mï¿½ller-Nilsson talked about MiNT98 in
>English! This was for the benefit of our foreign guests, which I thought was
>a very nice gesture.

Yes this was a very nice gesture indeed. I would like to thank in
the first place Jonas and Erik Hï¿½ll but also the Swedish visitors
who were agree with the speakers to use English as language.
I understand more or the less French, German and English but
Swedish is another piece of cake.:-)
The seminar held by Martin-Eric Racine about his NMD project was
quite amuzing and instructive

>But I'm really not. "My picture flickers, why?" The answer requires test
>equipment and maybe hours of fault finding.

He, he you were the man who I saw ticking with a doorkey on the
motherboad of a ST (I believe)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

586. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37654d0627d70e1@ping.be>
Source record: 77269

on Mon 14-06-1999 02:40 Bengy Collins wrote:

>Has anyone heard from this helpful person lately?
>He seems to have disappeared :-(
>
The latest I've heard from him (already 3 weeks ago) was that he had a
broken modem and broken modem port making it impossible for him to reach
the Net.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

587. Re: Falcon with CD/Syquest unit problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7k3g32obh1@news4.svr.pol.co.uk>
Source record: 77270

Hi Jeff

On 12 Jun 1999 14:23:04 , Jeff Jewell wrote:
>I recently got a Falcon system with external hardrive and an external
>unit containing a CD-ROM drive and a Syquest 44meg unit. I hook
>everything up and get this message:
>
>ExtneDOS Pro version 1.1
>CD ACSI/SCSI BOS Driver v2.4A
>*Error* Device not responding

Is this when your trying to access a CD Rom?

If so it could be a faulty CD Rom.

Try a different one.

Another thought is that you may not have installed it correctly, try
instaling it again with the install program, and make sure you set it
to look for the CD Roms ID number.

>ISO9000/HS Driver v2.4A
>*Error* Unknown device
>
>The CD and Syquest units do not respond but the hard drive does.
>
>The Syquest drive powers up and the lights seem to indicate it's ready.
>The CD gives no indication as to its status. I've tried the cables the
>only two ways they might logically go (SCSI in or out on the CD/Syquest
>unit) with the same results. I've got manuals I'm about to start
>digging through, but does anyone have any ideas that might save me some
>time/headaches?

Sorry I can't help with the Syquest, as I never got one of them
working here, and gave up on it as the 44 meg cartridges are way too
expensive for the size of them.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

588. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7k3g37obh2@news4.svr.pol.co.uk>
Source record: 77271

On 12 Jun 1999 16:19:28 , Doug Kendall wrote:
>
Hi

>> It is also useful when I travel somewhere that I haven't been to before. It
>> helps to verify my chosen route against Routefinder.
>>
>> I have only made a few mods to my route file, mainly on the English south
>> coast. I did try replacing the coastal outline map with a more detailed one
>> but I ran into problems. IIRC Routefinder seems to not like too many 'points'
>> in the map file.
>>
>> It would be nice to see some updates to this application to make it more
>> Falcon/TT friendly and more multi-tasking friendly.
>>
>> I wonder if any non-British versions exist as it is fairly easy, if slow,
>> process to create map files.
>>
>> Peter.
>
>Peter (and all),
>
>I have wondered how easy it is to create map files as I'd love to play with one
>of (portions) of the United States.
>
>Is this option available to those with registered copies? Or did it require a
>special arrangement with the author?

If memory serve me correctly, you can edit the maps from an
unregistered version, but it will onbly display routes that fall
within a 200 mile limit.

I don't know if it is still supporteed though.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

589. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7k3g3d$9f0$1@nyheter.chalmers.se>
Source record: 77272

In article <3761ab34547f16@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Thu 10-06-1999 00:47 Johan Klockars wrote:
>>In article <375db3fa1aff162@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>>If you have a printer driver you want to use, surely you must also
>>have the GDOS it was supposed to work with?
>
>No. It has worked fine using old drivers with NVDI.

What I meant above was only that you wouldn't normally have a GDOS
driver but no GDOS it can work with. Therefore, you will be able to
use your printer when having fVDI installed, even if fVDI itself can't
deal with the GDOS driver.

>>Has anyone except the NVDI developers written any printer drivers the
>>last few years? _Is_ there a 'standard' for this available anywhere?
>
>I am not well informed on that, but if there is not a standard, then

There must certainly _be_ a standard. The question is if it's _available_.

>Good. As NVDI has gone quite a bit beyond the normal VDI and GDOS versions
>for many things, I think that many will want precisely this combination,
>using fVDI only as a screen driver, and NVDI for all the rest.

For now, people who already own NVDI may want to use it as foreground VDI
so that they can still get their vector fonts etc on the screen.
I fully intend to eventually support all (as far as that is possible)
the NVDI additions in fVDI.

>It really would be unnecessary duplication to invest a lot of work to make
>fVDI into a replacement for all the things handled by NVDI.

Not in the long run, and not for some potential uses for fVDI.
For example, I intend to make fVDI usable under MacMiNT and (obviously)
the Fenix OS. Ports to one or more Atari emulators and the Tempest (in
PPC mode) are also very likely.

>No, I realize that, and I suspect that it might be better to make a definite
choice of how fVDI can and must cooperate with NVDI and/or other GDOS. That
>might help in making some implementation details simpler and more consistent.

While it would indeed do that, I personally don't like the performance hit.
It's certainly easier to have fVDI in the background, but on my AB040
with an Eclipse/RageII that means about three times slower text output

according to GEMBench, if NVDI is in the foreground. The other GDOSes
would be a lot slower than that.

>>It is (or rather will be) a full GDOS replacement (not necessarily
>>driver level compatible), but that's of little use without drivers.
>>Those drivers will not appear until/unless someone actually writes them...
>
>But that is precisely where 'fallback' compatibility with old drivers can
>help some. Then only drivers for new stuff need to be developed.

Yes.

>Possibly I misunderstood you earlier. I suppose I shall have to experiment
>a bit with the current fVDI to fully understand some of your points.

Please, let me know if you run into any problems.
The easiest way to experiment with fVDI is to run it from the desktop.
You can then shut it down whenever you like.

The very latest beta version (uploaded today) can now fill polygons.

>I see. Actually you might want to consider other call methods than the
>normal subroutine linking and register stacking. They are good for the
>purpose of making generic consistent interfaces, by standards implemented
>for most C compilers etc, but they are not very efficient.

True, but I don't think it's much of a problem, really.
Doing things pixel by pixel will be slow no matter what, and most other
functions need all of the registers anyway, and do a lot of work.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

590. Converting "That&#65533;s Write" files to MS Windows wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: h-e.f@gmx.de
Message-ID: <376559b6.1365065@news.berlin.de>
Source record: 77273

Hi !

Does anyone know a possibility how to convert "That&#65533;s Write"-documents
to newer MS Windows wordprocessor formats?

Thanks in advance,

Hanns-Erich Finke

591. .img files

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: marcellus_pereira@my-deja.com
Message-ID: <7k3t6b$4jp$1@nnrp1.deja.com>
Source record: 77274

Guys,

I need to see some .img files in my pc. What is
the program I used to do that?

Thanx a lot,

Marcellus Pereira
marcellus@uti.psi.br

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

592. .img files

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: marcellus_pereira@my-deja.com
Message-ID: <7k3tan$4kp$1@nnrp1.deja.com>
Source record: 77275

Guys,

I need to see some .img files in the pc. What program can I use to do
that?

Thanx a lot,

Marcellus Pereira
marcellus@uti.psi.br

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

593. FS Atari ST power supply: $15.

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: jamesd1@home.com
Message-ID: <dRd93.34439$tm6.21799@news.rdc1.sdca.home.com>
Source record: 77276
Cross-posted to: comp.sys.atari.st,fidonet.atari_st

Working Atari ST power supply, $15. plus shipping costs.

Best Regards,

James

594. atari games forsale

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Oasis <oasis@freeuk.com>
Message-ID: <dKe93.9647$To2.176112@nnrp3.clara.net>
Source record: 77277

Here is a list of Atari games for sale - if you wish to reserve any then just e-mail me.

I also have a list of feature videos for sale - if you want a list then let me know.

I am in the UK so let me know if your not.

Disks and Instructions only.....

1ST WORD (ATARI/GST).....£7.00
ADD WITH OSCAR/SPELL WITH OSCAR (LADBROKE COMP)£2.50
ARCHER MACLEAN`S POOL (VIRGIN).....£5.50
BAAL (PSYGONOSIS).....£3.00
BAD COMPANY (LOGOTRON).....£2.50
BALLISTIX (PSYCLAPSE).....£2.50
BLUE ANGEL 69 (MAGIC BYTES).....£3.00
CASTLE MASTER (DOMARK/INCENTIVE).....£2.50
CLUB DOMINOES (INFOWORKS).....£3.00
CRAZY CARS (HIT SQUAD).....£2.00
DRAGONFLIGHT (THALION).....£3.00
ELITE (FIREBIRD).....£4.00
F-16 COMBAT PILOT (DIGITAL INTEGRATION).....£3.00
F-29 RETALIATOR (OCEAN).....NOT ST-E.£3.50
FALCON (SPECTRUM HOLOBYTE).....£4.00
FALCON (MIRRORSOFT/UBISOFT).....£3.00
FEDERATION OF FREE TRADERS (GREMLIN).....£3.00
FLIGHT OF THE INTRUDER (MIRRORSOFT).....£4.00
GHOSTBUSTERS 2 (ACTIVISION).....£3.00
HENRIETTA`S BOOK OF SPELLS (SCETLANDER).....£2.50
HOTSHOT (ADDICTIVE).....£2.50
KICK OFF (ANCO).....£3.00
KICK OFF 2 + WORLD CUP 90 (ANCO).....£2.50
LAST PATROL (OCEAN).....£3.50
MICROPROSE FORMULA 1 GRAND PRIX (MICROPROSE)...£5.00
MICROPROSE GOLF (MICROPROSE).....£4.50
MIDWINTER (RAINBIRD).....£3.50
MIG - 29 FULCRUM (DOMARK).....£3.50
MINDBENDER (GREMLIN).....£3.00
PHOBIA (IMAGE WORKS).....£2.50
RAILROAD TYCOON (MICROPROSE).....£5.00
RICK DANGEROUS 2 (MICROPROSE).....£3.00
ROADWARS (MASTERTRONIC).....£2.50
SHADOW OF THE BEAST (PSYGNOSIS).....£2.50

SPEEDBALL 2 (IMAGE WORKS).....£3.50
SPELL - IT (FRONTIER).spelling checker.....£4.50
STAR BREAKER (ARC).....£3.00
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STORM LORD (HEWSON).....£2.50
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SUPREMACY/HUNTER (CORE).....£5.00
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TERMINATOR 2 (OCEAN).....£3.00
THE ADVENTURES OF ROBIN HOOD (MILLENIUM).....£3.50
THE CRYPT (CASTLE MASTER 2).....£2.00
THE MONULATOR (MICROMAGIC).High Res Emulator...£5.00
THOMAS THE TANK ENGINE (ALTERNATIVE).....£2.50
TRACKSUIT MANAGER (AGAIN AGAIN).....£2.50
TURRICAN (RAINBOW ARTS/KIXX).....£2.50
WARHEAD (MPH).....£5.00
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WRESTLEMANIA (OCEAN).....£4.00
XENON 2 (IMAGE WORKS).....£4.00

HOORAY FOR HENRIETTA (SCETLANDER).FUN MATHS FOR 5-12+.....NOT ST-E.£2.50
HYPERPAINT STE VERSION (TURBO PACK).also ok on STFM.....£6.00
MINI OFFICE PROFESSIONAL - SPREADSHEET (DATABASE SOFTWARE).....£7.00

DISCOVERY PACK (ATARI).STOS THE GAME CREATOR/NEOCHROME/FIRST BASIC/ST TOUR.... /SPACE HARRIER/BOMB JACK/OUTRUN/CARRIER COMMAND...with 3 books - 'DISCOVER THE ATARI ST' and two books with full instructions.....£15.00
DISCOVER XTRA 520STE - 4 GAMES ONLY - FINAL FIGHT/NINE LIVES/SIM CITY..... /ROBOT MONSTERS.....£5.00
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STOS - THE GAME CREATOR (DISCOVERY PACK).....£7.00

Disks Only.....

1ST WORD (ATARI).....£4.00
ACTION FIGHTER (KIXX).....£1.00

AFTERBURNER (TANDY).....�1.00
ALTERED BEAST (HIT SQUAD).....�1.00
ALTERED BEAST (POWER UP).....�1.00
ARTIFICIAL DREAMS (ATARI).....�1.50
ASTEROIDIA STE (GOODMANS).PUBLIC DOMAIN.....�1.00
ATARI GRAND PRIX (TANDY).....�1.00
BACK TO THE FUTURE III (BEAU JOLLY).2 DISKS....�1.50
BAD COMPANY (LOGOTRON).....�1.00
BARBARIAN 2 (HEROES).....�1.00
BIG RUN (STORM).....�1.50
BLOODWYCH (IMAGE WORKS).....�1.50
BMX SIM (CODEMASTERS).....�1.00
BORODINO (ATARI) 2 DISKS.....�1.50
CARRIER COMMAND/OUTRUN (DISCOVERY PACK DISK 2).�2.00
CHAMPION OF THE RAJ (PSS) 2 DISKS.....�1.50
CHASE H Q (POWER UP).....�1.00
CJ IN THE USA (CODEMASTERS).....�1.00
CODENAME - ICEMAN (SIERRA) (4 DISCS).....�3.00
CORPORATION (CORE) 2 DISKS.....�2.50
CRACK`ED/BOMBUZAL/XENON(TANDY DISCOVERY)NOT STE�1.50
D/GENERATION (2 DISKS).....�1.50
DEFENDER OF THE CROWN (SUMMER PROMOTION)2 DISKS�2.50
DOUBLE DRAGON (MELBOURNE HOUSE) (2 DISKS).....�1.50
DOUBLE DRAGON (TANDY).....�1.00
DOUBLE DRAGON 2 (FISTS OF FURY) (2 DISKS).....�1.50
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E-MOTION (US GOLD).....�1.50
E-MOTION (TANDY).....�1.00
ENGLAND CHAMPIONSHIP SPECIAL (GRANDSLAM).....�1.00
F-16 COMBAT PILOT (ACTION SIXTEEN).....�1.00
F-16 COMBAT PILOT (DIGITAL INT)2 DISKS.NOT ST-E�1.50
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FIRST BASIC (ATARI CREATIVE COMPUTING).....�3.00
FORGOTTEN WORLDS (US GOLD).....NOT ST-E.�1.50
FUNSCHOOL 2 (HIT SQUAD).6-8 YEAR OLDS.....�2.50
G.F.L CHAMPIONSHIP BASKETBALL (PRISM).....�1.00
GARY LINEKER`S HOT-SHOT (THE LINEKER COLLECTN).�1.00
GAUNTLET 2 (TANDY).....�1.00
GAZZA 2 (EMPIRE).....NOT ST-E.�1.00
GHOULS N GHOSTS (US GOLD/CAPCOM) (2 DISKS).....�1.50
HARD DRIVIN (TENGEN).....�2.00
HOSTAGES (INFOGRAMES) (2 DISCS).....�2.00
HOTSHOT (PRISM SOFTWARE).....�1.00
INTERNATIONAL KARATE (ATARI) (2 DISKS).NOT ST-E�1.50
JAMES POND - UNDERWATER AGENT (MILLENIUM).....�1.00
JUDGE DREDD (VIRGIN) (2 DISCS).....�1.50
K SPREAD (KUMA).SPREADSHEET.....�3.00

KELLY X (MASTERTRONIC).....€1.00
LEVIATHAN/RANARAMA (ATARI).....NOT ST-E.€1.50
LICENCE TO KILL (DOMARK).....NOT ST-E.€1.00
LOMBARD RAC RALLY (HIT SQUAD).....€1.00
MANCHESTER UNITED (KRISALIS).....€1.00
MICROPROSE SOCCER (KIXX) (2 DISKS).....€1.50
MICROPROSE SOCCER (MICROPROSE) 2 DISKS.....€2.00
MICROPROSE SOCCER (TANDY) (2 DISKS).....€1.25
MIG 29/TREASURE ISLAND DIZZY/PRO TENNIS/BMX SIM€4.00
MUSIC MAKER (ATARI CREATIVE COMPUTING).....€3.00
NAVY MOVES (2 DISCS).....€2.00
NEIGHBOURS (IMPULZE).....€1.00
NIGHTBREED-THE ACTION GAME (OCEAN).....€2.00
NITRO BOOST CHALLENGE (CODEMASTERS).....€1.50
NORTH AND SOUTH (ACTION SIXTEEN).....€2.00
OPERATION WOLF (OCEAN) (3 DISKS).....NOT ST-E.€1.50
OPERATION WOLF (HIT SQUAD).....€1.00
PAC MANIA (NAMCO).....€1.50
PACLAND (GRANDSLAM).....€1.50
PHANTASM (PRISM LEISURE).....€1.00
PHOBIA (IMAGE WORKS) (2 DISKS).....€1.50
PIT FIGHTER (HIT SQUAD).....€1.00 PIT FIGHTER (TENGEN) (2 DISKS).....€1.50
PROTECTOR (PRISM SOFTWARE).....€1.00
RAINBOW ISLANDS (POWER UP) (2 DISKS).....€1.50
ROBOCOP (HIT SQUAD).....€1.00
ROUTEFINDER V2.1.....SHAREWARE.....€2.50
ROUTEFINDER V2.2.....SHAREWARE.....€2.50
R-TYPE (ATARI).....€1.50
R-TYPE (TANDY).....€1.00
RUNNING MAN (HEROES) (2 DISKS).....NOT ST-E.€1.50
SECONDS OUT (ATARI).....NOT ST-E.€1.00
SHADOW WARRIORS (OCEAN) (3 DISKS).....€1.50
SHINOBI (FISTS OF FURY) (2 DISKS).....€1.50
SKWEEK (TENSTAR).....€1.00 SLEEPWALKER (OCEAN) (3 DISCS).....€3.00
SOLOMON`S KEY (TECMO).....€1.00
SPECTRUM 512 MASTER DISK (Antic).art program...€4.00
ST CALC (FAMILY CURRICULUM-BUSINESS COMPUTING).€4.00
ST WORD (FAMILY CURRICULUM-BUSINESS COMPUTING).€4.00
STAR WARS/LICENCE TO KILL (HEROES).....€1.50
STARQUAKE/XENON (ATARI).....€1.50
STARRAY (PRISM LEISURE).....€1.00
STE LANGUAGE DISK ENGLISH-UK (ATARI).....€2.50
STRIDER (US GOLD).....€1.00
STRYX (PSYGNOSIS) 2 DISKS.....€2.00
SUPER HANG ON (TANDY).....€1.00
TEST DRIVE (SUMMER PROMOTION).....€1.00
TETRIS/STRIKE FORCE HARRIER (SUMMER PROMOTION).€1.50

THUNDERBLADE (TANDY) (2 DISKS).....£1.50
TRAILBLAZER/3D GALAX (SUMMER PROMOTION).....£1.50
TRAUMA (INFOGRAMES/POCKET SOFT).....£1.50
TREBLE CHAMPIONS (CHALLENGE SOFTWARE).....£1.50
TRIVIAL PURSUIT A NEW BEGINNING (TENSTAR).....£1.50
UK LANGUAGE DISK - MEGA AND ST (ATARI).....£2.50
UNDER PRESSURE (ELECTRONIC ZOO).....£1.00
WINTER OLYMPIAD 88 (SUMMER PROMOTION).....£1.00
WORD WRITER (TIMEWORKS) inc Dictionary disc....£5.00
WORLD CLASS LEADERBOARD (KLASSIX).....NOT ST-E.£1.50
XENON.....NOT ST-E.£1.00
X-OUT (POWER UP).....£1.00

595. PS needed for Golden Image disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <7k42nk$6j4$1@nnrp1.deja.com>
Source record: 77278

-Hello! I have an after-market Golden Image disk drive for the
Atari ST,that lacks a power supply.It has a connector in
the back for a removeable PS. If someone can tell me the
requirements for this drive (voltage,AC or DC,and amps.)
I woukd be grateful.That way I could make a PS for it and
put it to use.Seems a shame to waste a good drive
Thanks......Ed

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

596. PS needed for Golden Image disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <7k42oh$6jb$1@nnrp1.deja.com>
Source record: 77279

-Hello! I have an after-market Golden Image disk drive for the
Atari ST,that lacks a power supply.It has a connector in
the back for a removeable PS. If someone can tell me the
requirements for this drive (voltage,AC or DC,and amps.)
I woukd be grateful.That way I could make a PS for it and
put it to use.Seems a shame to waste a good drive
Thanks......Ed

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

597. Re: Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Paul Cartwright <paul@cartwright82.freeserve.co.uk>
Message-ID: <7k3ujfhbq1@news8.svr.pol.co.uk>
Source record: 77280

Also,
The original ST only has a 24bit address bus (even though its address regs
are 32bits) therefore it can only address 16Mb (=2^24) of physical mem.
regardless of OS constraints.

Regards,
Paul

 wrote in message <7k06pt$38s$1@news7.svr.pol.co.uk>...
>I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram
I
>have 64Mb so it should allow me
>32Mb I would of thought.
>
>In the Pacifist Ini file where you can change what it does it says
>
>Ram=32
>
>But still only gives me 14Mb does any one know how to get around this.
>
>
>Daz (Borg1101)
>
>
>

598. Re: STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <929399102.789.24@news.remarQ.com>
Source record: 77281

On 11 Jun 1999 21:07:14 , Steve Sweet wrote:
|On 7 Jun 1999 22:39:01 G, Joe Mirando wrote:
|:>Joe Mirando @ A-ONE Magazine
|
|Ive been hearing a lot about this lately, where are you.

Steve (and everyone else),

We've been having a bit of trouble in getting everything up on the A-ONE Magazine website (a1mag.atari.org), so for the next week or so, I'd recommend trying one of the other sites that have been set up. These are...
http://people.delphi.com/dpj/a-one.htm

http://www.icwhen.com

http://homestead.dejanews.com/ssag

We hope to have the a1mag.atari.org site ship-shape in about a week.

Thanks for the interest,

Joe Mirando @ A-ONE Magazine

599. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7k4254imt1@news1.xs4all.nl>
Source record: 77282

On 14 Jun 1999 02:40:05 , "Bengy Collins" wrote:
Since last Neuss AtariMesse, Dennis doesn't react only by
snailmail.....perhaps some Belgium friend can do us a favour and ask
when he's back on tracks.
We seem to miss him !
Jos

600. Sigma Page View Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7k42hjimt2@news1.xs4all.nl>
Source record: 77283

Hello,
Some time ago I bought a Sigma Designs Page View monitor, monochrome
in brand-new condition, only without drivers or videocard.It's
modelnr is PVM 001500A.I would like to use it, preferably on Atari
but if that's impossible on a PC.
Is there somebody who knows something about this bizarre monitor
Any help is appreciated.
On the monitor was a paper-sticker with the name of the firm :

Borsu Systema, Lelystad, the Netherlands
Jos Vlietstra
Second question :Is there somebody who can print the homepage of
www.tagesschau.de with an Atari/Cab 2.7/NVDI 5.1/MagiC 5.2/HP 400
colourcartridge ??
I don't get this printed.....my brother with his Pentium does quite
well...

601. TAF Meeting June 16th - Mario's Marvels!

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3765ae34@nemo.idirect.com>
Source record: 77284

Agenda for the June 16th, 1999 meeting of the Toronto Atari Federation:

As your classic Atari ST/TT/Falcon gets older, you may find that certain parts of your system may need replacing. Is your mouse getting tired? Has your mono monitor faded to black? Has your SH hard drive spun down for the last time? Where am I going to find replacements?

At this particular meeting you'll find the perfect solution to these questions, as we'll be showing off and doing demoes of three products done by the young New Zealand genius Mario Becroft that solves these problems nicely!

Astound! at the sight of attaching a PC three-button mouse to your ST via the Mouse Adaptor and make it perform double-clicks with one click of the central button! (Also makes a great gift for Amiga users!) Thrill! at getting a nice clear SVGA monitor screen via the VGA Adaptor - mere plug & play! AND! Prepare for the biggest surprise as we show you how to put a notebook IDE drive INSIDE your ST/STe's case via the new IDE Adaptor (which also opens some interesting possibilities - how about putting an iMation SuperDrive inside your ST for starters?)

If you've been worried about replacing mice, monitors or hard drives, this meeting is a MUST-ATTEND spectacle of technological marvel! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

602. TAF/TPUG Joint Flea Market June 19th in Toronto

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3765ae94@nemo.idirect.com>
Source record: 77285

TPUG AND TAF JOIN FORCES FOR A DAY OF EXCITING BARGAINS IN TORONTO!

The Toronto Pet Users Group (THE support group for users of Commodore's PET, VIC 10/20, 64 and 128, and the Amiga) and Toronto Atari Federation (North America's largest user group for the Atari enthusiast) are holding a joint Flea Market at the Alderwood United Church, 44 Delma Drive in Toronto, Ontario, Canada on Saturday June 19th from 11:00 a.m. until 3:00 p.m. If you own any of these classic computer systems and have been looking for hardware or software, or you have systems or software that you'd like to sell, now's your chance. Sell your old stuff, go home with a treasure!

The days of rivalry between the two competing systems are over, and users of both these platforms realize that it is better to cooperate rather than to butt heads. And indeed, with the Amiga's strengths in audio and graphics, and the ST/TT/Falcon's strengths in MIDI and DTP (not to mention the fact that both platforms make excellent and cheap machines for getting on and making use of the Internet) there is much that can be learned and shared between the two platforms by their respective users.

TAF will be there with copies of ST+ Fanzine for sale and with a number of Mario Becroft's excellent new products for adapting PC serial mice, VGA/SVGA adaptors and internal IDE drives to Atari STs (the Mouse Adaptor also works with the Amiga, so if you've got an Amiga with a dying mouse here's your chance to use one of the many excellent two and three-button mice available to the PC with your system), as well as info on how to join TAF.

It's going to be an exciting summer - and this will be the event to kick it off! See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

For more info on this or other Atari-related subjects, get in touch with us at the following:

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
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**********"Nevertheless, THE FUJI STILL LIVES!"**********

603. SV: Hard drive utilities

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k4b5ffpq3@zingo.tninet.se>
Source record: 77286

Don Schoengarth <dons@qnet.com> skrev i
diskussionsgruppsmeddelandet:3763EB22.3EA63C99@qnet.com...

> Can someone please point me in the direction of any Supra or ICD hard
> drive utilities. I only want stuff that has been released to the
> public(FREE). MY TT with ICD utils has decided not to let me in and my
> floppy has died:(.

Don't believe Supra and ICD has released any free programs, but you could
try AHDI from Atari Corporation. Get it by surfing to:

http://sunsite.doc.ic.ac.uk/public/pub/computing/systems/atari/umich/Diskuti
ls/

And choose:

ahdi6061.lzh

If you own a legal copy of ICD utilities you can of course ask someone to
copy a backup to you.

MG

604. Re: .img files

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dtejub.frcdtx3lvkaN@srry01m06-185.bctel.ca>
Source record: 77287

<marcellus_pereira@my-deja.com> wrote:

> I need to see some .img files in my pc. What is
> the program I used to do that?

There are other alternatives -- the IMG format originated from the PC --
but you could try the 'Viewer/Xnview' utilities, which supports that
format and even allows for Atari-specific conversions (Degas, Tiny,
Spectrum, Neochrome). Binaries are available for Atari, MSDOS, Windows,
Linux, FreeBSD and Irix. In your case use the utilities' XNVIEW
interface for Windows:

http://perso.wanadoo.fr/pierre.g/indexgb.html

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

605. Re: 1st Word + to PC files? Help!

Newsgroup: comp.sys.atari.st
Date: 1999-06-14 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <929433805.24734.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 77288

David Bolt wrote in message <8vlMgHASx6Y3Ewg4@my-ste.demon.co.uk>...

>There is a program that converts First Word+ files to RTF format. It's
>called wpls2rtf and is available as DOS and TOS executables. Since I
>can't remember where I found it, I've uploaded it to Demons FTP site.
>It should be in the Atari file list in a few days.

Thanks for putting this up on Demon's FTP server: I'll go and have a look.
I've had a utility called 1WP2RTF for a while, from the Sunsite Umich
mirror:

http://sunsite.doc.ic.ac.uk/public/Mirrors/atari.archive.umich.edu/Applicati
ons/Wordproc/1wp2rtf.zoo

This doesn't have a PC executable though, so even if it's basically the same
thing your archive is a lot more useful!

Cheers,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

606. Re: NEW/IMPROVED ATARI BBS LIST June 9

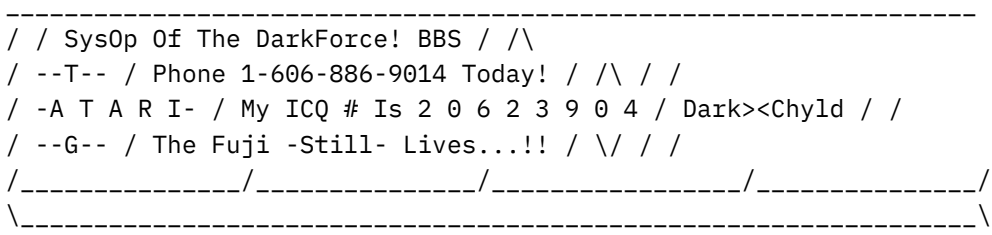
Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7k6bp0$4ac$1@news.campuscwix.net>
Source record: 77145

On 15 Jun 1999 06:50:41 , Derryck Croker wrote:
->On 13 Jun 1999 00:51:11 , Doctor Clu wrote:
->
->> Awesome! I missed some BBS's... that's the best news I've heard all
->>day! So what other BBS's are on the Forem Net, and are they set up with
->>networked message bases much like the fido net message bases are?
->
->It would also be nice to see the States linked up to NeST, currently the
->most active Fidonet technology netework here in the UK...
->
->Rgds, Derryck
->
->/--/
->/ The Cheshunt Computer Club Herts UK /
->/ http://www.cix.co.uk/~derryck/index.htm /
->/--/
->.

I think the biggest problem is finding software that will work with whatever BBS software you are using. (and if its even still supported?) It is hard these days. I think Octopus is still supported, but aside from it, is any Atari BBS software still officially supported? I use BBS Express! ST and it was supported up to this year, when the author made a cross-country move and had stated that further support was up in the air. I purchased Ratsoft v2 once, and never ever got a reply from the author. ($99 too!) Oh well...

Personally, I'm still working on linking my TT and Mega ST to make my BBS available via Telnet. Its a long, hard (obstacle ridden) road though... ;-)

Later...



607. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7k6cje$3f9$1@wanadoo.fr>
Source record: 77146

Hi Ronald,

On 15 Jun 1999 11:30:01 , Ronald Andersson wrote:
>on Sat 12-06-1999 10:24 Didier MEQUIGNON wrote:
>
>----- snip ----- re: problem with bad +12V from Falcon PSU
>>On my PSU I can found 3 x 1000 uF at right of transformer, and specially
>>2 x 1000 uF side by side (and in //) near outputs. One of them was bad
>>(traces visibles to the naked eye on this condenser and PSU card). I have
>>replaced 2 x 1000 uF by a big 2200 uF because I havn't found the same voltage
>>(and size !).
>
>On my PSU there is no visible damage to any traces at all, so I doubt if this
>is the same problem then. Also, all three 1000uF capacitors are connected to
>the +5V supply, although one is separated from the other two by an inductor.
>
>Partial schematic:
> D2 L2
>Switch spikes X----|>|---+----+---))))))---+----------X +5V
> | | |
>Transformer C11 === === C12 === C13 PSU outputs
> | | |
>Switch ground X----------+----+-----------+----------X Ground
>
>NB: The above excludes some of the feedback circuitry from output.

I think that feedback is take on output so I you have C11 or C12 wear out
by heat or 'high' frequency, voltage at output of transformer increases and
voltage of 12V output increases (no feedback for 12V !).
You PSU is removed, maybe you can made test...

>On my PSU the +5V output was correct all along, and it is only the +12V

My +5V was always good...

>output which is incorrect, so I guess our problems are not really the same.

I'am sure at 75% that is the same problem, at factory we have some problems
with capacitors (heat or 'high' frequency is bad for this type), and not only
on PSU.

>----- snip ----- re: CT2B heat problems, and how to cool it down
>>
>>At temperature's problems Centek propose an update of my ispLSI chips (new
>>timmings for DSP !), I don't understand. There are 3 months, just after my
>>CT2B installation, I have talked to Centek that my DSP clock not works

>>(I use 50 MHz of oscillator), this new timmigs resolves this problem.
>>You know my DSP works fine with clock always at 50 MHz, so I want not
>>update my card for this problem only.
>
>Yes, that would serve no real purpose, unless you find some software that
>requires the slower clocks to run in compatibility mode. But I think most

Yes, but normally handshake is always used in 56001 code.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

608. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7k6g22$7kt$1@snipp.uninett.no>
Source record: 77147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ronald Andersson <dlanor@oden.se> wrote:

> In fact it should even be possible to write a combo of STX and XDD
> files that act as a local gateway from STinG to MintNet and vice versa,
> though I know far too little about XDD construction to do that job.
> (It is certainly possible at the STinG end though.)

You're not the first one to think of this ;-) I have been thinking of writing packet-drivers for STiNG and MiNT-net (XIF, not XDD) that use a block of shared memory to exchange packets, mostly to be able to use STiNG's IP-masquerading. However, with the recent development of IP-masq. in MiNT-Net I no longer have any need for this.

As for the Riebl-card, there are drivers for it (inc. source) in the MiNT-Net distribtion, so it shouldn't be hard to set it up. The problem is (as M-E indicated) the Riebl's hardware-address which might be lost. I'm afraid I can't be of any assistance in this case, as I don't have a Riebl myself.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

609. Re: SV: SV: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766ce0cbbde641@oden.se>
Source record: 77148

Hi Martin,

on Tue 15-06-1999 16:31 Martin Graiter wrote:
>Ronald Andersson <dlanor@oden.se> skrev i
>
>> Indeed, and magnetic fields do not behave normally at such temperatures.
>> Actually this could be used to design special media that can only work
>> with such cooling, allowing much denser storage.
>
>Cleaver. Heard any news from the norwegian project where a new type of
>(crystal array I think) memory without moving parts is being developed?

No, I haven't heard of that, but I have heard rumours since waaayyy back
(on the order of a decade) about experiments in using crystalline grids
to store data in a three-dimensional matrix, using only a few molecules
per cell. So far these have failed to be result in practical solutions,
and this is probably due to the obvious problems of accessing the cells
internal to such a structure and reading/writing data, without ever
affecting any intermediate cells.

>A unit the size of a matchbox could hold some 20 terabytes of RAM.

Sure, with each cell being a tightly bound molecule group in a crystal
grid, such densities are quite possible. The difficulty lies not in
achieving the cell density, but in ensuring safe reading and writing.

A write-once ROM media would probably be easier to achieve, writing the
data from inside to outside by intense laser beams that would permanently
change the grid cells so as to fix them in the programmed state. Each
of the beams should be incapable of causing this change, so that it only
occurs where two beams intersect, and with the state chosen by their
polarization.

Then readout could be achieved by precise focusing of weaker laser beams.

>Reminds me of the modules in HAL in the movie 2001.

Well, he did have the script writer on his side, something that our computers
usually can't count on ;-)

>Apparently no mentionable heat dissipation and no current consumption to
>speak of.

That remains to be seen. In theory CMOS was also supposed to draw no current
to speak of, but today we know that's only true at very low frequencies. At
top frequencies it draws even more current than corresponding TTL.

>Access rates much below today's and the data stays until you actively change
>it. Will hopefully replace both RAM and magnetic media?

It could, eventually. The ultimate 'solid state' media without moving parts.
(Moving parts being the nemesis [in original sense] of all storage systems.)

>> At really cool temperatures, like 40 degrees kelvin , those effects are
>> extreme of course, since normal gases can then be fluid or even solid.
>> All components would have to be specially designed for surviving at
>> such temperatures.
>
>Maybe we've flipped out too far,

Sure we have, but that never hurt any before ;-)

>since the discussion was about how to cool this CT2 of yours?
>Only fast and cheap way I can think of is bigger heatsinks and more fans.

Actually I find my current setup acceptable, using extra fans, external
keyboard, and external PSU. I think I'll stay with this solution until
I eventually get some kind of tower box.

At least the current setup allows all CT2 modes to work properly, which none
of the earlier I've tried could do.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

610. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990615182231.17701A-100000@halifax.chebucto.ns.ca>
Source record: 77149

I am using the newest CAB_OVL designed for STinG according to Ronald. I am attempting just to get it up and running so I am pointing to a very basic html page I created that resides on the A: floppy disk along with CAB 1.5 becasue it will crash if pointed to an online site right away.

I went through all the settings and made sure everything is pointed to the A: drive which is where I am attemtping to run it from. STinG connects fine and the PPP connection is made but when I insert the floppy with CAB 1.5 and click on it, it brings up the menu bar at the top but before it shows the button bar, it shows 3 bombs and goes back to the startup screen showing the floppy disks.

I want to get this working as many of our club members only have 1040's and I would like to offer support to them for PPP connections.

Thanks...

On Tue, 15 Jun 1999, Nicholas Bales wrote:

> CAB 1.5 does run on a 1040 STF. You must have something setup wrong.
>
> Which CAB.OVL are you using ? What pages are you trying to access ?

611. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990615182737.17701B-100000@halifax.chebucto.ns.ca>
Source record: 77150

How do you tell the diference between them?

On Tue, 15 Jun 1999, Pascal Ricard wrote:

> > Is there a version of CAB that will run on a 1 meg 1040 STf along with
> > STinG 1.20.

> Take care to use the 68000 version and not the 68030 one.

612. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990615183034.17701C-100000@halifax.chebucto.ns.ca>
Source record: 77151

Thanks for the precise instructions. I will work with them and report
my progress.

Thanks...

On Tue, 15 Jun 1999, Ronald Andersson wrote:
<very thorough instructions snipped)

613. atari software forsale USA

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: nermal <nermal@magicnet.net>
Message-ID: <3766D5A5.3040@magicnet.net>
Source record: 77152

Here is a list of Atari software that I still have for sale.

Software with original disks and documentation:

Antic Software:
Star Struck the astrologer (will load and work from a hard drive)
Maps and Legends the Cartographer (only runs on old TOS)
Data Map Collection 1
CyberPaint (Pro Animation Studio) from Antic Publishing, Inc.

CAD-3D (version 1.0) [all 3 resolutions]
Human Design Disk (Requires CAD-3D)
Genesis - The Stereo Molecular Modeler (StereoTek Option)
Future Design Disk (Requires CAD-3D)
Fonts, Primitives, Hints and Tips (Requires CAD-3D version 1.0 or 2.0)
3D Developers disk for CAD-3D 2.0
Architectural Design Disk by Darrel Anderson (Requires CAD-3D)

Flash STO220 by Joe Chiazzese and Alan Page (telecommunication package) [medium and high resolution]

The New Technology coloring book (low resolution only and only works with the old TOS)

GFA Artist by Michtron
First CADD by Generic software

WANDERER by Pyramid Software includes two (red/green) stereo glasses.
1st Word with manual (versions 1.01 and 1.02)

Fahrenheit 451 by Ray Bradbury (Telarium)

HabaWriter (reported to be the worst word processor ever for the ST!) It ran properly on my system!

Thunder! spelling checker (Batteries Included) for word processors without a spelling checker. Works better than the spelling checker in 1st Word plus

Oo-Topos for Atari 520ST by Polarware (missing the ships map)
The Crimson Crown (further adventures in Transylvania (Polarware)
Temple of Apshai Trilogy by Epyx
TASS TIMES in Tonetown (Activision
Hacker II the Doomsday Papers (Activision)
Mercenary (Datasoft)
Silicon Dreams (Firebird)
Jewels of /Darkness (Firebird)
Flight Simulator II (Sub Logic) only runs from disk
Revolver (Intersect Software) load two or more programs on a 4 meg system.

614. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990615183302.17701D-100000@halifax.chebucto.ns.ca>
Source record: 77153

Hi Ronald,

STinG is working great now on the 1040 STf and the Mega2. Now for CAB
1.5!

On Tue, 15 Jun 1999, Ronald Andersson wrote:

> >Why then would it work on the Falcon in lower case?
>
> Probably because the Falcon GEMDOS has been altered since the ST TOS you
> have was produced. One of the things that have changed in later years
> is how filenames are 'cased' internally by GEMDOS.

615. ST mem upgrade help

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990615184309.01778.00000259@ng-cb1.aol.com>
Source record: 77154

hi,
yep want to add a spare meg to my STf.
I think I will have to add it in increments of what???
How does the ST handle its chips, in pairs, or in one lump
upgrade?
Secondly, where do I buy such a chip these days, and
where can I download the schematics to show me where
this little rascal is hiding onboard the ST?
james.

616. Re: Converting "That's Write" files to MS W

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: h-e.f@gmx.de
Message-ID: <3766d5bf.279329@news.berlin.de>
Source record: 77155

>That's Write 4 has RTF export options so you should
>be able to import RTF into MS Word, shouldn't you???

Thanks for the advice!
Its not my problem, but one of a friend, so I don't know That's Write
and therefore don't know whether I should know ;-).
But if I unterstand it right, it should be no problem anymore.

Hanns-Erich

617. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: George Valdes <friar@mail.gn1.net>
Message-ID: <3766E787.958CA70F@mail.gn1.net>
Source record: 77156

What is your asking price for your Falcon?

618. Re: .img files

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906152119.a3078@su2.maus.de>
Source record: 77157

Hi,

MP>I need to see some .img files in my pc. What is the program I used to
MP>do that?
you may use CONVERT.

or e.g. PAPILLON: Load as IMG and save as PCX.

Or VENTURA Publisher... if it still exists.

Peter

619. Re: SV: Cooling techniques (Was: About: Ron

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k4cbo$7n88@news.ajou.ac.kr>
Source record: 77195

On 14 Jun 1999 02:38:46 , "Martin Graiter" wrote:
>
>James F. Haslam <jfhaslam@zetnet.co.uk> skrev i
>diskussionsgruppsmeddelandet:376239ba$0$10480@news.zetnet.co.uk...
>
>
>

I've been following this thread some.
Interesting reading. ;)

I think someone here was having trouble keeping a Falcon
Cool enough to run a CT2B.

If the falcon is in a standard case, would it help to
raise the falcon up off the desk or table a few inches?
This should allow some air to move underneath.
The bottom Fan would probably cool better.

How about using some of those old slanted printer
stands. Those would set the back of the Falcon up
while leaving the keyboard down. Like a sports car. ;)

I know heat rises, but If I put my hand under my desk
where my Falcon sits, especially around the PS it's
pretty warm.
The motherboard bottom shielding probably acts like
a big heatsink anyway.

Just a thought.

phantomm@kih.net

620. Re: PS needed for Golden Image disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k4cu8$7n89@news.ajou.ac.kr>
Source record: 77196

On 14 Jun 1999 23:20:29 , admnelson@my-deja.com wrote:
>From: admnelson@my-deja.com

>-Hello! I have an after-market Golden Image disk drive for the
>Atari ST,that lacks a power supply.It has a connector in
>the back for a removeable PS. If someone can tell me the
>requirements for this drive (voltage,AC or DC,and amps.)
>I woukd be grateful.That way I could make a PS for it and
>put it to use.Seems a shame to waste a good drive
>Thanks......Ed
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

I have a GoldenImage Master 3S that I use on a STe.

Pin 1 is +5vDC 400MA.
Pin 2 = Ground
Pin 3 = Ground
Pin 4 = NC

.3 .2

.4 .1
*

The above is the diagram that is shown on my powersupply.
The * is the notch in the connector.

Hope this helps,
phantomm@kih.net

621. 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990615003619.2665O-100000@halifax.chebucto.ns.ca>
Source record: 77197

Is there a version of CAB that will run on a 1 meg 1040 STf along with STinG 1.20.

I have STinG running on it but CAB 1.5 bombs (with 3 bombs) every time.

Thanks...

622. WTB Storm Lord and Rodland

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990614234822.18683.00000320@ng-cs1.aol.com>
Source record: 77198

Hi,
looking for these games, disks or even with their boxes.
Let me know,
james.

623. Re: New English Rscs added

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k4t3spgl1@news4.svr.pol.co.uk>
Source record: 77199

On 6 Jun 1999 20:53:55 G, Bengy collins wrote:

>The translator has done a very nice job and my thanks go
>to Derryck Croker of the Chestnut Computer Club.
You're very welcome - hope that they prove to be useful to many.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

624. Re: I Need Location of HD-Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k4t3upgl2@news4.svr.pol.co.uk>
Source record: 77200

On 9 Jun 1999 10:44:51 +, Nicholas Bales wrote:

>CBHD can be found here but it's in german. There are english docs
>floating around somewhere.
>http://www.geocities.com/SiliconValley/3366/atari.html

English docs from my web page, URL below.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

625. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k4t3vpgl3@news4.svr.pol.co.uk>
Source record: 77201

On 9 Jun 1999 20:53:49 G, Steve Sweet wrote:
>On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
>:>Hi all,
>:>
>:>A new version of mymail will be released 11-13 June
>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
>
>I wont be there, can i have my copy now please??. 8~))

Your demo of Mymail at the last Cheshunt Computer Club was impressive.

If Mymail had Newsreading capabilities I'd be more than happy to try it
myself.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

626. Re: NEW/IMPROVED ATARI BBS LIST June 9

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k4t41pgl4@news4.svr.pol.co.uk>
Source record: 77202

On 13 Jun 1999 00:51:11 , Doctor Clu wrote:

> Awesome! I missed some BBS's... that's the best news I've heard all
>day! So what other BBS's are on the Forem Net, and are they set up with
>networked message bases much like the fido net message bases are?

It would also be nice to see the States linked up to NeST, currently the
most active Fidonet technology netework here in the UK...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

627. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k4t42pgl5@news4.svr.pol.co.uk>
Source record: 77203

On 14 Jun 1999 02:40:05 , "Bengy Collins" wrote:
>Has anyone heard from this helpful person lately?
>He seems to have disappeared :-(

I asked the same question a whie ago and received the answer that he'd fried
his modem and didn't want to be swamped with email when he got back online.

I tried another email address that I was given for him, but didn't receive
any reply. :-(((

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

628. Re: .img files

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3765FD6E.60A2E7A0@directprovider.REMOVETHECAPITALS.net>
Source record: 77204

```
marcellus_pereira@my-deja.com a ï¿½crit :
>
> Guys,
>
> I need to see some .img files in the pc. What program can I use to do
> that?

Paint Shop Pro can read some of them. If not, you'll have to convert
them on a real ST or on an emulator.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

629. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3765FDC2.7208A413@directprovider.REMOVETHECAPITALS.net>
Source record: 77205

Tony Cianfaglione a ï¿½crit :
>
> Is there a version of CAB that will run on a 1 meg 1040 STf along with
> STinG 1.20.
>
> I have STinG running on it but CAB 1.5 bombs (with 3 bombs) every time.
>

CAB 1.5 does run on a 1040 STF. You must have something setup wrong.

Which CAB.OVL are you using ? What pages are you trying to access ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

630. Re: WTB Storm Lord and Rodland

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <xWoKaEA74fZ3EwaA@steverosie.demon.co.uk>
Source record: 77206

On Tue, 15 Jun 1999 at 03:48:22 a message from Lethor7 was created on
the subject of WTB Storm Lord and Rodland.
>Hi,
>looking for these games, disks or even with their boxes.
>Let me know,
>james.

Please send me an email to the following address: asx@atari.org

with 'Wanted: Stormlord & Rodland' in the subject line. I'll then see
what I can turn up;)

Cheers
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

631. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37660092.6624F0F1@directprovider.REMOVETHECAPITALS.net>
Source record: 77207

```
Jos Vlietstra a ï¿½crit :
>
> Hi everybody,
> I tried several times to print in colour and also in monochrome the
> website/homepage of www.tagesschau.de .
> I use CAB 2.7/MagiC 5.2/NVDI 5.1/Jinnee 1.1 and a HP 400
> (Colourcartr.)HP 500 (B/W cartridge)
> I tried several ways :'Print images' on/off,'Background Images'
> on/off, Monochrom on/off,
> Background white on/off .I changed the settings to Vollfarben and
> what I got was a full blue page without any text.In monochrom I did
> get nothing at all !!
> My brother with his Pentium had printed this page almost immediately.
> Why can I achieve this ?
> Please help me, I don't understand, I don't see no frames etc.
> So try it yourself and when you succeed, let me know !
> In black and white is also OK of course...
> Jos

From what I've heard, printing from CAB ranges from "a joke" to
"unbearably slow".

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

632. Re: Converting "That´s Write" files to MS Windows wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3765FE5F.4FD151FE@directprovider.REMOVETHECAPITALS.net>
Source record: 77208

"H.-E. Finke" a ï¿½crit :
>
> Hi !
>
> Does anyone know a possibility how to convert "Thatï¿½s Write"-documents
> to newer MS Windows wordprocessor formats?
>

Maybe Marcel can handle the conversion to RTF. If not, just use That's
Write to save them to plain ASCII.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

633. FS : Atari Hardware in UK

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: David J Sime <david.sime@pershing.co.uk>
Message-ID: <6io93.343$TM6.1873@news.colt.net>
Source record: 77209

I have the following for sale:

1 Atari 520STe (upgraded to 4MB) with 270MB Hard Drive, & SM124 Hi-Res Monitor. Dot Matrix Printer, external floppy drive.
Comes with all the software I have (mainly music stuff). The whole lot must have cost me somewhere in the region of £800 so
offers start at £175 .

Please don't reply to this posting but send e-mail to:
zorg99@connect4free.net
Thanks,
David.

634. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7k543s$ic2@newstoo.ericsson.se>
Source record: 77210

In article <7k4t3vpgl3@news4.svr.pol.co.uk>, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) writes:
>On 9 Jun 1999 20:53:49 G, Steve Sweet wrote:
>>On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
>>:>Hi all,
>>:>
>>:>A new version of mymail will be released 11-13 June
>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
>>
>>I wont be there, can i have my copy now please??. 8~))
>
>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
>
>If Mymail had Newsreading capabilities I'd be more than happy to try it
>myself.
>

It will come with news but it takes some time as i have lot to do here at my work.

The new version (0.84) of mymail is released now and can be found at my homepage http://www2.tripnet.se/~erikhall/programs/mymail.html

/Erik Hall

635. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7k545p$ic2@newstoo.ericsson.se>
Source record: 77211

In article <7jmk8tqeh2@news4.svr.pol.co.uk>, steve@sweet3.freeserve.co.uk (Steve Sweet) writes:
>On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
>:>Hi all,
>:>
>:>A new version of mymail will be released 11-13 June
>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
>
>I wont be there, can i have my copy now please??. 8~))

The new version (0.84) of mymail is released now and can be found at my homepage http://www2.tripnet.se/~erikhall/programs/mymail.html

/Erik Hall

636. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37662aeceadfc1@club-internet.fr>
Source record: 77212

Hello,

in article <Pine.GSO.3.95.iB1.0.990615003619.2665O-100000@halifax.chebucto.ns.ca>
Tony Cianfaglione wrote on Tue 15-06-1999 00:37 (-0300):

>
> Is there a version of CAB that will run on a 1 meg 1040 STf along with
> STinG 1.20.
>
> I have STinG running on it but CAB 1.5 bombs (with 3 bombs) every time.

Take care to use the 68000 version and not the 68030 one.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
With Linux there is no Bill to pay.

637. Re: SV: Cooling techniques

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <37662E99.EF38E86A@just.post.here>
Source record: 77213

Phantomm wrote:
>
> On 14 Jun 1999 02:38:46 , "Martin Graiter" wrote:
> >
> I think someone here was having trouble keeping a Falcon
> Cool enough to run a CT2B.
>
> If the falcon is in a standard case, would it help to
> raise the falcon up off the desk or table a few inches?
> This should allow some air to move underneath.
> The bottom Fan would probably cool better.

I have also heard (but please verify this before doing so) that when using a CT2, the fan should be reversed to make the overall cooling better, in combination with the CT2 fan.

I have a refreshing problem with my Falcon though.. it's in a Mega STe case, and apparantly my CT2 doesn't work very well when it's.. cold. :) When I switch on my Falcon in turbo mode and boot MiNTos, I have to reboot about 20 times because of random buserrors during bootup. When it's been running for like two days and I reboot, it usually works in one go. This sounds like a bad joint which becomes better when it expands because of the heat, so the moment I can miss my Falcon for a few days I'll take it back to the dealer who put in the CT2. Also my audio doesn't work in turbo, so something's definitely wrong with mine anyway.

As for the cooling in my mste cased falcon, if anyone is interested: The bottom fan is pretty useless since there's no opening below it, but I have an external power supply and the whole top side of the case is free (I didn't place my monitor directly on top of the case but I put up a little shelf a few inches above it). And since I leave my MiNTos running Falcon up for weeks now and then, seems to be ok. :)

Maurits.

638. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <37662F5D.950BCFED@just.post.here>
Source record: 77214

Phantomm wrote:

> You don't have the B version? I looked at some pictures of
> the A version. Alot of differences with the chips it seems.

I can answer Roberts doubt, the rev.B still has the same DSP IRQ "bug" as the rev.A version, simply because Centek has principal objections against using this signal. I guess I can agree with them, but they should stop claiming that the Falcon with CT2 switched off is 100% compatible with an original Falcon, because it's not. An original Falcon allows the software to read the DSP IRQ signal, no matter how dirty this is.

Maurits.

639. Re: Luna 1.2 now in english :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3766346B.D30D265C@patent.gov.uk>
Source record: 77215

This site seems empty! Directs back to atari.org only

Bob King.

Sylvain Perchaud wrote:
>
> The english RSC file of the text editor Luna is available at:
> http://eslime.atari.org
>
> Thanks to Bengy Collins , Mark Friedman , Bob Janice for their mail ;)

640. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <376635E6.2E1F9FAE@patent.gov.uk>
Source record: 77216

I don't know about colour, I only use B/W on a HP510, but printing from CAB 2.5 and NVDI 4, with or without Magic, is very good, full graphics and limited only by the printer resolution. A full page - graphics and all - in about one min. Hasn't NVDI 5 had a mixed review and haven't I seen various postings advising to stick with 4?

Bob king.

Nicholas Bales wrote:
>
> Jos Vlietstra a ï¿½crit :
> >
> > Hi everybody,
> > I tried several times to print in colour and also in monochrome the
> > website/homepage of www.tagesschau.de .
> > I use CAB 2.7/MagiC 5.2/NVDI 5.1/Jinnee 1.1 and a HP 400
> > (Colourcartr.)HP 500 (B/W cartridge)
> > I tried several ways :'Print images' on/off,'Background Images'
> > on/off, Monochrom on/off,
> > Background white on/off .I changed the settings to Vollfarben and
> > what I got was a full blue page without any text.In monochrom I did
> > get nothing at all !!
> > My brother with his Pentium had printed this page almost immediately.
> > Why can I achieve this ?
> > Please help me, I don't understand, I don't see no frames etc.
> > So try it yourself and when you succeed, let me know !
> > In black and white is also OK of course...
> > Jos
>
> From what I've heard, printing from CAB ranges from "a joke" to
> "unbearably slow".
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

641. Re: Help with Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98d6@oden.se>
Source record: 77217

Hi Terry,

on Sat 12-06-1999 01:31 Terry & Karen Ross wrote:
>On 11 Jun 1999 23:41:02 , Ronald Andersson wrote:

----- snip ----- re: your post came through
>
>Thanks Ronald. Actually, I do see my original posts, although
>generally it takes about five to seven hours for them to show up. My
>ISP doesn't run it's own news server, but uses RemarQ. RemarkQ
>disconnects after about 2 minutes of no activity though, and
>generally, I have to send the post again. I've also found that I
>can't cancel any of my posts once they've been sent <shrug> - I
>suppose I should just go to doing everything offline.

I do it offline myself, using OKami + NewsWatch for newsgroups and
OKami + PopWatch for Email. This works fine for me.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

642. Re: STinG on a Mega2!

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98d7@oden.se>
Source record: 77218

Hi Tony,

on Sat 12-06-1999 01:38 Tony Cianfaglione wrote:

----- snip ----- re: Using upper-case path string in STING.INF
>
>I never realized it was case sensitive as nothing else I have ever done on
>the ST seems to be case-sensitive. I'll try it and report the result.
>
>Why then would it work on the Falcon in lower case?

Probably because the Falcon GEMDOS has been altered since the ST TOS you
have was produced. One of the things that have changed in later years
is how filenames are 'cased' internally by GEMDOS.

STING just passes the path string exactly as found in the file to the
GEMDOS functions used to search for DEFAULT.CFG and the STX modules.

If the GEMDOS used does not 'like' your lower case characters, that
simply means you must stick to upper case characters, and using those
should work with every TOS.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

643. Re: Pacifist - I Need More Memory

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98d8@oden.se>
Source record: 77219

on Sun 13-06-1999 13:06 ï¿½ wrote:

>I am using Pacifist V049b and I can't get it to give me more than 14Mb Ram I
>have 64Mb so it should allow me
>32Mb I would of thought.
>
>In the Pacifist Ini file where you can change what it does it says
>
>Ram=32
>
>But still only gives me 14Mb does any one know how to get around this.

I know nothing of Pacifist, but I do know a lot about TOS memory maps.
All standard TOS require that ST-RAM start at $00000000 and the TOS
starts either at $00E00000 or at $00FC0000, and in both cases the area
between $00E00000 and $00FFFFFF is reserved for non-RAM purposes.
(cartride ROM, TOS ROM, memory mapped hardware registers)

This means that the normal ST-RAM area can never exceed 14 MB in size,
and any further memory added must be in another separate area. For any
such RAM to be added you need a very modern TOS, or some TOS enhancement
that implements the needed functions.

I believe these things go outside of what Pacifist can currently do,
though I don't really know that, not being a Pacifist user myself.

One reason why I believe Pacifist can't do it is because AFAIK it will
only emulate a 68000 CPU, and that CPU only has 24 address bits. Thus
there is no physical address range free for any more RAM than 14 MB,
since the total address space is only 16 MB, whereof 2 MB are reserved
as described above.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

644. Re: SV: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98d9@oden.se>
Source record: 77220

Hi Martin,

on Sun 13-06-1999 20:20 Martin Graiter wrote:
>Ronald Andersson <dlanor@oden.se> skrev i
>
----- snip ----- re: cooling CT2B chips in my Falcon (below keyboard)
>
>Funny, this weekend I saw an old tapestreamer with such a fan. It sucked the
>air out of the streamer horizontally and disposed of it upwards.

But was that fan small enough to fit below the keyboard at the right side
of a CT2B board ? If so, then the parts number would be interesting.
(But I guess it may not be produced now, as you said 'old tapestreamer'.)

----- snip ----- re: cooling is difficult in so enclosed an area
>
>The important thing is to lead the heat away from the chips. If the heatsink
>or air around the daughterboard gets hotter is of secondary importance.

The efficiency of a heatsink is dependent on the air temperature. If the air
does not circulate at all, and the case is thermically isolating, then in
time the entire heatsink will reach the same temperature as the internal IC
substrate. At that point the heatsink will stop having any effect at all,
as heat is not transferred between objects already at the same temperature.

In reality such perfect isolation is not possible, and some cooling effect
of the heatsink will always remain, but not sufficiently to allow me to use
the CT2B safely without a fan-driven airflow for cooling the ispLSI chips.

>Of course, the cooler the surrounding is, the sooner is the heat transported
>away from the chip...

It is not just a matter of time. As the heat of the heatsink rises, the
temperature difference at its junction to the cooled object lowers, which
lowers the amount of heat transferred. This is much like how the current
through a resistor decreases as the voltage over it drops, with voltage
representing temperature, and current representing the cooling.

In fact that is the kind of model used by those who design heatsinks.

>> Yes, I can see how it would, but heatsink cooling requires some freedom of
>> movement for the heated air, which is not sufficient under a Falcon
>keyboard.
>
>Seems you'll have to find some kind of tube, like in aquariums, and pump the
>air around with that?

Something like that could indeed work, but it would take some large hardware
modifications to install such a cooling system. I don't think I'll bother.
I've already gotten used to placing a MegaST keyboard on top of my Falcon
and using that instead of the internal (now removed) keyboard.

----- snip ----- re: on cooling with fluid inert gas
>
>Another way is finding a deep cave with constantly low temperature and an
>ethernet connection...
>
>:^)

No good, I'm afraid. :-)
It is only my computer that likes it cold. I myself don't.

>No seriously, this cooling technique your're mentioning sounds promising,
>how available is it for hobby purposes?

At hobby prices, not available at all.
This is used only for supercomputers, available at very high cost.
A normal computer could not survive this kind of cooling anyway.

----- snip ----- re: supercooled gases also cause superconduction
>
>I wonder what the cost would be (in watts) for such a system to work with
>one enclosed motherboard?

In fact, the continuous power cost of a perfectly enclosed board is very low,
and if leakage is fully eliminated will get close to nothing. The reasons are
that superconducting switches (ie: transistors) do not dissipate any power at
all, so the only power dissipation will be in purely resistive components.
Simple pullup and biasing resistors will still have their normal consumption
of V*I, of course, but those are only a small part of the normal dissipation,
most of which will simply cease to occur at superlow temperatures.

>The diskdrives and harddisks should be left aside for such an experiment,
>since the mechanical parts would shrink enough to cause great problems.

Indeed, and magnetic fields do not behave normally at such temperatures.
Actually this could be used to design special media that can only work
with such cooling, allowing much denser storage.

>Best would be to split the computer into two parts, a "not-so-hot" part and
>a "needs-much-cooling" part.

Probably, yes.

>But that would in fact mean a new development of a motherboard,
>daughterboards, etc.

It would. At such temperatures many materials are completely useless,
that we take for granted using at normal temperatures. Most materials
become very hard, but also very brittle, so that they can shatter easily.

People who have visited 'Norrland' in midwinter should know exactly what I'm talking about as some of these effects are clearly visible even at the (relatively) warm temperature of minus 40 degrees celsius. (Which occurs there every winter.) Things made of plastic, for example, often simply don't work as they should at all then, breaking at the slightest load or pressure.

At really cool temperatures, like 40 degrees kelvin , those effects are extreme of course, since normal gases can then be fluid or even solid. All components would have to be specially designed for surviving at such temperatures.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

645. Re: EZ-IP

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98da@oden.se>
Source record: 77221

Hi Rob,

on Sun 13-06-1999 23:29 Atari-Users.Net wrote:

----- snip ----- re: free EZ-IP service closed
>
>That's right off the web page... All that work you did Ronald
>Andersson .. I guess we'll have to see if it works with the paid
>service.

If it does not, don't count on me to update it.

If some new free service appears I may write clients for it,
but as far as EZ-IP are concerned, they are a closed book to me.
Over and done with, and unworthy of future attention.

Their 'free service' was obviously only a way of advertising,
and I apologize to all for unwittingly having taken part in it.
I will remove the EZ-IP stuff from my homepage when I have time.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

646. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98dc@oden.se>
Source record: 77222

Hi Didier,

on Sat 12-06-1999 10:24 Didier MEQUIGNON wrote:

----- snip ----- re: problem with bad +12V from Falcon PSU
>>
>>I intend to keep using the PC PSU now, but I would still like to know exactly
>>which capacitors you replaced. By this I mean the 'condensators' that you
>
>Sorry :-) in french it's condensateur... I can't verify all words.

I realize that, and since I am not english myself I had no problem knowing
what you meant. Actually I think that the original english word was once
'condenser', but nowdays the proper english form is 'capacitor'.
(Probably to avoid mixup with steam technology (honestly... :-))

>>My PSU is one made by 'Skynet Electronics' in Taiwan. Was yours the same ?
>
>I don't know, I can verify if you want (my falcon is closed ;-)).

No, it is not that important, as your description matches my PSU anyway.

>On my PSU I can found 3 x 1000 uF at right of transformer, and specially
>2 x 1000 uF side by side (and in //) near outputs. One of them was bad
>(traces visibles to the naked eye on this condenser and PSU card). I have
>replaced 2 x 1000 uF by a big 2200 uF because I havn't found the same voltage
>(and size !).

On my PSU there is no visible damage to any traces at all, so I doubt if this
is the same problem then. Also, all three 1000uF capacitors are connected to
the +5V supply, although one is separated from the other two by an inductor.

Partial schematic:
D2 L2
Switch spikes X----|>|---+----+---))))))---+----------X +5V
| | |
Transformer C11 === === C12 === C13 PSU outputs
| | |
Switch ground X----------+----+------------+----------X Ground

NB: The above excludes some of the feedback circuitry from output.

Your correction appears to be replacing the C11//C12 combination with a
new capacitor with appx the same total capacitance, which is equivalent,
but should have nothing to do with the +12V output.

On my PSU the +5V output was correct all along, and it is only the +12V
output which is incorrect, so I guess our problems are not really the same.

The funny thing is that I have two Falcon PSUs, both of which give perfect
+5V and incorrect +12V. But one of them gives +18V and the other gives +6V
which shows that this voltage can err in either direction, even though the
main +5V regulation works fine.

----- snip ----- re: CT2B heat problems, and how to cool it down
>
>At temperature's problems Centek propose an update of my ispLSI chips (new
>timmings for DSP !), I don't understand. There are 3 months, just after my
>CT2B installation, I have talked to Centek that my DSP clock not works
>(I use 50 MHz of oscillator), this new timmigs resolves this problem.
>You know my DSP works fine with clock always at 50 MHz, so I want not
>update my card for this problem only.

Yes, that would serve no real purpose, unless you find some software that
requires the slower clocks to run in compatibility mode. But I think most
CT2 owners will drop software that demands compatibility mode anyway, as
that will be so much slower than we are used to.

>I have also talked to Centek this MMU patch (bus error for acces to
>adress < $800 in user state), I hope an update of setup for remove
>my patch in auto-folder...

That would be much more meaningful. Especially as such updates are made
in Flash ROM, so that there is no need to send the board to Centek.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

647. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98dd@oden.se>
Source record: 77223

Hi Phantomm,

(Btw: don't you have a 'real' name too ?)

on Mon 14-06-1999 00:45 Phantomm wrote:
>On 9 Jun 1999 06:22:44 G, Ronald Andersson wrote:
>>
----- snip ----- re: how I had to make mods to use CT2 satisfactorily
>
>I certainly understand that. But I am going to follow the installation
>instructions and the help that you and others are giving me and not
>do any type of modifications until I'm sure I have it installed and
>working correctly. Then, I will probably make some changes.

I was not really telling you to disregard manufacturer instructions,
but merely saying that I had to do so to gain satifactory operation.

>>Wise decision ! The heat sink is *definitely* needed regardless of fan.
>
>Is your heat sink square or round?

It is round, and glued 'off center' on top of the CPU

----- snip ----- re: my cooling fans
>
>Hmmm..The CT2B must generate alot of heat?

All high speed complex circuits generate heat, that is unavoidable,
but the real problem is that the ispLSI circuits are quite sensitive
to this selfgenerated heat, and will give incorrect signal generation
if not cooled off sufficiently.

That is why I find it so surprising that no effort has been made to
cool them in any way at all. Only the CPU is cooled, and it does not
need it half as much as those ispLSI circuits do. It does need some
cooling too, so the heatsink is warranted, but such should also have
been provided for the ispLSI chips, and the fan should be mounted as
described by Didier in other posts. So that both the CPU and the
ispLSI chips take part of the cooling effect.

----- snip ----- re: my use of an external keyboard (from MegaST)
>
>ok, I have been thinking of using a different type of Atari
>keyboard. One thing I'm not clear on.
>Does the MegaST, MegaSTE, and TT keyboards have mouse and joystick
>ports in the same location as the Falcon?

The Falcon has the connectors on the underside of the right corner closest to the user, which is ok for an internal keyboard. That would be totally unacceptable for an external keyboard, as that should be able to lie flatly on any flat surface (when back 'legs' are folded in).

Instead the MegaSTe and TT keyboards have one connector at each end of the keyboard assembly, thus increasing the width of the space needed for such a keyboard by appx 10cm (5 on each side). This is a solution I don't like.

The MegaST keyboard on the other hand has 'hollows' in the back edge of the keyboard case, containing the connectors. The total width needed for this keyboard is less than half a centimetre more than the width of the Falcon, which is why it fits so well on top of my Falcon. This is a good solution.

>>Yes, many ways are possible, but which will work best is unknown.
>
>After I get the CT2B installed and working correctly, I'll try
>some different things and will let ya know the results.

Ok. It is always useful to 'pool' our experiences.

>>That will definitely require some 'tower' solution, rather than using
>>original Falcon case.
>
>Sure wish someone would dig a good case out of their closet and
>sell/trade it to me. It would be a big help. ;)

I believe some dealers still supply tower assemblies specially made for the Falcon, but these do not come cheap.

----- snip ----- re: the dangers of increasing CT2B connection cable length
>
>I'm going to try and leave them long and add extra insulation to try
>and keep EMI and etc as low as possible.

Unfortunately high frequency radiation ignores insulation. Only shielding can stop it, and that will impose capacitive loading, so even that can not be applied in some cases. It will probably be okay to use barely sufficient extra length to allow for one low board below CT2B, but not much more.

That should work because this is how Centek's expansion bus connector must have been installed (as discussed in earlier posts).

>>That should mean an improvement factor of 50/32, which is +56.25%
>
>That would be a big increase! ;)

True, but it is nothing compared to the speedup you can expect if it does work with FastRAM as well. That would be really impressive !

>>Maybe so, but there is no telling how this relates to CT2.
>
>Don't know if having support for the Nemesis and AfterBurner
>would help or not with the CT2B.

AB support code can contain 68040-specific coding, so if that is the case
then it will definitely not work right with a CT2. Nemesis stuff should
not have that problem, but I don't know if it can help any either.

>If the support for these would cause problems. Then I do
>have my back ups of the Apex before support was added.
>
>I'll try both versions and see if there is any difference.

Good.

>I try to contact Doug asap, and ask him about it.
>He has always been very helpful to me and is a excellent
>programmer. Hopefully he will want to add support for the CT2B
>if needed.

That is good, but best of all is to find generic solutions that will
work well independently of what accelerator (if any) is used.

>>Why should they ?
>>Sharing information is the main reason why newsgroups exist at all.
>
>Exactly the way I feel. Just seems that some folks don't like
>questions to be asked about Atari hardware upgrading.

Then they should stick to other newsgroups, because this is the main
newsgroup for all things concerning atari machines in general.

Perhaps some of the things discussed here in 'csas' would really fit
better in 'csat' instead, or even 'csap' (for debates on programming),
but often queries that lead to such discussions are started here and
moving the threads later only adds confusion.

>I am very glad that companies like Centek are still creating
>hardware/software upgrades for the Atari machines.

Indeed, they and all others like them. It is a pity that some,
even amongst those companies, regard all other equipment on the
same platform as some kind of enemy. This is something we can
not afford to do on a platform with so 'narrow' support as ours.
We must cooperate across all in-platform borders.

>Being able to have 128megs of FastRam in a Falcon is a very
>big advancment in my opinion.

It is, though I only have 32 MB myself for a fact, and see no
need of any more in the near future.

>I'm very glad that I was able to purchase a CT2B.

So am I, despite my descriptions of problems I've had.

>I've went thru all the documentation that I can find
>on the CT2B. Including all at Centeks Web site and
>have downloaded all CT2B related software.
>

>I'm a bit confused on Cecile. Most of the documention
>I could find on it is in French.

They are a french company, and only a few of their staff
are proficient in english. Most of them can only barely
make themselves understood, even in simple conversation.
I do not expect english docs for Cecile or Centinel in any
near future unless some outsider translates it for them.

>Do I need to install Cecile before I install the
>CT2B?

No.

>I'm using HD Driver. Do I need to use Cecile at all
>with the CT2B?

No, unless you are very unlucky with your IDE drive.

The only reason to use Cecile that I know of is for those
users who need to use the special feature of Cecile to use
variable access delays for IDE drives.

My drive does not need that feature, so I stick to HDDriver.

>Any info you can pass along about Cecile is much
>appreciated. If you have english docs. I very much
>could use them.

Sorry, I don't have any.

>Is there any other software that I need to install
>before installing the CT2B?
>
No, there is nothing you need to install on your system before
you do the physical installation, because anything you do want
can be added afterward as well. When the SPDT switch is set
to compatibility mode, the Flash ROM is not used, and the boot
will proceed as for a normal Falcon, with all clocks at normal
speeds. There are some slight differencies even then, but they
are not any hindrance in using the system as normal.

The only extra patch program I use in \AUTO\ now is FALCT2_8.PRG,
which replaces the old FALCON8.PRG in adapting CALAMUS to the
256-colour resolutions of Falcon. It has no other purpose.

You will also need the DSP_IRQ.PRG in \AUTO\ to allow programs
that use DSP interrupts to work correctly. Note that most of
the programs that use DSP do *not* use those interrupts.

To boot in TOS 7.x 'full turbo' mode you will need NVDI, so that
the hardware blitter can be turned off, as it is not compatible
with the use of FastRAM.

At least that is what Centek claim, but I think they misinterpret
the true meaning of the symptoms. If they were correct, then the
blitting should never fail when FastRAM is not active, and it does
fail then too, and quite frequently.

The simple truth is that even without FastRAM the blitter implemented
in the Falcon is not reliable when those chips are clocked at 50 MHz.
That is the reason why all boot managers have problems, even when
booted in TOS 4.x mode, where no FastRAM is active.

I am convinced that this problem could be fully fixed simply by using
slightly longer access delays in writes to some blitter registers, as
the blitting errors always appears in patterns indicating that some
blitter register are using the wrong source or destination address.
But such a change requires reprogramming of the ispLSI chips by sending
the board back to Centek, when/if they develop such a fix.

>Right now I am using SuperBoot as a bootup manager.
>Do you know if SuperBoot works correctly with the
>CT2B?

I do not know that, as I never used it.

>List any other bootup managers that you know works
>well with the CT2B.

XBOOT is the one I use myself, but even it does not work perfectly.
Some operations, such as slide-scrolling the selection windows can
frequently cause problems, so I always use click-scrolling instead.

STOOP is what I used before CT2B installation, but it does not work
well at all in the turbo modes. This is probably because it uses a
lot more blitting than XBOOT does, thus invoking the blitter problem
described further above.

>Do you know if Geneva/NeoDesk will work in all
>of the CT2B modes including Turbo?

I don't have NeoDesk myself any more, but it should work in FastRAM
too, as it should be TT-compatible. But in any case, there should
be no problem in disabling its FastRAM flags if it does not like to
use FastRAM.

I am sure Geneva does work.

>I notice that NVDI is needed to use the Turbo
>modes. Is there any other software accelerators
>that I could use besides NVDI?

The main problem is that Falcon TOS does not allow the commands that
are used on other TOS machines for turning blitter off to have effect,
since Falcon (alone of all TOS machines) does not have any software
blitter built in. That was a very serious design mistake.

NVDI fixes that by implementing a software blitter and allowing the
hardware blitter to be turned off. (But it does not force it off !)

It is very probable that MagiC contains a similar software blitter,
as the VDI of MagiC was written by the same authors as wrote NVDI.
(The Behne brothers.) But I see no reason not to use NVDI anyway,
as the VDI of MagiC is still just a VDI, not a full GDOS.

>If I am able to dis-able the blitter in
>Geneva/NeoDesk

You are not able to do that, as the blitter control function of Falcon
TOS will ignore the argument and always enables the physical blitter.

I actually have disassembled the code to see how this works, and there
is no way around it except by installing a full software blitter, and
then replacing this blitter control function as well. The only software
which I know does this correctly is NVDI, but it is possible that other
VDI contenders (eg: fVDI) can do the same.

>do I need NVDI or etc. to use the Turbo Modes in TOS 4.0x or TOS 7.0x ?

Yes. Although TOS 4.0x may work partly without NVDI, there will still
be recurrent problems (see further above) as long as blitter is active
with either turbo mode.

----- snip ----- re: fixing the monitor adaptor to get 32 MHz pixel clock
>
>My 17inch SVGA is not a fixed frequency.
>Its a multi-scanning and will accept any signal
>within the limits below.

That is good, but even with a multi-scan monitor you have greater freedom
in how to design a resolution if you have access to more pixel clocks.

>It's scanning Frequency is 30kHz to 70kHz Horizontal
>and 50Hz to 120Hz Vertical
>Video Bandwidth is 100MHz
>Max Res is 1280 x 1024 (Non-interlaced)

The last width is nonsense, as it refers to some standard pixel rate on
some other equipment (probably PC). If you use a high pixel clock, and
a slow horizontal scan, then you can get a lot more pixels if you want
them. The problem is to maintain a readable display, with small icon
fonts (and other objects), and to maintain neat picture proportions so
that no pictures are distorted (the 'square pixel' problem). Having
another pixel clock available can really help for these things.

On the monitor size you refer to I would recommend no higher resolution
than what I normally use myself on my 19inch screen, which is 960x720.
I can use 1280x960 too, but then icon fonts get unpleasantly small, and
for a 17incher this may already be the case at 960x720. That's up to you.

>Do I still need to do the VGA monitor adapter modification?

That is not for me to say. If you want the added freedom of another
pixel clock, then you must do it. If you don't want it you can skip that,
but then you must disable this output signal from the CT2, and save that
setting in its NVRAM.

>>I can say that there is no problem at all in using Midi
>>for STinG networking though, which is how I use those
>>ports.
>
>Thats good to know. I want to use the MIDI ports for
>STinG networking also. ;)

Good choice. (That response from me will hardly surprise anyone ;-)

----- snip ----- re: modifying the GAL chip U44
>
>I'm a bit confused on this U44 chip.
>From what I understand from the installation documentation
>U44 has to be removed. Then the docs suggest to break pin
>15. And insert this broken pin from the U44 chip
>back into the socket and solder wire n10 to the broken pin in
>the socket.
>Chip U44 is no longer used after you remove it, Right?

NO !!! That is completely wrong !!!

U44 is vital to correct functioning of your Falcon even with CT2B.
It is only pin 15 of that chip which is to be disconnected, and the
signal must then be delivered by the appropriate CT2B wire instead.

I carefully inserted that wire into socket hole 15 of the U44 socket,
so that the insulation was 'flush' with the socket edge, and equally
carefully soldered it to the connector in that hole, taking great care
not to 'burn away' any of the surrounding plastic. This will require
a fine-pointed soldering bit.

Then U44 must be reinserted into the remaining holes of the socket
again, with pin 15 either broken off (as recommended, and as I did)
or bent up so that no contact will be made with the wire now connected
to socket hole 15 (or to anything else of course).

Note that bending the pin up also causes some risk of shortcircuit if
you later push down on the shielding plate above this position, so
straight up is not a suitable way of bending it, and that would most
likely break the pin anyway.

>Also, I'll probably start out with a 16meg EDO memory
>chip for the CT2B FastRam. This may seem like a strange
>question. But is there a wrong way to insert the
>FastRam memory chip?

It is a SIMM, not a chip, and like all SIMMs it is polarized, but it
is possible to damage the socket if insisting on forcing the SIMM into
it in the wrong orientation. (Just flip it 180 degrees instead.)

>And, If you just wanted to try out the Falcon in the
>standard configuration without Turbo mode. Does a
>EDO memory chip have to be installed in order for the
>Falcon to run in standard mode with a CT2B installed?

No, you can even boot TOS 7.x mode without the SIMM.
That is only useful to experiment with the kind of PMMU
map used for TOS 7.x, so this is not something ordinary
users should do. Without FastRAM it is better to stick
to TOS 4.x mode.

>If, all goes well I'll be starting the installation
>this week. So any help with these questions asap
>is much appreciated.

I can only hope this info reaches you in time then.
That is out of my control anyway.

>And if there is anything you can
>pass along that I should know before starting out,
>then please do so.

One thing, easily forgotten, towards the end of your
installation is not emphasized enough in the docs.

The small extra board which is inserted into two chip
sockets labeled U62 and U63 has far too long 'legs'.
When the machine is reassembled the shield plate will
press down on some of the connections of this board.

Centek recommend that the underside of the plate be taped
for fixing this, but tape is thin, and easily cut if you
slide the plate into position, or have to nudge it a bit
in adapting the position before fixing the position with
the screws. That may then cause short-circuits.

I use a piece of paper as well, double folded to a rectangle
that covers that entire extra board, and also fills up the
space to the front edge of the plate.

That piece of paper should be put into position on top of
the extra board as the plate is to be mounted. The sharp
tips of the 'legs' soldered to the top of the board will
catch the paper and hold it in place, and it will protect
the tape on the underside of the plate from being cut,
thus making short-circuits here impossible.

Normally the end result of this will be that you will have
both a paper layer and a tape layer between the board and
the plate, but even if the paper is pierced it should still
protect the tape.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se

http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

648. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766465651d98de@oden.se>
Source record: 77224

Hi Johan,

on Mon 14-06-1999 18:02 Johan Klockars wrote:

>>>If you have a printer driver you want to use, surely you must also
>>>have the GDOS it was supposed to work with?
>>
>>No. It has worked fine using old drivers with NVDI.
>
>What I meant above was only that you wouldn't normally have a GDOS
>driver but no GDOS it can work with. Therefore, you will be able to
>use your printer when having fVDI installed, even if fVDI itself can't
>deal with the GDOS driver.

Oh, then I understand what you mean. Actually this was another part
of the stuff on background/foreground use with another GDOS then.

My point, however, was to emphasize that some compatibility exists
in NVDI for older GDOS drivers. Something that may be useful to
know, especially if it applies to screen drivers as well.

>>>Has anyone except the NVDI developers written any printer drivers the
>>>last few years? _Is_ there a 'standard' for this available anywhere?
>>
>>I am not well informed on that, but if there is not a standard, then
>
>There must certainly _be_ a standard. The question is if it's _available_.

Well, as some drivers seem to work that are quite old (non-NVDI), some
programmers apart from the Behne brothers must have some of this info.
I suppose some of it may have been included in the atari docs for their
'official' developers, but as I haven't got those myself I'm not sure.

>For now, people who already own NVDI may want to use it as foreground VDI
>so that they can still get their vector fonts etc on the screen.
>I fully intend to eventually support all (as far as that is possible)
>the NVDI additions in fVDI.

Good, but realistically we must accept that it is a development process
that is likely to take some considerable time. For maximum usefulness
until it is complete, it is important that it works well in cooperation
with other GDOS, including NVDI.

>>It really would be unnecessary duplication to invest a lot of work to make
>>fVDI into a replacement for all the things handled by NVDI.
>
>Not in the long run, and not for some potential uses for fVDI.

>For example, I intend to make fVDI usable under MacMiNT and (obviously)
>the Fenix OS. Ports to one or more Atari emulators and the Tempest (in
>PPC mode) are also very likely.

For the long run I agree, but at present other things should be prioritized.

>>No, I realize that, and I suspect that it might be better to make a definite
>choice of how fVDI can and must cooperate with NVDI and/or other GDOS. That
>>might help in making some implementation details simpler and more consistent.
>
>While it would indeed do that, I personally don't like the performance hit.
>It's certainly easier to have fVDI in the background, but on my AB040
>with an Eclipse/RageII that means about three times slower text output
>according to GEMBench, if NVDI is in the foreground. The other GDOSes
>would be a lot slower than that.

I see your point, and for maximum speed it is of course necessary to
eliminate any unnecessary entries in the AES/VDI dispatcher chains.

>>I suppose I shall have to experiment a bit with the current fVDI to fully
>>understand some of your points.
>
>Please, let me know if you run into any problems.
>The easiest way to experiment with fVDI is to run it from the desktop.
>You can then shut it down whenever you like.
>
>The very latest beta version (uploaded today) can now fill polygons.

I'll visit your page again and try to make time to test the new version.

Btw: In order to work well with my CT2B, it is imperative that it must
replace the inoperative blitter control function of Falcon TOS
with an operative one, so that hardware blitting can be fully
disabled, as the blitter is unreliable at 50 MHz. As yet I have
only found NVDI able to do so. Can fVDI do this too ?
If not, then I will have to use it in combination with NVDI.

>>I see. Actually you might want to consider other call methods than the
>>normal subroutine linking and register stacking. They are good for the
>>purpose of making generic consistent interfaces, by standards implemented
>>for most C compilers etc, but they are not very efficient.
>
>True, but I don't think it's much of a problem, really.
>Doing things pixel by pixel will be slow no matter what, and most other
>functions need all of the registers anyway, and do a lot of work.

Yes. Whenever an overhead is incurred for a large amount of work,
then that overhead becomes insignificant. But for small and simple
functions, that may be invoked very frequently, any overhead at all
can cause significant overall delay.

As VDI contains both types of functions it may still be worthwhile
to consider alternative speed-optimized interface methods. If even

a single frequently used function benefits from this, then the method
has 'paid off', even if no other functions gain any noticeable speed.

The key to this decision lies in whether or not any frequently used
function can benefit by such a change or not.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

649. SV: NAS99

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k5f9q$6eg$1@zingo.tninet.se>
Source record: 77225

Martin "Nightowl" Byttebier <tos4ever@ping.be> skrev i
diskussionsgruppsmeddelandet:37654d0627d70e2@ping.be...

> He, he you were the man who I saw ticking with a doorkey on the
> motherboad of a ST (I believe)

No, I wasn't. I believe I saw your wife, but I didn't see your name on the
nameplates?

MG

650. Re: Luna 1.2 now in english :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37664233.725DDEE6@directprovider.REMOVETHECAPITALS.net>
Source record: 77226

```
BobKing a ï¿½crit :
>
> This site seems empty! Directs back to atari.org only
>

It looks like the Atari.org domain is a bit upset at the moment. They
were planning on a maintenance outage these days.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

651. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990615081943.01950.00000009@ng-cd1.aol.com>
Source record: 77227

>On 14 Jun 1999 14:34:14 , ANGIEF18 wrote:
>>I'd be interested (my falcon died) but would like to know if you would be
>>interested in working out some sort of trade for my Jag+CD game system. Let
>me
>>know.
>>Thanks,
>>Sam Ferrer
>
>Someone here has a dead falcon?
>
>If so, would you'd be interested in selling or trading it?
>I could use one for parts.
>phantomm@kih.net
>

Sorry, I can't sell it 'cause the repair shop still has it (since apprx. Nov
99) and appear
to be having a lot of difficulty with it.
Thanks for you interest though,
Sam Ferrer

652. Re: Stoop v1.05 key?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37664623.18B22FC1@patent.gov.uk>
Source record: 77228

Roy.
I run Stoop 1.05 unreg. so 'ran' to your site. Found only the Stoop 2.0 version. which I've already tried and didn't like - it flashed through loading, I could only get it stable by disabling DEFAULT.CFG and just doesn't look so good on my RGB monitor. No 1.05 key as such, but found a user ID and key in the DEFAULT.CFG which seems to work in 1.05. Is this what you meant?

Bob King.

Roy Goring wrote:
>
> In article <37607C23.1B615D24@ihug.co.nz>, jwandjw@ihug.co.nz says...
> > Hi there,
> >
> > I have recently had a 2.5" IDE disk in my Falcon
> > die a death. I'm running with an old SCSI disk but
> > didn't have a backup of Stoop v1.05 boot manager.
> > I had emailed the author previously (years ago)
> > to obtain a key which he gave me happily, but I
> > cannot get him at the same email address anymore.
> >
> > Is anyone aware if the author has a new email? Or can
> > anyone attach the key to a reply email to me?!
> >
>
> Get it from
>
> www.incontrolinternet.co.uk/wag/
>
> in the download section
>
> Yours Roy
>
> Incontrol Internet Productions
> Web Design and Internet Consultants
> Members of The HTML Writers Guild
> www.incontrolinternet.co.uk
>
> REMOVE anti-spam when replying

653. Important Atari.Org Information (fwd)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990615154325.14474B-100000@hal.fishpool.fi>
Source record: 77229

Here's the explanation below....

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

-----forwarded message-----
Date: Fri, 11 Jun 1999 10:32:11 +0100
From: Richard Davey <rich@atari.org>
Subject: Important Atari.Org Information

This is a short notice to inform you that Atari.Org will be temporarily offline between 5pm (GMT) June the 11th until approx. 5pm Monday June the 14th. This will effect mail forwarding, POP3 mail accounts, most sub-domains and hosted sites. The main web site should still function correctly. The reason for this is the server Atari.Org is hosted on is being relocated to new office premises. It will also be placed on a much faster line with better European connections. So bear with us please and don't email saying "it's down" !

Thanks,

Richard Davey
Atari.Org

PS - Sorry if some of you get this message twice.
-----forwarded message-----

654. iCAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <376679B9.B00D43EC@patent.gov.uk>
Source record: 77230

For those of you who are curious as to how CAB has evolved into iCAB on the MAC, have a look at pages 70/71 of 'PRACTICAL INTERNET', issue 29.

Bob King.

655. SV: SV: Cooling techniques (Was: About: Ronald Andesson)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k5tm9$640$4@zingo.tninet.se>
Source record: 77231

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:3766465651d98d9@oden.se...

> The efficiency of a heatsink is dependent on the air temperature.

Yes, and all the other things you've mentioned stand true.

> Indeed, and magnetic fields do not behave normally at such temperatures.
> Actually this could be used to design special media that can only work
> with such cooling, allowing much denser storage.

Cleaver. Heard any news from the norwegian project where a new type of
(crystal array I think) memory without moving parts is being developed? A
unit the size of a matchbox could hold some 20 terabytes of RAM. Reminds me
of the modules in HAL in the movie 2001. Apparently no mentionable heat
dissipation and no current consumption to speak of.
Access rates much below today's and the data stays until you actively change
it.

Will hopefully replace both RAM and magnetic media?

> At really cool temperatures, like 40 degrees kelvin , those effects are
> extreme of course, since normal gases can then be fluid or even solid.
> All components would have to be specially designed for surviving at
> such temperatures.

Maybe we've flipped out too far, since the discussion was about how to cool
this CT2 of yours? Only fast and cheap way I can think of is bigger
heatsinks and more fans.

MG

656. SV: SV: SV: DIY cables for the Atari Comput

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7k5tm7$640$3@zingo.tninet.se>
Source record: 77232

Phantomm <phantomm@kih.net> skrev i
diskussionsgruppsmeddelandet:7k4cbj$7n87@news.ajou.ac.kr...

> Ya know I asked someone about a Falcon LAN to Modem
> cable not long ago and this person said that nothing like
> that existed!
> This person, who I will not name, deals in Atari software/hardware
> and has a rather large supply of Atari stuff.

In a way he was right, there is no such thing CALLED "Falcon LAN to Modem
Cable"...

> Will the Mac to Modem cable work straight away or will I
> need to make a modification?

It works straight away. Choose software handshaking.

> I could use any info, text files, or diagrams about using
> any of the Falcons or STe ports as Modem ports and Networking ports.
> Such as MIDI, Parallel, Advanced Joystick.
> I'd need cable information. Pin outs and such.
> I remember that STalker could use some of these ports for
> modem connections. Just never could find the info on
> the cables.

Stalker allows you to -communicate- via the MIDI ports, but not necessarily
with a modem! For instance, a MIDI connection can be made between a TT and
an ST with which you can transfer files between these two. You can also use
the ST as a texterminal on the TT when running MiNT (or maybe Linux).

> Is there a way to make these work with the Falcon?

They work, you only need the right cabling.

> Yes, that would be the easiest way. Will the Falcon see this drive
> as drive B?

The drive must be jumpered as a DS1 device.

> I really wanted to add a floppy port so that I could try to use
> ST cartridges on the Falcon like the Happy Discovery Cart, Spectre
> GCR and etc. It would also be nice If I could use my old SuperCharger
> on the Falcon. But it requires a DMA port/cables.

The Spectre GCR doesn't work with a Falcon, I doubt the others do either.

> I've tried hooking it up to a VCR but the display isn't as good as it
> should be, or I'll get no display at all.

The connection between the F030 and a VCR differs from the (optimal) connect
ion for a TV. On a VCR you don't use RGB.

> I have a composite output modification on my STe (Done by someone
> else) and it gives a excellent clear display when connected to the
> VCR. I wonder if this same modification can be done on the Falcon?
> I sure could use it.

No need for that. You just need to make the right cable.

> Hmmm..again, I didn't know anyone made Windows only printers.

There are Windows modems and other stuff as well. These devices are stripped
down to bare essentials, then a program in Windows emulates or replaces all
the hardware that isn't present in the printer.

The device becomes cheaper this way, but on the downside you can't use it
with other operating systems, or even not with different revisions of
Windows.

My idea is to print test patterns to such a printer and "listen" to the data
that passes on the printer port. The data would be dumped to a file and
analyzed. A table would be created for the various possibilities. An inkjet
printer with 48 nozzles would then have 2^48 possible combinations in black
and white printing (dot or no dot) per each move in the horizontal
direction. In color there would be much more combinations but it's the same
principle.

A program would create these relevant test patterns and other necessary
graphic primitives.

Actually, it surprizes me that the manufacturers of such equipment only
cater for the needs of Windows users? Is Atari or Linux money less worth to
them?

MG

657. Pc 1.44 HB Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7k5up8lro1@news8.svr.pol.co.uk>
Source record: 77233

I have loads of 1.44 HD floppy drives and I was wondering
if I could connect one of them to an Atari 520 STfm.

Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.co.uk

658. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7k625h$13d$1@news5.svr.pol.co.uk>
Source record: 77234

On 13 Jun 1999 19:01:16 , "�" wrote:
>I have 4 x 4Mb 30pin N/P Simms
>now iam not sure if I can put them into a Atari STE
>Now I took them out of a 486 Dx266Mhz that I had and I am going to
>get an Atari 520 STE I know there are Simms Slots but I didn't know
>if they will work.
>
>please help

I don't think they will work in a STE mate, what you need are 1meg 30 pin simms.

If you need any I have 4 x 1meg Simms for sale, just email me if you want them mate.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

659. Re: Converting "That´s Write" files to MS Windows wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: h-e.f@gmx.de
Message-ID: <37668c52.654464@news.berlin.de>
Source record: 77235

```
>Maybe Marcel can handle the conversion to RTF. If not, just use That's
>Write to save them to plain ASCII.

Who is Marcel?

Hanns-Erich
```

660. ST 520 for sale UK

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Daniel Taverner <taverner@globalnet.co.uk>
Message-ID: <7k63b6$c61$1@gxsn.com>
Source record: 77236

ST 520b for sale upgraded to 4MB + mono monitor, external floppy drive,
printer and loads of software. No offer refused

Dan

taverner@globalnet.co.uk

661. Re: SV: Cooling techniques (Was: About: Ron

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3281@oden.se>
Source record: 77237

Hi again Phantomm,

on Tue 15-06-1999 02:04 Phantomm wrote:
>
>I think someone here was having trouble keeping a Falcon
>Cool enough to run a CT2B.

Yes, that was me of course.

>If the falcon is in a standard case, would it help to
>raise the falcon up off the desk or table a few inches?
>This should allow some air to move underneath.
>The bottom Fan would probably cool better.

Sure, but never enough. It didn't even help to remove the
PSU, and keep both the top cover and the shield plating off.
Without a cooling fan directed at the ispLSI chips it never
has worked right. No form of 'natural' cooling has sufficed.

>How about using some of those old slanted printer
>stands. Those would set the back of the Falcon up
>while leaving the keyboard down. Like a sports car. ;)
>
>I know heat rises, but If I put my hand under my desk
>where my Falcon sits, especially around the PS it's
>pretty warm.

True, and some of that heat would be removed by your idea,
but the effect on internal chip temperature would be very
small. Much too small to make any difference to my CT2B.

>The motherboard bottom shielding probably acts like
>a big heatsink anyway.

It does absorb some heat, sure, but it can never dissipate
it efficiently through the plastic, so there the similarity
to a good heatsink ends.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

662. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3282@oden.se>
Source record: 77238

Hi Tony.

on Tue 15-06-1999 00:37 Tony Cianfaglione wrote:

> Is there a version of CAB that will run on a 1 meg 1040 STf along with
>STinG 1.20.
>
> I have STinG running on it but CAB 1.5 bombs (with 3 bombs) every time.

I assume that you are using the correct version for an ST, not the 68030 version but the one for 68000. The same also goes for CAB.OVL. If this assumption is correct, then CAB must be failing due to lack of RAM.

That is the only CAB version with any chance of doing the job though, so you need to start with a perfectly clean boot, not even STinG loaded, so you can prepare its setup as needed.

Then start CAB.PRG *without* having the CAB.OVL present in the same folder. That saves some RAM, and ensures that no attempt is made to contact STinG, which was not booted this time around. With some luck this should allow CAB to start up properly, though naturally only with offline capability.

Next you go through the display settings and turn off all image displays, and set the RAM cache to some really low value (Try 0, it works here). That cache won't really be needed anyway for most text pages, and you can't get reliable graphics display without more RAM. Save these new settings, and just to make sure, restart CAB to check that it is not allergic to the settings saved (which has happened on some occasions).

Next, kill any STX files that you don't need, as they will only steal RAM, and that may be more than just program size, if they need buffers. The STXs you will not need, that are in the STinG 1.20 packager are probably two. The ETHER.STX is for Peter Rottengatters Ethernet board (Riebl board I think.) and is not useful for you. MASQUE.STX is also not useful, except if you want to use a modem connected to this STF, and use it to masquerade some other machines. That is not a good idea anyway, if you plan to use this machine for browsing, as it is not really fast enough to do both things well. So you should erase both ETHER.STX and MASQUE.STX, to save a little more RAM for CAB.

Since you will not be using multitasked STinG clients or servers either, you can also try setting the ALLOCMEM value in DEFAULT.CFG to a lower value, such as 50000 or 60000.

Now you reboot with the necessary STING.PRG, and XCONTROL, and the other stuff you want, but still avoiding wasteful RAM usage. It is for example important not to be using late-version NVDI, or THING desktop in such a

boot, as they both waste RAM something awful (for so small a system).

If you have done all the above properly you should be able to browse most HTML documents online in text-only mode, but if you reach any really 'heavy' text pages (eg: the RFC index at FUNET.FI), then you can still suffer bombs, as there may not be enough RAM free to read such huge files.

You may also need to experiment with the available CAB.OVL files, to see if this makes any difference to the RAM used. It is very likely that the newer and smarter (and more speed-optimized) versions may waste more RAM than some older ones. So on a 'low-end' system like a 1040 STF, the old stuff may work better. Only tests can prove it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

663. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3283@oden.se>
Source record: 77239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Martin-Eric,

on Tue 15-06-1999 10:44 Martin-Eric Racine wrote:

>I just got myself one of those marevelous cards from Best Electronics,
>but there is hardly any documentation.... What are all those jumpers
>used for? How do I update the address in the card's memory?

I have no idea about the hardware setup needed (if any).

>Any hint about using one with MiNTnet?

Nope, except that I've seen a rumour that it should be possible.
So why am I replying to this at all then, you may ask.

Well, I just remembered that a Riebl card was exactly what Peter
Rottengatter used, and for which he wrote the ETHER.STX which is
part of the STinG 1.20 distribution package...

So for STinG, this card should be more or less 'plug-n-play' :-)
(Except for possible hardware strap needs.) And if there is any
problem, we do have access to the full source code as well, as
this was sent out to the beta list quite some time ago.

I now it may be useless to even mention this to the NMD developer,
but you could try it at least, as there is no conflict in using
MiNT and STinG 'side-by-side' as long as they use separate ports.

In fact it should even be possible to write a combo of STX and XDD
files that act as a local gateway from STinG to MintNet and vice versa,
though I know far too little about XDD construction to do that job.
(It is certainly possible at the STinG end though.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

664. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3284@oden.se>
Source record: 77240

Hi Maurits,

on Tue 15-06-1999 10:47 Maurits van de Kamp wrote:

>> You don't have the B version? I looked at some pictures of
>> the A version. Alot of differences with the chips it seems.
>
>I can answer Roberts doubt, the rev.B still has the same DSP IRQ "bug"
>as the rev.A version,

Yep, that is so.

>simply because Centek has principal objections against using this signal.

'Principal'... Well maybe so, but I think it is mainly because they do
not want to implement any DSP interrupts in their Fenix computer, as it
will allow boards with a variable number of DSPs connected. Serving the
DSP interrupts could get rather messy with that system, so they do not
want to do it at all. They don't want to do anything for the Falcon
in a way different from what they plan for the Fenix, as they regard
the Falcon mainly as a 'testbench' for Fenix development.

>I guess I can agree with them, but they should stop claiming that the
>Falcon with CT2 switched off is 100% compatible with an original Falcon,
>because it's not.

That is true in even more ways too, as they have abolished the supervisor
requirement for system variable and I/O accesses, and will allow writes
to ROM areas without generating any bus error. Pretty big differencies.

>An original Falcon allows the software to read the DSP IRQ signal, no
>matter how dirty this is.

It is the interrupt acknowledge from the DSP that does not reach the
DSACK0 signal of the CPU. It is not a question of clean or dirty
signals, but of combining them properly onto the CT2 bus, which the
CT2 design simply neglects doing.

The INTERDSP patch by Didier Mequignon does fix this properly, and has
been tested by both him and me. I even tested several variations of
essentially the same logic, as I was unsure of the results with one
test program. But it is fully verified now. It does work correctly.

And it is interesting to note that some of the programs that then do
work perfectly did not work at all without the hardware patch, even
when DSP_IRQ.PRG was booted from \AUTO\.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

665. Re: SV: NAS99

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37669c08ca9a10@ping.be>
Source record: 77241

on Tue 15-06-1999 13:58 Martin Graiter wrote:

>
>Martin "Nightowl" Byttebier <tos4ever@ping.be> skrev i
>diskussionsgruppsmeddelandet:37654d0627d70e2@ping.be...
>
>
>> He, he you were the man who I saw ticking with a doorkey on the
>> motherboad of a ST (I believe)
>
>No, I wasn't. I believe I saw your wife, but I didn't see your name on the
>nameplates?

Quite possible you saw my wife. Whilst I was at the semiar room (almost
from 16.00 till 20.00) she and my boy were trying to play games with the
Jaguar console which wasn't so easy but nevertheless they have had a great
time.

CU
Martin
I was almost the whole afternoon in the semiar room
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

666. Re: Converting "That's Write" files to MS W

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7k671t$c2i$1@news1.xs4all.nl>
Source record: 77242

On 14 Jun 1999 19:40:16 , H.-E. Finke wrote:
>Hi !
>
>Does anyone know a possibility how to convert "That's Write"-documents
>to newer MS Windows wordprocessor formats?
>
>Thanks in advance,
>
>Hanns-Erich Finke
>.
That's Write 4 has RTF export options so you should
be able to import RTF into MS Word, shouldn't you???

```
Gtx, Rein
```

667. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Az7WjIA2KqZ3EwOB@steverosie.demon.co.uk>
Source record: 77243

On Tue, 15 Jun 1999 at 17:22:57 a message from Stephen Barszczak was
created on the subject of PC 30pin N/P Simms.
>
>I don't think they will work in a STE mate, what you need are 1meg 30
>pin simms.
>
>If you need any I have 4 x 1meg Simms for sale, just email me if you want
>them mate.
>

They will work but the machine will treat them a 1 meg ones.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

668. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7k69io$i2r$1@news1.xs4all.nl>
Source record: 77244

On 15 Jun 1999 00:13:48 , Jos Vlietstra wrote:
Hey Bob,
Did you actually printed down the homepage of tagesschau ??
Please let me know , because I can print many things even in color
from the Internet, only this tagesschau won't do it !!
Jos

669. Luna 1.2 now in english :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <37659E8B.5451886F@club-internet.fr>
Source record: 77289

The english RSC file of the text editor Luna is available at:
http://eslime.atari.org

Thanks to Bengy Collins , Mark Friedman , Bob Janice for their mail ;)

670. Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7k45rs$li9$1@news1.xs4all.nl>
Source record: 77290

Hi everybody,
I tried several times to print in colour and also in monochrome the website/homepage of www.tagesschau.de .
I use CAB 2.7/MagiC 5.2/NVDI 5.1/Jinnee 1.1 and a HP 400 (Colourcartr.)HP 500 (B/W cartridge)
I tried several ways :'Print images' on/off,'Background Images' on/off, Monochrom on/off,
Background white on/off .I changed the settings to Vollfarben and what I got was a full blue page without any text.In monochrom I did get nothing at all !!
My brother with his Pentium had printed this page almost immediately.
Why can I achieve this ?
Please help me, I don't understand, I don't see no frames etc.
So try it yourself and when you succeed, let me know !
In black and white is also OK of course...
Jos

671. HELP: Horiz shift on RGB/comp video screen...

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3765AD0B.3263A24B@ihug.co.nz>
Source record: 77291

Hi there,

I'm currently trying to put together some nice 24-bit JPEG piccies and some 16-bit .FLH animations (using APEX media) to create some video titles for a video I'm making of a small holiday I've just been on with my partner in New Zealand.

The JPEG and FLH files are 768*576 resolution (PAL broadcast res) which can be displayed by the APEX viewers no trouble, except that the images are centred too far to the left. I'm displaying them on a Sony 25" TV and I get a 20-30 pixel black line down the right hand edge of the screen, plus 20-30 pixels missing off the left hand edge. How can I put the pictures into the middle of the screen? I also see the desktop is off-centre when I use a TV/RGB monitor. Is there a patch to change the hoziontal positioning? Or is there a hardware fix? I know that Videl Inside can be played with to get a centred desktop on TV/RGB but the APEX viewers don't use VI's screen modes.

Please advise...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

PS. Anyone who helps here is welcome to receive some nice JPEG pics of my holiday if they would like!!

672. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k4cb2$7n85@news.ajou.ac.kr>
Source record: 77292

On 14 Jun 1999 16:54:53 , Robert Schaffner wrote:

>
>DSP_IRQ.PRG into auto folder if you have -NOT- the hardware patch
>from didier. (Rev "A" CT2) I doasn't have a "B" CT2, but i think
>needs the same..
>

ok, I have DSP_IRQ.PRG. I'll try it first. Might do the hardware patch
l8ter on. I have the docs here that describe how to do it.

You don't have the B version? I looked at some pictures of
the A version. Alot of differences with the chips it seems.

>
>> I notice that NVDI is needed to use the Turbo
>> modes. Is there any other software accelerators
>> that I could use besides NVDI?
>
>Needs NVDI to switch of the blitter.. :->
>and makes the story much faster.

>Some other parts also switch the blitter on again..
>Must work without NVDI. Blitter -must- allways of.

Yes, I know NVDI is good. Just wanted to know if I can
simply use some type of software to turn off the Blitter
if that needs to be done, and run in turbo mode without
NVDI if I want too?

And, Is there any other software similar to NVDI like
Warp9, FVDI, or etc that I can use instead of NVDI if I want or
need to?

>
>U44 here is back into his socked after this "procedure"
>Without pin 15, it's engough to bent it up. Do not connect
>pin 15 again to the socked. That's all. Pin 15 on socket only
>holds the wire from CT2.

I went back thru the docs and etc. I now know for sure what
to do with Chip U44.
Just wanted to make sure that I get it right the first
time I do it. ;)

>Have a look to the simm! Simm board only can insert in one direction.
>With wrong direction the simm doasn't snap in.

>Use a EDO with 8 chips and a "9" on boards no. "5" doasn't work well.

ok, Just got my EDO FastRam Simm board. 8 chips, There is a 9
on the board number. :) Also the chips appear to have been made in
France. Has France on them, And was assembled in the USA. Cool!

Now that I have everything, I'm ready to go. ;)

Will start the installation tonight. Wish me luck!

And thanks for the help,
phantomm@kih.net

673. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k4cb6$7n86@news.ajou.ac.kr>
Source record: 77293

On 14 Jun 1999 14:34:14 , ANGIEF18 wrote:
>I'd be interested (my falcon died) but would like to know if you would be
>interested in working out some sort of trade for my Jag+CD game system. Let me
>know.
>Thanks,
>Sam Ferrer

Someone here has a dead falcon?

If so, would you'd be interested in selling or trading it?
I could use one for parts.
phantomm@kih.net

674. Re: SV: SV: DIY cables for the Atari Comput

Newsgroup: comp.sys.atari.st
Date: 1999-06-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k4cbj$7n87@news.ajou.ac.kr>
Source record: 77294

On 13 Jun 1999 21:29:02 , "Martin Graiter" wrote:
>
>Phantomm <phantomm@kih.net> skrev i
>diskussionsgruppsmeddelandet:7js7ol$5ke2@news.ajou.ac.kr...
>

<snipped and saved> ;)
Thanks very much for this info.

Ya know I asked someone about a Falcon LAN to Modem
cable not long ago and this person said that nothing like
that existed!
This person, who I will not name, deals in Atari software/hardware
and has a rather large supply of Atari stuff.

Will the Mac to Modem cable work straight away or will I
need to make a modification?

I have some RS232 and other Null Modem cable adapters that I might
could use for connecting all my Ataris together.

I could use any info, text files, or diagrams about using
any of the Falcons or STe ports as Modem ports and Networking ports.
Such as MIDI, Parallel, Advanced Joystick.
I'd need cable information. Pin outs and such.
I remember that STalker could use some of these ports for
modem connections. Just never could find the info on
the cables.

Also, I have been looking for a diagram or text file on
how to connect a 5 1/4 PC type floppy to a ST/STe.
I have a cable here with the correct adapters and at one
time all the wires appeared to have been connected up.
But it was done by someone else and the wires have
came loose on the floppy connector before I got a chance
to try it out.
Do you have a text file you could pass along or a
address where I can find how to hook up the wires?

>
>It appears to be a 2.5" to 3.5" adaptor for IDE drives.

Yes, Thats probably what it is. I'll hang onto it
just in case I need it in the future.
>
>
>> Not sure what you mean here. Are there 2.5 SCSI drives?

>
>Yes, lots. You can ask people with portable Macs.

First time I have ever heard of them. Have never seen
any advertised for sale. Mostly see PC stuff.
Is there a way to make these work with the Falcon?

>
>> Would you happen to know if there is anyway to connect a second
>> 3 1/2 disk drive to the Falcon. I'd like to add a standard ST/STe
>> type floppy port to the Falcon.
>
>It is possible, but I haven't tried to do this. Never needed two drives.
>Easiest should be to press another connector to the flat ribbon cable that
>goes to the floppy.

Yes, that would be the easiest way. Will the Falcon see this drive
as drive B?
I really wanted to add a floppy port so that I could try to use
ST cartridges on the Falcon like the Happy Discovery Cart, Spectre
GCR and etc. It would also be nice If I could use my old SuperCharger
on the Falcon. But it requires a DMA port/cables.

>> Do you know if the Falcons monitor port can be used with a monitor
>> by its self without any of the Falcon monitor adapters connected?
>
>It can not.

Do you know of any modifications that will allow the Falcons TV port
output to give a better display?
I've tried hooking it up to a VCR but the display isn't as good as it
should be, or I'll get no display at all.

I have a composite output modification on my STe (Done by someone
else) and it gives a excellent clear display when connected to the
VCR. I wonder if this same modification can be done on the Falcon?
I sure could use it.

>
>Well, that's the charm of using an Atari, you can do great deeds yourself!
>I've thought of making a windows printer work on an Atari, just for the
>sport of it...

Thats what I've always liked about Atari stuff.
But creating Drivers for PC video hardware is not something
I could easily do. I'm more into the hardware hacks than software.
But wouldn't mind learning if I had the time.

Hmmm..again, I didn't know anyone made Windows only printers.
Don't use anytype of Windows much, except version 3.1 on the Falcon
with FalconSpeed from time to time. Mostly I use Dos with FalconSpeed
cause the Modem works with it. It won't with Windows 3.1 for some
reason. You wouldn't happen to know a fix for this would you? :)

Not that I like Windows, but it would be interesting to get the modem
working with it. Dos communication software works fine with
FalconSpeed. I think the Windows 3.1 modem problem has something
to do with the Atari Mouse being remapped to work on a Windows Com port.
I've tried setting different Com ports and etc. With no luck. I get no dial tone.
Ya know anything I can try?

>
>MG
>
Thanks very much for your help its much appreciated,
phantomm@kih.net

675. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7k901tsdp1@wanadoo.fr>
Source record: 77095

Hi Ronald,

On 16 Jun 1999 12:31:17 , Ronald Andersson wrote:
>on Tue 15-06-1999 20:21 Didier MEQUIGNON wrote:
>>On 15 Jun 1999 11:30:01 , Ronald Andersson wrote:
>----- snip ----- re: problem with bad +12V from Falcon PSU
>>>
>>>Partial schematic:
>>> D2 L2
>>>Switch spikes X----|>|---+----+---))))))---+----------X +5V
>>> | | |
>>>Transformer C11 === === C12 === C13 PSU outputs
>>> | | |
>>>Switch ground X----------+----+------------+----------X Ground
>>>
>>>NB: The above excludes some of the feedback circuitry from output.
>>
>>I think that feedback is take on output so if you have C11 or C12 wear out
>>by heat or 'high' frequency, voltage at output of transformer increases and
>>voltage of 12V output increases (no feedback for 12V !).

I have opened again my Falcon (a new pb look after), my PSU is a Skynet
Electronics (C11 & C12 changed). About temperature on lattices, it's normal.

>Ah yes, now I see. As long as the final capacitor (C13) is intact, the
>feedback will still manage to keep the +5V output stable, but it will
>be done with entirely different switching waveforms than normally,
>due to the different load capacitance. And as the +12V has no feedback
>the abnormal waveforms are simply rectified by D4, and then somewhat
>stabilized by C14, L3, C17 and R14, as shown below. The result of
>that will be a fairly stable voltage, but of unknown value, as that
>will depend on how the damaged capacitors distort the waveform.

Yes, I think.

About my new problem...
Since 3 days, I have another pb, I have "Coprocessor Protocol Violation" exception
with all programs at start. The first day, after 10 mn it's good again. Yesterday
same problem... good after 30 mn. Today this error not disappears.
BubbleGEM, PD, CAB, Centbench crash at start. In normal mode... same problem.
I have looked inside, I have removed FPU, put again FPU on CT2... same problem.
Power supply is good, maybe a bad solder on CT2B or an FPU destroyed :-(
It's a 68882 33 MHz bought with my CT2B.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

676. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3768102c$0$25918@news.zetnet.co.uk>
Source record: 77096

On 16 Jun 1999 03:43:28, "Satcom2" wrote:
> I need to know what kind of cable I need to hook a modem to an Atari
>Falcon. I tried one from Radio Shack that looked like if had the right
>connections, and the plugs fit on both ends, but I couldn't get it to work.
>It may have been the modem, but I am not 100% sure. If anyone out there has
>a 28k baud external modem for sale and a cable to hook it up, or knows a
>cheap place to get both items let me know. I have been wanting to hook my
>Falcon up to the internet forever so that I don't have to use Microsoft
>products and crash all the time. -Satcom2
>
>

THe cable that comes with the modem should work, it'll have the modem
connector at one end and a siamesed 265 pin and 9-pin connectors at the
other....sounds klike you've got a printer erxtension or possibly a serial
extension cable there...

chrisc

677. Announce: Taskbar

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7k94tf$8qj$1@snipp.uninett.no>
Source record: 77097

```
Hi!

I've decided to make the beta-versions of Taskbar publicly available. The
latest beta can be downloaded from my homepage,
http://atari.nvg.org/Taskbar/.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

678. Pacifist help

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990616180245.07643.00000290@ng-ck1.aol.com>
Source record: 77098

Pardon my ignorance...I'm a newbie at this.
I downloaded Pacifist and TOS roms 1.0, 1.4 and 2.06 and put them all in the same folder. When I run Pacfst it won't work... something about no drive A image found, and also none of the roms are found. I have the correct directory settings... what am I doing wrong?

679. Re: Satellite Connection?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37682FC9.24CDFEF1@direcpc.com>
Source record: 77099

Hi,
Certainly one reason is for internet access, I use it with my
PC. Hughes DirecPc has speeds of up to 400,000 bps. And since
I mostly download Atari St files, small by comparison to Win
files, it's incredibly fast. All Atari files D/L in a few seconds
at that speed. I move them to my TT030 with Ghostlink
after D/L. I would like to try to setup TCP/IP with a VME
network card on my TT and see if it is possible to share this
connection as I do with my wife's laptop on a home network.
But I haven't been able to find a network card for the TT.
Jim Donovan

John Garone wrote:

> Hello all,
> Somewhere I've heard a computer can be hooked to a satellite dish!
> Would anyone know if that's possible and for what reasons one would
> want to in the first place?
> John

680. Re: Satellite Connection?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37687746.BEF08C68@jps.net>
Source record: 77100

This is certainly a major issue for keeping TOS computers viable for the
next generation of wide pipe net connections.

Jim wrote:
>
> Hi,
> Certainly one reason is for internet access, I use it with my
> PC. Hughes DirecPc has speeds of up to 400,000 bps. And since
> I mostly download Atari St files, small by comparison to Win
> files, it's incredibly fast. All Atari files D/L in a few seconds
> at that speed. I move them to my TT030 with Ghostlink
> after D/L. I would like to try to setup TCP/IP with a VME
> network card on my TT and see if it is possible to share this
> connection as I do with my wife's laptop on a home network.
> But I haven't been able to find a network card for the TT.
> Jim Donovan
>
> John Garone wrote:
>
> > Hello all,
> > Somewhere I've heard a computer can be hooked to a satellite dish!
> > Would anyone know if that's possible and for what reasons one would
> > want to in the first place?
> > John

681. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <929789270.4359.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 77101

Nicholas Bales wrote in message
<376775DC.79399496@directprovider.REMOVETHECAPITALS.net>...

>clu-da-bard a crit :

<snip>

>> IRc in the bag. When I try to use the Telnet utility that goes with \
>> Stik, it mentions that I need to be running GDOS. My question now is,

<snip>

>I don't really see any particular reason why a telnet client should
>require font handling routines from GDOS, but I would suggest either

TVT102 uses GDOS fonts to provide the extra characters needed for the
graphics characters used in some terminal modes. The relevant fonts come
with it.

IIRC Telstar also uses GDOS fonts, though this might be optional.

The graphics characters aren't so important if all you need is a plain text
terminal, but some telnet applications need fuller emulation than that. Most
assume VT100 or better, whereas the basic Atari terminal is VT52 and not up
to some jobs on its own.

For instance, I work in a university library and our library catalogue is
available via telnet. It uses lots of (text based) drop-down menus and
boxes. TVT102 is the only STiK/STinG telnet client which can handle it. The
only other thing I found which worked properly was the MiNTnet telnet client
running under X. It's possible that this would now be OK under GEM with a
later version of Toswin, but I haven't used MiNTnet since it stopped working
with my ISP a few years ago (original TAF package) and I couldn't work out
how to upgrade it.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

682. Re: Luna 1.2 now in english :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <3766F02C.6D934E7E@club-internet.fr>
Source record: 77158

Nicholas Bales wrote:

> BobKing a ï¿½crit :
> >
> > This site seems empty! Directs back to atari.org only
> It looks like the Atari.org domain is a bit upset at the moment. They
> were planning on a maintenance outage these days.

gulp !
the URL behind eslime.atari.org is: http://perso.club-internet.fr/eslime/atari2.html

683. Re: PS needed for Golden Image disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <7k75ke$988$1@nnrp1.deja.com>
Source record: 77159

Hey Phantom! Thanks for your help,but my drive has only a
1 pin male connector,like a modem.......????
Thanks......Ed

>
> >-Hello! I have an after-market Golden Image disk drive for the
> >Atari ST,that lacks a power supply.It has a connector in
> >the back for a removeable PS. If someone can tell me the
> >requirements for this drive (voltage,AC or DC,and amps.)
> >I woukd be grateful.That way I could make a PS for it and
> >put it to use.Seems a shame to waste a good drive
> >Thanks......Ed
> >
> >
> >Sent via Deja.com http://www.deja.com/
> >Share what you know. Learn what you don't.
>
> I have a GoldenImage Master 3S that I use on a STe.
>
> Pin 1 is +5vDC 400MA.
> Pin 2 = Ground
> Pin 3 = Ground
> Pin 4 = NC
>
> .3 .2
>
> .4 .1
> *
>
> The above is the diagram that is shown on my powersupply.
> The * is the notch in the connector.
>
> Hope this helps,
> phantomm@kih.net
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

684. MagiC Online Programming Contest

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <dLF93.6910$8%6.556002@news1.telusplanet.net>
Source record: 77160

Hello again!
Today I registered with a banner service. The banner pays 10cents per click. So here is what is going on:

The banner has been placed at the very bottom of the main page. I know I said I would not have it on the main page, but the rules dictate it this way. I do not want to commit fraud in anyway and would like to raise the prize money honestly.

The prize will be:

500$

Calculations show that with the amount of traffic MagiC Online recieves, if HALF the number of visitors click on the banner, this will generate 280$ (american) A month. Thus, each contest will last between 2 and 3 months, longer if the 500$ prize has not yet been reached.

Please note: Although the banner is currently on the page, it is no activated! I am awaiting validation! So please save your clicks!

This is very exciting for both programmers and Atari users! Atari users will see a great deal more programs being produced and will actually have a say in what they want made! And programmers, well, dont you want to make 500$ american?

This is where I need everyone's help: We need to establish rules, we need to make guidelines, we need to make this happen!

What should the first contest be? Some possible options:

Best new GEM Game
Best New Internet App
Best new utility..

There is one rule which is a must. The program submitted must not have been already in existance. For example, QED could not be submitted, nor could CAB, or Airc etc. This will force NEW programs to be produced.

Furthermore, the author of the program must submit his own program.

Ofcourse these are all rough and more rules will follow. But please everyone, help me out.. send your thoughts, idea's etc. Should the 500$ prize be raised or lowered?

Finally, it will not be just programs which can win prizes. Although the first contest will be a programming contest, in the future we will have Best MagiC background, best Icon set, best webpage, whatever! Its all up to

you, you make the categories.

Please remember not to click on the banner yet, and to send me your feedback.

PS spread the word about this please, the more people aware, the more successful this project will be.

Thanks again,
Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

685. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k79m1$9ju1@news.ajou.ac.kr>
Source record: 77161

On 15 Jun 1999 10:47:57 , Maurits van de Kamp wrote:
>Phantomm wrote:
>
>> You don't have the B version? I looked at some pictures of
>> the A version. Alot of differences with the chips it seems.
>
>I can answer Roberts doubt, the rev.B still has the same DSP IRQ "bug"
>as the rev.A version, simply because Centek has principal objections
>against using this signal. I guess I can agree with them, but they
>should stop claiming that the Falcon with CT2 switched off is 100%
>compatible with an original Falcon, because it's not. An original Falcon
>allows the software to read the DSP IRQ signal, no matter how dirty this
>is.
>
>Maurits.

Is the software patch better to use than hardware patch?

BTW, I got my CT2B installed. Finished it up today. :)

The installation took abit longer than expected.
Ran into a few modifications that I wasn't sure about.
But after getting everything hooked up it booted up the first time.

I did make one mistake. That was wiring up the Turbo switch wrong.
3 pins and 2 wires. I had a 50/50 chance of getting it right the first
time. Thanks to Evl on IRC Atari for pointing this out before I
started taking things apart. ;)

Not had time to get it all setup correctly but noticed a few things.

It seems when I install Flash updates that this causes my NVRAM
language to change to French.
I cannot set any NVRAM settings within the CBOOT.PRG. However I can
use other NVRAM software to set and save the NVRAM settings back
to English. All the other options in CBOOT.PRG work fine.
Is this a Bug in CBOOT.PRG?

When booting in Turbo Modes. HD Driver hangs when scanning my SCSI
drives. If I turn off my SCSI drives. Turbo Modes seem to work fine.
Is there some setting I'm over looking for SCSI drives in TURBO mode?
SCSI drives work fine in Normal Tos Mode.

Any known problems with HD Driver and CT2B in Turbo Modes?

Well, I'm just getting started with it. So far, I'm real impressed.

Thanks to everyone who helped answer questions and etc.
phantomm@kih.net

686. I need help getting my Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Darren Nelsen <dmn@mindspring.com>
Message-ID: <7k7gqg$2jc$1@nntp8.atl.mindspring.net>
Source record: 77162

I have an Atari Mega ST2. I'd like to get it on the Internet. Any help would be greatly appreciated.

First, I need a power cable for my modem (sx212). Where can I get one? RadioShack couldn't help me.

Second, what kind of software do I need for TCP/IP and the web? Any recommendations will help.

Third, I'd like some information on file compression formats and programs commonly used to compress/decompress them.

Thanks!
Darren

687. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7k7j4s$3st$1@news5.svr.pol.co.uk>
Source record: 77163

On 14 Jun 1999 16:54:53 , Robert Schaffner wrote:

>Have a look to the simm! Simm board only can insert in one direction.
>With wrong direction the simm doasn't snap in.
>Use a EDO with 8 chips and a "9" on boards no. "5" doasn't work well.
I'd recommend a low profile SIMM, otherwise the keyboard needs some spacers
to stop it pressing on the edge of the SIMM (and bending the CT2).

Rgds, Derryck

```
/---------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/---------------------------------------/
```

688. Re: Pc 1.44 HB Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37675037.8F579619@directprovider.REMOVETHECAPITALS.net>
Source record: 77164

```
Darren Brown a ï¿½crit :
>
> I have loads of 1.44 HD floppy drives and I was wondering
> if I could connect one of them to an Atari 520 STfm.
>
> Daz (Borg1101) E-Mail Cool@Borg1101.Freeserve.co.uk

Yes, but after a few modifications to the drive (in any case), and to
the ST (if you want to use the HD mode).

This is in the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

689. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3767513D.C0083772@directprovider.REMOVETHECAPITALS.net>
Source record: 77165

Tony Cianfaglione a ï¿½crit :
>
> How do you tell the diference between them?
>
> ---
>
> On Tue, 15 Jun 1999, Pascal Ricard wrote:
>
> > > Is there a version of CAB that will run on a 1 meg 1040 STf along with
> > > STinG 1.20.
>
> > Take care to use the 68000 version and not the 68030 one.

Well, one is CAB.APP, the other is CAB030.APP, which is pretty obvious,
so that might not be your problem.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==========
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

690. Re: I need help getting my Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376753EC.F5098086@directprovider.REMOVETHECAPITALS.net>
Source record: 77166

Darren Nelsen a ï¿½crit :
>
> I have an Atari Mega ST2. I'd like to get it on the Internet. Any help
> would be greatly appreciated.
>
> First, I need a power cable for my modem (sx212). Where can I get one?
> RadioShack couldn't help me.

Is that the old Atari 1200 baud modem ????

I think you can forget connecting to the internet with that, especially
to the web.

An old 28.8K modem is cheap and perfectly adequate for an unmodified
Mega ST.

> Second, what kind of software do I need for TCP/IP and the web? Any
> recommendations will help.

STinG for the TCP/IP stack, CAB as a web browser. This is all in the
Quick FAQ, along with instructions on setting them up.

> Third, I'd like some information on file compression formats and programs
> commonly used to compress/decompress them.

Well, it's pretty easy to figure out actually:
.ZIP ST Zip
.LZH Lharc
.ZOO Zoo
.ARC Dearc

A shell like Two in One makes all of these much easier to use. I would
highly recommend it.

You'll find all of these programs in the UTSI: http://utsi.atari.org

> Thanks!
> Darren

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

691. Re: ST mem upgrade help

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37675482.533D135F@directprovider.REMOVETHECAPITALS.net>
Source record: 77167

```
Lethor7 a ï¿½crit :
>
> hi,
> yep want to add a spare meg to my STf.
> I think I will have to add it in increments of what???
> How does the ST handle its chips, in pairs, or in one lump
> upgrade?

The STF motherboard only has room for 1Mb onboard, and this is with
soldering each chip, pin by pin. If it's a 1040, then it'll already be
maxxed out. Not worth the hassle IMO. If you want to add RAM to an STF,
better get a 3rd party ram expansion board. These go up to 4Mb, and
sometimes use SIMMs.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

692. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990616105537.16169D-100000@hal.fishpool.fi>
Source record: 77168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I just got myself one of those marevelous cards from Best Electronics,
> but there is hardly any documentation.... What are all those jumpers
> used for? How do I update the address in the card's memory? Any hint
> about using one with MiNTnet?

Thanks to Leo for the NetBSD Faq, it cleared up a few things, not
just about the Riebl, but also about SCSI termination and a few
more things.

Ronald, we already have GlueSTiK that patches STiK calls into MiNTnet,
but indeed a low-level interface might be even better. The problem
is, STinG is currently known not to work on AES 4.1 and MiNT.

Jo-Even, yep, got the MiNTnet drivers, but the instructions are
rather vague. I'll see what Torsten has to reply.... ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

693. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37676E30.DE669309@patent.gov.uk>
Source record: 77169

I've looked at the structure of the page in Netscape, and it's a pig !!!

a. It's framed with a java auto scrolling part to the top horizontal frame. (http://www.tagesschau.de/v929523895254/java/frame/head.html)

b. The whole structure is below. I think that Cab has as much chance of printing it in colour as a wax cat living in hell!!

c. If it's any consolation, Netscape and my LaserJet 4p won't print the background (marked blue in colour)

Sorry to raise your hopes.

Bob King

http://www.tagesschau.de/
Frame:
http://www.tagesschau.de/v929523895254/java/frame/head.html
Layer: oldstuff
Image: http://images.tagesschau.de/nav/ts.gif
Image: http://images.tagesschau.de/nav/tt.gif
Image: http://images.tagesschau.de/nav/nm.gif
Image: http://images.tagesschau.de/nav/ws.gif
Image: http://images.tagesschau.de/nav/y1998.gif
Layer: ts
Image: http://images.tagesschau.de/nav/ts.gif
Layer: magazine
Image: http://images.tagesschau.de/nav/tt.gif
Image: http://images.tagesschau.de/nav/nm.gif
Image: http://images.tagesschau.de/nav/ws.gif
Image: http://images.tagesschau.de/nav/y1998.gif
Layer: schauen
Image: http://images.tagesschau.de/nav/ts12.gif
Image: http://images.tagesschau.de/nav/ts15.gif
Image: http://images.tagesschau.de/nav/ts17.gif
Image: http://images.tagesschau.de/nav/ts20.gif
Frame: http://www.tagesschau.de/static/thf_extern.html
Image: http://imgd.test.pages.tm/space.gif
Image: http://images.tagesschau.de/nav/suche.gif
Image: http://images.tagesschau.de/misc/hilfe.gif
Frame:
http://www.tagesschau.de/ts/archiv/1999/Jun/15/ts-2000.html
Background Image:
http://images.tagesschau.de/misc/background.jpg
Image: http://www.tagesschau.de/ivw/HP/ts-2000/Sendung
Image: http://images.tagesschau.de/logo/se-logo.gif

Image:
http://images.tagesschau.de/misc/video-modem-isdn.gif
Image: http://images.tagesschau.de/logo/ard-logo.gif
Image: http://images.tagesschau.de/space.gif
Image:
http://www.tagesschau.de/v1/ts/archiv/1999/Jun/15/ts-2000/M/Sparpl%e4ne/IMAGE.jpg
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/pfeil-gr.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/pfeil-kl.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/pfeil-kl.gif
Image: http://images.tagesschau.de/space.gif
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Image: http://images.tagesschau.de/misc/pfeil-kl.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/pfeil-kl.gif

Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/pfeil-kl.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/space.gif
Image: http://images.tagesschau.de/misc/wir.gif
Image: http://images.tagesschau.de/misc/archiv.gif
Image: http://images.tagesschau.de/misc/gast.gif
Jos Vlietstra wrote:
>
> On 15 Jun 1999 00:13:48 , Jos Vlietstra wrote:
> Hey Bob,
> Did you actually printed down the homepage of tagesschau ??
> Please let me know , because I can print many things even in color
> from the Internet, only this tagesschau won't do it !!
> Jos

694. GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <UaK93.1198$7G6.324862@typhoon01.swbell.net>
Source record: 77170

Well, first off, let me say how good it is to be on the newsgroup on an\
Atari STE with 2 meg!! Thanks to everyone's helpful advise and Micheal
White and the developers of Stik!

This is truly fun! Alright, I've got mail, newgroup, browsing, and
IRc in the bag. When I try to use the Telnet utility that goes with \
Stik, it mentions that I need to be running GDOS. My question now is,
what is it and where can I find it?

Slowly making an Atari my main machine,

Doctor Clu

695. Re: Luna 1.2 now in english :)

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <376770C9.90997FA3@patent.gov.uk>
Source record: 77171

Thanks for the info.

The complete prog. English resource files and all, seems to be at:

http://www.atari-computer.de/rgfaika/download.htm

Bob King.

Sylvain Perchaud wrote:
>
> Nicholas Bales wrote:
>
> > BobKing a ï¿½crit :
> > >
> > > This site seems empty! Directs back to atari.org only
> > It looks like the Atari.org domain is a bit upset at the moment. They
> > were planning on a maintenance outage these days.
>
> gulp !
> the URL behind eslime.atari.org is: http://perso.club-internet.fr/eslime/atari2.html

696. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3767731F.3F5544CD@patent.gov.uk>
Source record: 77172

GDOS is the bit that Atari left out of their OS to fit it on the chips.
It deals with various aspects of graphics display and printing. If you
use NVDI4 or later you will have a vector text aware version of GDOS.
If you want basic GDOS give a yell, there are various other(better)
version such as GDOS+, but NVDI4 is by far the best. IMHO you will need
this anyway to print from CAB.

Bob King

clu-da-bard wrote:
>
> Well, first off, let me say how good it is to be on the newsgroup on an\
> Atari STE with 2 meg!! Thanks to everyone's helpful advise and Micheal
> White and the developers of Stik!
>
> This is truly fun! Alright, I've got mail, newgroup, browsing, and
> IRc in the bag. When I try to use the Telnet utility that goes with \
> Stik, it mentions that I need to be running GDOS. My question now is,
> what is it and where can I find it?
>
> Slowly making an Atari my main machine,
>
> Doctor Clu

697. Re: Converting "That´s Write" files to MS Windows wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376774BC.8327E14B@directprovider.REMOVETHECAPITALS.net>
Source record: 77173

"H.-E. Finke" a ï¿½crit :
>
> >Maybe Marcel can handle the conversion to RTF. If not, just use That's
> >Write to save them to plain ASCII.
>
> Who is Marcel?
>

Rather "What is Marcel"

It's a freeware text editor/word processor, that handles just about
every word processor format on the Atari, including RTF and TXT, which
makes it very handy for file conversion. You can get it from:

http://www.cyberstrider.org/computing/atari/support.html

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

698. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37678310a79f20@club-internet.fr>
Source record: 77174

Hello,

in article <Pine.GSO.3.95.iB1.0.990615182737.17701B-100000@halifax.chebucto.ns.ca>
Tony Cianfaglione wrote on Tue 15-06-1999 18:28 (-0300):

[680x0 version]

> How do you tell the diference between them?

The original archive is the 68000 version I think. 68030 (or 68020 ?)
version should be noticed in its own archive, and iirc there is just
the program. The 68000 version I have is 290040 bytes.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
Come on my friends lets make for the hills

699. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376775DC.79399496@directprovider.REMOVETHECAPITALS.net>
Source record: 77175

clu-da-bard a ï¿½crit :
>
> Well, first off, let me say how good it is to be on the newsgroup on an\
> Atari STE with 2 meg!! Thanks to everyone's helpful advise and Micheal
> White and the developers of Stik!

STiK ? You could consider upgrading to STinG, which is more modern, but
well, since your setup seems to be working...

> This is truly fun! Alright, I've got mail, newgroup, browsing, and
> IRc in the bag. When I try to use the Telnet utility that goes with \
> Stik, it mentions that I need to be running GDOS. My question now is,
> what is it and where can I find it?

When Atari implemented GEM on the ST, they included just about
everything in ROM, but decided there was no need to include GEM's
printing and font handling routines, called GDOS.

At first, some programs were distributed with a version of GDOS that was
licenced from Atari, then there were some replacements, such as G+plus,
FSMGdos, Speedo GDOS which were all commercial. The latest free version
of GDOS that I know of is fontgdos.

Later, NVDI included it's own Speedo GDOS routines, so if you have NVDI
you shouldn't need GDOS.

I don't really see any particular reason why a telnet client should
require font handling routines from GDOS, but I would suggest either
getting some flavour of GDOS, or switching your telnet client. GDOS
requires quite a lot of RAM (for fonts), and is rather slow, at least in
it's older versions.

I have a zipfile containing fontgdos and few fonts to go with it. Mail
me if you want me to send you a copy.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

700. FS:ST 520 (UK NI) - £25

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: David Branagh <d_branagh@spamanddie.hotmail.com>
Message-ID: <37677C4D.C801BA0@spamanddie.hotmail.com>
Source record: 77176
Cross-posted to: comp.sys.atari.st,ni.buy-and-sell,uk.comp.misc

ST 520 for sale upgraded to 2MB + mono monitor, mouse, joystick, real time clock.

Games and midi software and utilities

£25 oao (or any offers)

David

Email:

d_branagh@hotmail.com

701. Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7k7v2n$b96$1@nnrp02.primenet.com>
Source record: 77177

I need to know what kind of cable I need to hook a modem to an Atari Falcon. I tried one from Radio Shack that looked like if had the right connections, and the plugs fit on both ends, but I couldn't get it to work. It may have been the modem, but I am not 100% sure. If anyone out there has a 28k baud external modem for sale and a cable to hook it up, or knows a cheap place to get both items let me know. I have been wanting to hook my Falcon up to the internet forever so that I don't have to use Microsoft products and crash all the time. -Satcom2

702. Re: I need help getting my Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7k7vd5$b9i$1@nnrp02.primenet.com>
Source record: 77178

Darren Nelsen wrote in message <7k7gqg$2jc$1@nntp8.atl.mindspring.net>...
>I have an Atari Mega ST2. I'd like to get it on the Internet. Any help
>would be greatly appreciated.
>
>First, I need a power cable for my modem (sx212). Where can I get one?
>RadioShack couldn't help me.
>
I believe that the SX212 used the same power supply as the Atari 2600. I used to power 2600's all the time with standard old 9 volt power supplies (from various other electrical gadgets), or multi-purpose power supplies with 4 prongs and little switches for different voltages, which are available at Radio Shack. I assume you could power an SX212 with many different power supplies commonly available, if anyone knows otherwise then feel free to correct me. -Satcom2

703. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37678E40.F3ABDEED@directprovider.REMOVETHECAPITALS.net>
Source record: 77179

Satcom2 a ï¿½crit :
>
> I need to know what kind of cable I need to hook a modem to an Atari
> Falcon. I tried one from Radio Shack that looked like if had the right
> connections, and the plugs fit on both ends, but I couldn't get it to work.
> It may have been the modem, but I am not 100% sure. If anyone out there has
> a 28k baud external modem for sale and a cable to hook it up, or knows a
> cheap place to get both items let me know. I have been wanting to hook my
> Falcon up to the internet forever so that I don't have to use Microsoft
> products and crash all the time. -Satcom2

The Falcons serial port is pretty standard. A normal PC cable such as
the one that came with the modem, or a PC modem cable, should work.

Did you set the software to use the correct port ? The Falcon's modem
port is referred to as Modem2, not Modem1.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

704. Re: MagiC Online Programming Contest

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <AAM93.6931$8%6.559097@news1.telusplanet.net>
Source record: 77180

```
>
> Please remember not to click on the banner yet, and to send me your
> feedback.

Hello again,
the banner is now registered and fully violated. Currently the jackpot is
20 cents :-) (2 people have clicked)
It is against the rules for me to beg people to click the banner to earn
money. So I won't. i know I do not have to :)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--
```

705. FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990616081718.21512.00000116@ng-fl1.aol.com>
Source record: 77181

Hello All,
I have an Atari Jaguar+CD system for sale. The system includes to controllers, about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the exact title). I will entertain all reasonable offers.
If you are interested, you may email me at angief18@aol.com.
Thanks,
Sam Ferrer

706. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c32@oden.se>
Source record: 77182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Jo Even,

on Tue 15-06-1999 21:20 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
---- snip ----- re: MiNT+STinG cooperation via STX+XDD gateway combo
>
>You're not the first one to think of this ;-) I have been thinking of
>writing packet-drivers for STiNG and MiNT-net (XIF, not XDD) that use a
>block of shared memory to exchange packets, mostly to be able to use
>STiNG's IP-masquerading.

There are other useful reasons to do it too, but that is also a matter
of taste (in clients etc). Whatever the reasons, compatibility never
hurts anything.

>However, with the recent development of IP-masq. in MiNT-Net I no longer
>have any need for this.

Yes, I know. Mario and I had some nice Email chats about how best to fix
this limitation of MintNet. He could have done it anyway of course, but I
like to think that my help shortened his labor a bit.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

707. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c33@oden.se>
Source record: 77183

Hi Tony,

----- snip ----- re: using a 68000-compatible CAB 1.5 version

on Tue 15-06-1999 18:28 Tony Cianfaglione wrote:
>
>How do you tell the diference between them?

The 68030 version originally came in a separate archive, containing only the program file and a small readme. The real CAB 1.5 package was still needed, and it was that package that held the 68000 version. I'm not sure if these versions have been 'repacked' by anyone though, so a size check may help.

The 68030 version is 288970 bytes.
The 68000 version is 290040 bytes.

All other files in the CAB 1.5 package are shared, so it is only the program file that needs to be changed if you have the wrong one.

BUT..., there are also '030 versions of some of the CAB.OVL releases. These may also bomb when loaded by CAB on a 68000 machine. That is one reason why I recommended testing without any CAB.OVL present with CAB. (Either in the same folder, or in the 'MODULES' subfolder.)

Do this to make sure that CAB itself will run properly, then install various CAB.OVL versions until you find one that works.

If you want to avoid such problems for the users that visit your support pages, the best way is to simply include only 68000-compatible versions. These will run on all 680x0 machines, and there is very little difference in their effective speed.

These reasons are also why STinG itself is only released in a single version for all users, regardless of which CPU they use.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

708. Re: ST mem upgrade help

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c34@oden.se>
Source record: 77184

Hi James,

on Tue 15-06-1999 22:43 Lethor7 wrote:

> yep want to add a spare meg to my STf.

I don't think that is possible, simply by adding any
stuff. The reason is explained below.

>I think I will have to add it in increments of what???
>How does the ST handle its chips, in pairs, or in one lump
>upgrade?

All STs have 2 banks of memory, both 16 bits wide.
Each bank has three possible memory mapper states.

0 == 128 KB Two 128KB banks were used in the 260 ST :-)
1 == 512 KB One 512KB banks => 520 ST, Two => 1040 ST
2 == 2048 KB etc...
3 == reserved (never implemented)

The max legal mapping of 2048 KB in each bank is equivalent
to an STe with 4 1MB SIMMs inserted in its sockets.

The mapping value 0 is used with double meaning, as that
is also the value used for an empty bank. After all, no
one has any use for a 128KB RAM bank today. In any case
we never need to bother with these codes, as they are set
up by the TOS after the RAM test it makes on a cold boot.

This means that a 1040 STF already has RAM in both banks,
one half meg in each of them, so the only way to increase
RAM is to disable or remove the chips already installed in
at least one of the banks.

I have made such upgrades, wiring SIMMs to the appropriate
connections, but that is a tricky job, not for the less
experienced. Also, some ST MMUs are not capable of driving
SIMMs, especially not if the old chips are not removed, but
only disabled. Then they still load the DRAM address bus.

> Secondly, where do I buy such a chip these days, and
>where can I download the schematics to show me where
>this little rascal is hiding onboard the ST?

I think Best Electronics is the best bet, as they can
probably dig up the original service manuals. AFAIK
there is no place where the schematics are available

for download (which is a pity).

Even so, don't figure on getting precise instructions on
the RAM chips and their placement from any schematics,
as there were a huge number of board revisions, many of
which were motivated by a switch to new chip types.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

709. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c35@oden.se>
Source record: 77185

Hi Phantomm,

on Wed 16-06-1999 04:37 Phantomm wrote:
>On 15 Jun 1999 10:47:57 , Maurits van de Kamp wrote:

----- snip ----- re: CT2B lacks functional DSP interrupts
>
>Is the software patch better to use than hardware patch?

No. Some things do not work with the software patch even
though they do work with the hardware patch. Also, the
software patch will treat any 'spurious' interrupt as if
it was a legal DSP interrupt, which is not good.

>BTW, I got my CT2B installed. Finished it up today. :)
>
>The installation took abit longer than expected.
>Ran into a few modifications that I wasn't sure about.
>But after getting everything hooked up it booted up the first time.

Good. Was that in compatibility mode then ?

>It seems when I install Flash updates that this causes my NVRAM
>language to change to French.

Mine is english, like it should be.

>I cannot set any NVRAM settings within the CBOOT.PRG. However I can
>use other NVRAM software to set and save the NVRAM settings back
>to English. All the other options in CBOOT.PRG work fine.
>Is this a Bug in CBOOT.PRG?

I don't know for sure, but it does work correctly for me.

>When booting in Turbo Modes. HD Driver hangs when scanning my SCSI
>drives. If I turn off my SCSI drives. Turbo Modes seem to work fine.

I believe that the word "seems" is indeed appropriate here. :-(

Try more cooling, concentrating on the ispLSI chips. I am sure this
will make some difference.

>Is there some setting I'm over looking for SCSI drives in TURBO mode?

No. Unless you use Cecile there are no special settings for SCSI.

>SCSI drives work fine in Normal Tos Mode.

That is to be expected.

>Any known problems with HD Driver and CT2B in Turbo Modes?

No. For me it works fine now, but earlier I could not use TOS 7.x
reliably at all, so naturally this also caused HDDriver to bomb at
times, but not due to any problem of HDDriver.

>Well, I'm just getting started with it. So far, I'm real impressed.

The speed is impressive, but the machines must run securely, and for
all I have spoken to about it, who have actually done it, that has
taken some effort to achieve. (New fans etc.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

710. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c36@oden.se>
Source record: 77186

Hi Didier,

on Tue 15-06-1999 20:21 Didier MEQUIGNON wrote:
>On 15 Jun 1999 11:30:01 , Ronald Andersson wrote:
----- snip ----- re: problem with bad +12V from Falcon PSU
>>
>>Partial schematic:
>> D2 L2
>>Switch spikes X----|>|---+----+---))))))---+----------X +5V
>> | | |
>>Transformer C11 === === C12 === C13 PSU outputs
>> | | |
>>Switch ground X----------+----+-----------+----------X Ground
>>
>>NB: The above excludes some of the feedback circuitry from output.
>
>I think that feedback is take on output so I you have C11 or C12 wear out
>by heat or 'high' frequency, voltage at output of transformer increases and
>voltage of 12V output increases (no feedback for 12V !).

Ah yes, now I see. As long as the final capacitor (C13) is intact, the
feedback will still manage to keep the +5V output stable, but it will
be done with entirely different switching waveforms than normally,
due to the different load capacitance. And as the +12V has no feedback
the abnormal waveforms are simply rectified by D4, and then somewhat
stabilized by C14, L3, C17 and R14, as shown below. The result of
that will be a fairly stable voltage, but of unknown value, as that
will depend on how the damaged capacitors distort the waveform.

And that, finally, gives the first explanation of why one of my two
PSUs got a raised value and the other a lowered value on the +12V
output. This has to be because the capacitor damage differs such
as to distort the switching waveform differently.

D4 L3
Switch spikes X----|>|---+---))))))---+-----+---------X +12V
| | |
Transformer C14 === C17 === [ ] R14 PSU outputs
330u | 47u | | 390ohm
Switch ground X----------+-----------+-----+---------X Ground

NB: the 'Switch spikes' signal here is not the same as shown further above

>You PSU is removed, maybe you can made test...

Yes I can, but I have so many things to do, so it will have to wait a bit.

>>On my PSU the +5V output was correct all along, and it is only the +12V
>
>My +5V was always good...

Yes, I think I do see how it works now, as described above.

>I'am sure at 75% that is the same problem, at factory we have some problems
>with capacitors (heat or 'high' frequency is bad for this type), and not only
>on PSU.

Yes. Electrolytic capacitors have always been a source of problems.

----- snip ----- re: letting Centek fix your DSP timing problems (or not :-)
>>
>>Yes, that would serve no real purpose, unless you find some software that
>>requires the slower clocks to run in compatibility mode. But I think most
>
>Yes, but normally handshake is always used in 56001 code.

True, one can never rely on any special relationship between timing of CPU
and of DSP, so handshakes are a must anyway, and that means that it is very
unlikely that you will ever need that lower DSP speed in compatibility mode.

If that is the only change they offer, then I would forget about it.
It were different if they had a fix for the generation of compatible
bus error signals etc. That would be worth sending the CT2 away for.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

711. Re: ST mem upgrade help

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990616084534.26028.00000151@ng-da1.aol.com>
Source record: 77187

Lethor a' ecrit:

Thanks to both of you guys
for the answers you gave me.
Now I'm searching for a third party
mem board. Any ideas where?
j:

712. New hEARCoach (v0.96) released

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7k8fo7$n62$1@nnrp1.deja.com>
Source record: 77188

Greetings all,

Today I have released a new version of my GEM heartrainer, hEARCoach,
that is quite an improvement compared to the old one.

Some news are:

- Answer through MIDI-in
- Chord support for internal sound
- Better control over interval trainer
- Ap-term, global window cycling
- Bugfixing

And more..

The URL is:

http://gokmase.atari.org

Have a nice & sunny summer! :)
Regards,

/Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

713. HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Jun16.160410.26631@lafn.org>
Source record: 77189

Somebody told me that you can configure HSMODEM so that if you select 300 baud that you can actually use 38400 baud. Does someone know how to do this? The reason I'm asking is that I would like to use the Remote (mini-BBS) mode of STalker to link my TT to my Mega STe to transfer files. STalker only allows connections between 300 - 19200 baud. I would like to have a faster link, and 38400 would be a big improvement.

I tried the next higher connection (57600?) linking Serial 2 on both TT and Mega STe, but it did not seem to work (I could not see the characters I was typing appear at the other computer while running STalker at both machines with the same baud rate and communication port).

Can somebody suggest a good way to link the two computers together? Right now I have two modem cables and a null-modem adapter and can link at 38400, but with the STalker remote only at 19200. Thanks.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

714. FOF menu disks

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7k8qg0$9s9$1@news3.infoave.net>
Source record: 77190

Anyone know of a ftp or web site with these menu disks??

715. Satellite Connection?

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <mkS93.1151$Vb1.433574@news1.atlantic.net>
Source record: 77191

Hello all,
Somewhere I've heard a computer can be hooked to a satellite dish!
Would anyone know if that's possible and for what reasons one would
want to in the first place?
John

716. ST News International Christmas Coding Convention 2000 - Atari ST Scene reunion!

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: karies@wxs.nl
Message-ID: <376bffe8.11007776@news.wxs.nl>
Source record: 77192
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://stniccc.atari.org to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!

717. Re: FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990616160015.27004.00000170@ng35.aol.com>
Source record: 77193

```
>I have an Atari Jaguar+CD system for sale. The system includes to
>controllers,
>about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the
>exact
>title). I will entertain all reasonable offers.

How much?
```

718. Re: I need help getting my Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1999-06-16 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990616155805.27004.00000166@ng35.aol.com>
Source record: 77194

>
>I have an Atari Mega ST2. I'd like to get it on the Internet. Any help
>would be greatly appreciated.
>
>First, I need a power cable for my modem (sx212). Where can I get one?
>RadioShack couldn't help me.
>
>Second, what kind of software do I need for TCP/IP and the web? Any
>recommendations will help.
>
>Third, I'd like some information on file compression formats and programs
>commonly used to compress/decompress them.
>
Go to:
telnet://cth.tzo./com
He has his 8-bit on the net... you'll need his PC-Gateway program. a null modem cable, and a PC running Win95, in addition to a static IP address. I'm about to do the same thing with my ST's BBS (PayBax BBS:302-836-4816). Keep in touch with your progress.

719. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7kckak$qj4$1@user2.teleport.com>
Source record: 76995
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

720. Re: Satellite Connection?

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990616211818.23574.00000003@ng-fk1.aol.com>
Source record: 77102

```
>after D/L. I would like to try to setup TCP/IP with a VME
>network card on my TT and see if it is possible to share this
>connection as I do with my wife's laptop on a home network.
>But I haven't been able to find a network card for the TT.
>
```

How about hooking the TT to a PC (as a host) with a null modem cable and using PC_Gateway?

721. LAN Modem connection

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <PoY93.489$UG5.474@news.flash.net>
Source record: 77103

Hello!

I am trying the idea of connecting my modem to the LAN port
via a Mac to Modem cable, as I've seen talked about here recently. One
problem, though: I can't get the STiNG dialer to recognize any port
except Modem 2. In the Config selection, under Miscellaneous, the only
option that comes up is Modem 2. I tried manually typing in LAN and
Serial 2 into the dial.scr file, and no change. How do you do this?

Mike Freeman
nameerf@flash.net

722. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7k9k8d$8p2o$1@spnode25.nerdc.ufl.edu>
Source record: 77104

Hi friend:

I am quite sure that without a modification a Falcon can not do more than 19200 (14.4) try setting your port to 19200.

Raymond

723. To: Jo Even Skarstein

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <ItY93.494$UG5.474@news.flash.net>
Source record: 77105

Hello, Jo!

I've sent you a couple of E-mails over the past couple months, and they've both been sent back with some sort of error, something about a bad host name or something. This has happened both replying from a newsgroup post and clicking on your "E-Mail" icon on your web page. Since your e-mail address apparently isn't liked by my ISP, is there another way to get an E-mail to you without having to post it here? Thanks!

Mike Freeman
nameerf@flash.net

724. CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7k9qrf$b1s7@news.ajou.ac.kr>
Source record: 77106

Had a little more time to mess around with the
CT2B Falcon.

Finally got some things straighten out.

The Speed is awesome.
I can now do 640 x 480 TC with no problems.
At the moment I'm in 640x480 TC with a virtual screen of
800 x 600. Also I have a port speed setting of 57600!
No Problems! Haven't tried anything higher yet. :)

With the settings above It is still very much Faster than
stock Falcon in 16 colors 640 x 480. Feels 3-4 times Faster.
This is in Tos 4.04 Turbo. NVDI Not Installed!
6.4 Gig 2.5 IDE is much faster too.

I will need to add another Fan.

Still haven't solved the Hanging on the SCSI drives in Turbo
Modes yet. But I left all my wires from the cables very very
long. I expect better results when I shorten em up.

When the SCSI hangs in turbo mode.
HD Driver only displays SCSI 0 and that drives identification
name is mixed up with my other SCSI devices names.

Like this.. SCSI 0.0 SEa onner/ meg

I have 4 SCSI drives on the SCSI port. 2 hard drives and
a CDrom and CDR. They are in a Mid Tower Case.

When in normal Falcon mode. SCSI works fine. and when booting
all SCSI numbers and device names are displayed as they should be.

Could the problem be that my main SCSI cable is too long for
TurBo Mode? I have to take the cable off of the Falcon before I
can use Turbo Modes. Leaving the Cable on with the power off
on the Mid Tower, causes the system to hang right after the
IDE drives info is displayed with HD Driver.
Take the SCSI cable off and no problems at all.

Most of the time the SCSI drive 0's LED comes on and stays on
when this happens. Its a Seagate 1gig SCSI drive.

Any help is appreciated,
phantomm@kih.net

725. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37689A8B.50A7@ooc.de>
Source record: 77107

Peter Slegg wrote:

> Exactly what formats are supported on the ST platform at the moment?

What exactly do you mean with "format"? HDDRIVER supports TOS compatible GEM and BGM partitions. With additional software like FreeMiNT or MagiC DOS compatible partitions and FAT32 partitions are also supported. And Minix and Linux ext2 partitions are supported with FreeMiNT. Note, however, that those partitions are handled by the filesystem drivers that come with FreeMiNT. HDDRIVER directly supports GEM and BGM, other filesystems require the appropriate file system drivers.

> Also I don't understand why I need a separate driver (Spin) for my CD
> when I have HD-Driver. Is there a technical reason for this or was it
> just a decision not to support CD drives. DVD drives are supported so
> I assume that they have more in common with MO drives than with
> CD drives.

DVD-RAM drives (to be more precise: DVD-RAM media) are directly supported by HDDRIVER since DVD-RAM media are basically the same like other removable, writable media. DVD-ROM media and CD-ROM media have special filesystem structures not compatible to those fileystems you find on hard disk drives. This is why special drivers are required here. It's like on any other platform: You need a low level driver for accessing the device (e. g. reading sectors) and a higher level driver that supports the fileystem, i. e. a driver that knows what to do with the contents of these sectors. HDDRIVER supports low level access to any IDE/ATAPI or SCSI device. But for filesystems on CD-ROMs or filesystems like FAT32, Linux ext2 etc. you always need a higher level driver.

> Any chance of adding Firewire support??

You have such a device connected to your Atari?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

726. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ka5lb$h0e$1@news6.svr.pol.co.uk>
Source record: 77108

On 15 Jun 1999 08:50:04 , Erik Hall wrote:
>In article <7k4t3vpgl3@news4.svr.pol.co.uk>, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) writ>es:

>>If Mymail had Newsreading capabilities I'd be more than happy to try it
>>myself.
>>
>
>It will come with news but it takes some time as i have lot to do here at my work.

May I make a couple of suggestions please?

Use Newswatch to collect articles from the newserver
Have the ability to archive messages in "private" message base(s)

>The new version (0.84) of mymail is released now and can be found at my homepage
>http://www2.tripnet.se/~erikhall/programs/mymail.html

Thank you.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

727. Re: NEW/IMPROVED ATARI BBS LIST June 9

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ka5lf$h0e$3@news6.svr.pol.co.uk>
Source record: 77109

On 15 Jun 1999 20:06:56 , DarkChyld wrote:
>On 15 Jun 1999 06:50:41 , Derryck Croker wrote:
>->On 13 Jun 1999 00:51:11 , Doctor Clu wrote:
>->
>->> Awesome! I missed some BBS's... that's the best news I've heard all
>->>day! So what other BBS's are on the Forem Net, and are they set up with
>->>networked message bases much like the fido net message bases are?
>->
>->It would also be nice to see the States linked up to NeST, currently the
>->most active Fidonet technology netework here in the UK...

> I think the biggest problem is finding software that will work with whatever
> BBS software you are using. (and if its even still supported?)

Arguably the most popular software over here is Semper (an update released a
few months ago) as the mailer, Jetmail (very recently updated) as the tosser
and LED (an update promised soon) as the OLR.

As you can see there is still some support, albeit possibly not for much
longer.

What is the problem is that no-one has responded to my question (in NeST)
asking if there was any chance of getting the States back into the
distribution.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

728. Re: PS needed for Golden Image disk dri

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ka5lh$h0e$4@news6.svr.pol.co.uk>
Source record: 77110

On 16 Jun 1999 03:28:22 , admnelson@my-deja.com wrote:
>Hey Phantom! Thanks for your help,but my drive has only a
>1 pin male connector,like a modem.......????
>Thanks......Ed

[...]

>> I have a GoldenImage Master 3S that I use on a STe.
>>
>> Pin 1 is +5vDC 400MA.
>> Pin 2 = Ground
>> Pin 3 = Ground
>> Pin 4 = NC

Try a PSU with a 5V output which you can buy from an electronics store - the best one to look for is one with a regulated output and (I guess) about 1A output. They usually have a variety of output plugs, one of which should match your connector. That leaves the question of polarity, there is usually some means of swopping that I cannot tell you the answer to which to use. Perhaps there is a small diagram on the case near the power connector.

Rgds, Derryck

>>
>> .3 .2
>>
>> .4 .1
>> *
>>
>> The above is the diagram that is shown on my powersupply.
>> The * is the notch in the connector.
>>
>> Hope this helps,
>> phantomm@kih.net
>>
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.
>.

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

729. Re: Pacifist help

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37689EE3.DB9B7ACA@directprovider.REMOVETHECAPITALS.net>
Source record: 77111

```
JLensbo a ï¿½crit :
>
> Pardon my ignorance...I'm a newbie at this.
> I downloaded Pacifist and TOS roms 1.0, 1.4 and 2.06 and put them all in the
> same folder. When I run Pacfst it won't work... something about no drive A
> image found, and also none of the roms are found. I have the correct directory
> settings... what am I doing wrong?

Did you edit the pacifist.ini file to make it point to the correct .img
files and .st files ?

Did you give it only DOS paths (8+3 filenames), not VFAT ones ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

730. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37689E41.77A7C7B8@directprovider.REMOVETHECAPITALS.net>
Source record: 77112

```
guitarra@afn.org a ï¿½crit :
>
> Hi friend:
>
> I am quite sure that without a modification a Falcon can not do more than 19200 (14.4)
> try setting your port to 19200.
>

Yes it can. Only the ST(E/F/Mega) have that limitation. The Falcon's
modem2 port can go up to 115Kbps.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

731. Re: LAN Modem connection

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3768ae42e83aa3@club-internet.fr>
Source record: 77113

Hello,

in article <PoY93.489$UG5.474@news.flash.net>
Michael and Nicole Freeman wrote on Thu 17-06-1999 01:43 (GMT):

> Hello!
>
> I am trying the idea of connecting my modem to the LAN port
> via a Mac to Modem cable, as I've seen talked about here recently. One
> problem, though: I can't get the STiNG dialer to recognize any port
> except Modem 2. In the Config selection, under Miscellaneous, the only
> option that comes up is Modem 2. I tried manually typing in LAN and
> Serial 2 into the dial.scr file, and no change. How do you do this?

This is a matter of HS-Modem configuration (scc.prg on setter.ttp).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

732. Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7kabp1$p9n$1@newsource.ihug.co.nz>
Source record: 77114

Has anybody tried running gemulator with UK TOS roms?
Every time I boot this thing it just puts lines down the screen and locks
up.
Im running TOS 1.62 and TOS 3.06.
Any help appreciated.

733. Re: FOF menu disks

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Antis <Antis-Developpement@speos.com>
Message-ID: <7kafi1acc1@minus.oleane.net>
Source record: 77115

The FTP site i know is out (128.110.107.233)
But if you want i have all the disks (FOF and Superior the suite)
E-mail me your request list

734. Re: To: Jo Even Skarstein

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7kak88$fs9$1@nnrp1.deja.com>
Source record: 77116

In article <ItY93.494$UG5.474@news.flash.net>,
nameerf@flash.net (Michael and Nicole Freeman) wrote:

> I've sent you a couple of E-mails over the past couple months,
> and they've both been sent back with some sort of error, something
> about a bad host name or something. This has happened both replying
> from a newsgroup post and clicking on your "E-Mail" icon on your web
> page. Since your e-mail address apparently isn't liked by my ISP, is
> there another way to get an E-mail to you without having to post it
> here? Thanks!

I'm replying to this here since it might be of interest to others as
well.

The "problem" is that my ISP blocks mail from known spam-sites, your
ISP is probably one of them. If mail to "joska@nuts.edu",
"joska@nvg.org" or "joska@nvg.ntnu.no" bounces, please try my job-
address (Jo-Even.Skarstein@gjensidige.no) or directly to my Palm Pilot
(joska@online.no). Please use these only as a last resort.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

735. Re: Atari Hardware in UK

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: David J Sime <david.sime@pershing.co.uk>
Message-ID: <V25a3.404$TM6.2046@news.colt.net>
Source record: 77117

OK Offer reduced to £150
David

David J Sime wrote in message <6io93.343$TM6.1873@news.colt.net>...
>I have the following for sale:
>
>1 Atari 520STe (upgraded to 4MB) with 270MB Hard Drive, & SM124 Hi-Res
>Monitor. Dot Matrix Printer, external floppy drive.
>Comes with all the software I have (mainly music stuff). The whole lot must
>have cost me somewhere in the region of £800 so
>offers start at £175 .
>
>Please don't reply to this posting but send e-mail to:
>zorg99@connect4free.net
>Thanks,
>David.
>
>

736. Zip Drives

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: David Ellis <davelli@bigpond.com>
Message-ID: <3768E0D1.CE041EE6@bigpond.com>
Source record: 77118

I'm considering getting a ICD Link II and a SCSI portable ZIP drive.
Anyone here have that (or similar) combination? Is it reliable?

Thanks. Dave.

Oh!!.........P.S. This'll be for a 1040STe with 1 meg.

737. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: ciampag@my-deja.com
Message-ID: <7kar2n$i2i$1@nnrp1.deja.com>
Source record: 77119

In article <7kabp1$p9n$1@newsource.ihug.co.nz>,
"Michael Clark" <mclark@ihug.co.nz> wrote:
> Has anybody tried running gemulator with UK TOS roms?
> Every time I boot this thing it just puts lines down the screen and locks
> up.
> Im running TOS 1.62 and TOS 3.06.
> Any help appreciated.
>
The only trouble I've had with my UK Tos 2.06 image is that I get a
couple of "Bad Rom CRC" messages on booting - apart from that everything
seems OK...

Gio

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

738. ATARI SLM 804

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Prova <espositor@yahoo.it>
Message-ID: <7kasi3$i6h$1@news.unina.it>
Source record: 77120

Hi,

a my friend give me an ATARI SLM-804 Laser printer, some of you know if it
is possible to get it to work with a MSWindows Computer ?

Thank you in advance for any help.

Esposito

739. ATARI SLM-804

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Esposito <espositor@yahoo.it>
Message-ID: <7kasl9jrs1@news.unina.it>
Source record: 77121

Hi,

a my friend give me an ATARI SLM-804 Laser printer, some of you know if it
is possible to get it to work with a MSWindows Computer ?

Thank you in advance for any help.

Esposito

740. Re: TT Centurbo? Why Centek did not begin anything ...

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dti28g.5pozye12ajqzsN@pm-d12.rhein-main.de>
Source record: 77122

> Well I don't want to get in the middle of anything, but I have seen some
> _realy_ interesting mails from our Centek "friends" which would make most
> of you to fall off your chairs.

Right, but what more?
I know what centek send to some people..
Isnï¿½t funny.

Some people here, maybee only an handful, are realy intressed in
a ct2 tt-board. I think they canï¿½t make them for nearly the same
price as ct2 falcon. More cash is to expensiv, nobody take them..

Also i still use v 1.99 of ct2 (A) flash, canï¿½t install 2.01
Latest putflash dosanï¿½t accept latest .bin file. (equal witch language)

Not one clear answer for a simple question. I quit that.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

741. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dti2ty.1b5di061kl7bswN@pm-d12.rhein-main.de>
Source record: 77123

Phantomm <phantomm@kih.net> wrote:

> Is the software patch better to use than hardware patch?
>
> BTW, I got my CT2B installed. Finished it up today. :)

He, sounds fine. Amazing speed eh? :)

> The installation took abit longer than expected.
> Ran into a few modifications that I wasn't sure about.
> But after getting everything hooked up it booted up the first time.

A question for the manual...
Not all points clear.

> I did make one mistake. That was wiring up the Turbo switch wrong.
> 3 pins and 2 wires. I had a 50/50 chance of getting it right the first
> time. Thanks to Evl on IRC Atari for pointing this out before I
> started taking things apart. ;)

Istï¿½s hard:

Switch: (side view)

###-o 1
###-o 2
###-o 3

1+2 if the knob looks downwards
2+3 if " " " upwards

> Not had time to get it all setup correctly but noticed a few things.
>
> It seems when I install Flash updates that this causes my NVRAM
> language to change to French.

Thatï¿½s "normal" :->
Open NVRAM again, set it back to your language. Boot again.

> I cannot set any NVRAM settings within the CBOOT.PRG. However I can
> use other NVRAM software to set and save the NVRAM settings back
> to English. All the other options in CBOOT.PRG work fine.
> Is this a Bug in CBOOT.PRG?
>
No, sometimes it isï¿½t work. Same as here. I donï¿½t know why.
But with a master reset of the NVRAM, it will work agin.

BOOTKONF.PRG also mismatch the NVRAM..
Looks like it works only for "normal" falcons.

> When booting in Turbo Modes. HD Driver hangs when scanning my SCSI
> drives. If I turn off my SCSI drives. Turbo Modes seem to work fine.
> Is there some setting I'm over looking for SCSI drives in TURBO mode?
> SCSI drives work fine in Normal Tos Mode.

Cecile / HDDriver doasnï¿½t found some older SCSI devices well
(Turbo mode only) (Same bullshit as with older IDE devices)

Drives the definitly do not work here:

Conner 64MB 2.5" IDE
IBM 31080 3.5" SCSI (1Gig)

Both fine for normal mode, but NOT for turbo!

> Any known problems with HD Driver and CT2B in Turbo Modes?

Think thatï¿½s only a thing of your devices.
I changed my internal conner to a toshiba 2.1Gig (MAT-Series)
and the external IBM 31008 to a Quantum Fireball -> perfektly

With your description i think thatï¿½s the same problem.
(Same as here, november last year)
(From this time forwards, not one spezific clear answer
from centek about this or any other trouble)

Most given answer: Send your machine and ct2 board

> Well, I'm just getting started with it. So far, I'm real impressed.

Yep, try your grafix software :-)

Do you have neon grafix? -> Pictures that need a half day before
are finish in 5 minutes.. Great!

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

742. Re: ATARI SLM 804

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376905FA.9302D4C4@directprovider.REMOVETHECAPITALS.net>
Source record: 77124

Prova a ï¿½crit :
>
> Hi,
>
> a my friend give me an ATARI SLM-804 Laser printer, some of you know if it
> is possible to get it to work with a MSWindows Computer ?
>
> Thank you in advance for any help.
>

No it can't. It was made specifically to work with the Atari ST range of
computers, and it can't work without one.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

743. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kb4nohnr1@news.campuscwix.net>
Source record: 77125

On 17 Jun 1999 03:42:39 , Phantomm wrote:

Barry, you should be able to get much better resolutions/color
depths than that, once you try. ;-)

I'm running 800 x 592 x 256 colors with Nemesis, and it will
do that 640 x 480 x TC mode as well. I've seen some postings
by other Centurbo users, and they get really good resolutions
in TC. You are using Centscreen, right?

Later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

744. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568233@oden.se>
Source record: 77126

Hi Didier,

on Wed 16-06-1999 20:05 Didier MEQUIGNON wrote:
>
>I have opened again my Falcon (a new pb look after), my PSU is a Skynet
>Electronics (C11 & C12 changed).

Good. That is the same type as both of mine, so the reasoning we have gone through in recent posts should apply to all of them. Hopefully this means I will be able to repair both of mine. Also, since the same type of effect can occur in any switching supply of this kind, giving several voltages but only using feedback for one of them, this is a useful principle to remember.

Always check capacitors on the output that is correct, when another output has strange voltage for unknown reasons.

That probably applies to all ST and TT supplies too, as they are quite similarily designed. I have about a dozen of these that may be fixable.

>About temperature on lattices, it's normal.

Good, but I assume you mean that this is so thanks to the cooling.
If I turn off my cooling fan for a while and then touch these chips they are very hot. (And the Falcon has bombed or locked up.)

>About my new problem...
>Since 3 days, I have another pb, I have "Coprocessor Protocol Violation" exception
>with all programs at start. The first day, after 10 mn it's good again. Yesterday
>same problem... good after 30 mn. Today this error not disappears.

I have had similar experiences, more on this follows below.

>BubbleGEM, PD, CAB, Centbench crash at start. In normal mode... same problem.
>I have looked inside, I have removed FPU, put again FPU on CT2... same problem.

This all fits my experiences, so it could be the same problem.

>Power supply is good, maybe a bad solder on CT2B or an FPU destroyed :-(

I don't think so.

>It's a 68882 33 MHz bought with my CT2B.

So was mine, but it was not the chip's fault in my case, it was the socket.

I also got a gradual 'build-up' of copro violations, rising in frequency, until I couldn't use the system. Fortunately I had seen similar things on my TT much earlier, and found a fix for them then, and the same thing worked on my CT2B as well.

Start by removing the FPU again, and if you notice any oxide on the pins, carefully remove that. Then check if you can see any oxide on the socket contacts and remove that as well. This may help a little, but it is only the 'warming up' for the real fix.

Get a very sharp needle, and very carefully use this to 'flex' each contact in the FPU socket 'inwards' (towards the center of the socket I mean) Make sure that they are all a little strained by this, but not so much that they are bent over or otherwise damaged. This requires a steady hand, good eyes, and a rich amount of patience. You must be careful all the time, to avoid damaging the connectors, and yet gain the necessary effect.

When all is done the socket should look almost exactly as before, except that each socket connector sticks out a little more from its backing, just a tiny fraction of a millimeter. That tiny fraction makes all the difference. I haven't seen any coprocessor violations on either machine since I did this.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

745. Re: LAN Modem connection

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568234@oden.se>
Source record: 77127

Hi Mike,

on Thu 17-06-1999 01:43 Michael and Nicole Freeman wrote:

>Hello!
>
> I am trying the idea of connecting my modem to the LAN port
>via a Mac to Modem cable, as I've seen talked about here recently. One
>problem, though: I can't get the STiNG dialer to recognize any port
>except Modem 2. In the Config selection, under Miscellaneous, the only
>option that comes up is Modem 2. I tried manually typing in LAN and
>Serial 2 into the dial.scr file, and no change. How do you do this?

It sounds to me as if you have missed installing HSModem or its modules
properly in \AUTO\, or that they are somehow misconfigured or damaged.

I'm not sure what machine you have, as the ports that
you mention exist both on MSTe and on TT030.

In any case, I have no MSTe, so I can only test this on my TT, and
there I do get all 4 ports displayed in the same popup.

Btw: I do hope you realized that it *is* a popup, so you won't see
all the alternatives without clicking on it.

What you then should see (on a TT) is:

Modem 1
Modem 2
Serial 1
Ser.2/LAN

In fact I see all of these even if I don't install HSModem at all,
so if you can only get Modem 2, something must be seriously wrong.
Unfortunately I can't see what that could be caused by at present.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

746. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568235@oden.se>
Source record: 77128

Hi Raymond,

on Thu 17-06-1999 01:50 guitarra@afn.org wrote:

>I am quite sure that without a modification a Falcon can not do more than 19200 (14.4)
>try setting your port to 19200.

No, that is quite wrong.

An original Falcon does have a 16MHz CPU clock, and the 68030 CPU does have
its internal cache, so a standard Falcon used wisely is as fast as an MSTe,
and for some things quite a lot faster.

By wisely I mean that you should choose a good balance between the screen
resolution and the raw CPU speed you want for your system. VIDEL is very
good at blocking the CPU from ST-RAM accesses, and at very high resolutions
(esp. on a VGA monitor) the Falcon will creep along at a very low speed.

Switch to a lower resolution with fewer bitplanes, and it's like you get
a brand new machine, several times faster than in the rez you just left.

There is absolutely no problem using even an unmodified Falcon at serial
rates of 57600 or even higher. I have done so. But you must limit your
screen modes for this to be reliable.

Possibly your mistaken assumption is also derived from the fact that the
old MODEM.CPX refused to offer anything above 19200. Use the SERIAL.CPX
from the STinG distribution package instead, and get rid of MODEM.CPX.
(If both are used the old one may disturb the settings.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

747. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568236@oden.se>
Source record: 77129

Hi Phantomm,

on Thu 17-06-1999 03:42 Phantomm wrote:

----- snip ----- re: messing with the CT2B Falcon
>
>The Speed is awesome.

That it is.

>I can now do 640 x 480 TC with no problems.
>At the moment I'm in 640x480 TC with a virtual screen of
>800 x 600.

Virtual screens seem impressive at first, but they quickly
become a PITA, with all that sidescrolling. Even a slightly
lower rez feels better when you are spared that .

What you can get varies with the monitor, and the rules are
entirely different for VGA and PAL (TV timing) monitors.

On the latter even an unmodified Falcon can have pixel widths
of 1600 in TC. (No I am not kidding. It was unstable, but worked)
But the price of that is heavy interlace flicker.

On the VGA the best I have had was 768x576, which is close enough
to the virtual rez you use to make you happy, but it will require
a very flexible multisync monitor, and a lot of 'fiddling' to get
it right.

>Also I have a port speed setting of 57600!

I use 76800 on the fixed STinG connection to my TT (which has the modem).

Much higher speeds are also possible, but their usefulness depends on
what you have at the other end. My TT has to handle both the modem
(on Serial 2 at 115200) and the link to the Falcon, so the speeds
used on the various ports are a compromize between what the computers
and the ports can manage, and what standard speeds the modem accepts.

>No Problems! Haven't tried anything higher yet. :)
>
>With the settings above It is still very much Faster than
>stock Falcon in 16 colors 640 x 480. Feels 3-4 times Faster.

Feelings are elusive, and not well quantized.
A 'feeling' of 3-4 could mean anything from 2 to 6.
The best way to know is to measure it instead, and one

of the easiest ways to do that is to use NemBench.

>This is in Tos 4.04 Turbo. NVDI Not Installed!

I recommend that you do install NVDI. As you get used to
the higher speeds you will notice that it still makes a big
difference, and the font system is not to be despised either.

Also, without NVDI you can't use TOS 7.x mode at all,
as the normal Falcon VDI does not allow the blitter to
be turned off (as it must be with FastRAM active).

>6.4 Gig 2.5 IDE is much faster too.
>
Everything is. That is one of the nice features of CT2B.
With some other accelerators (eg: AB) there is something
that is somehow slowed down (for AB it is ST-RAM access).

>I will need to add another Fan.
>
That was expected..., and I suppose that is why you only
give speed examples for TOS 4.x mode, as the 7.x mode is
probably not usable for you without cooling the ispLSI
chips, like I also had to do.

When you do get that to work you can start experimenting
with *real* speed, as most programs execute in FastRAM.

>Still haven't solved the Hanging on the SCSI drives in Turbo
>Modes yet. But I left all my wires from the cables very very
>long. I expect better results when I shorten em up.

That could help. At these signal frequencies cable length does
matter, and usually in a negative sense.

>When the SCSI hangs in turbo mode.
>HD Driver only displays SCSI 0 and that drives identification
>name is mixed up with my other SCSI devices names.
>
>Like this.. SCSI 0.0 SEa onner/ meg

Are you sure this is only due to the computer as such. That looks
more like what you can get sometimes when using two drives
with the same id. Both drives receive the command, and try
to reply, but the result is a mess.

I do not see how bad timing between CPU and SCSI chip could cause
the latter to send a single command to two different SCSI ids.

Hmmm. SCSI drive select is sent as a one-of-eight pulse on the
SCSI bus data lines, so this could be a pure hardware fault.
Is your SCSI chip socketed ?

If there is bad connection in a socket, then it can lead to
dubious logic levels on some lines, so that some drive can
mistakenly think that it was selected, as well as the one
that really was. This would be more likely to happen in
turbo mode, because signals have less time to stabilize.

>When in normal Falcon mode. SCSI works fine. and when booting
>all SCSI numbers and device names are displayed as they should be.

It could still be hardware, as everything gets more critical when
running at higher speeds. Even the DMA chip is accelerated by 56%.

>Could the problem be that my main SCSI cable is too long for
>TurBo Mode? I have to take the cable off of the Falcon before I
>can use Turbo Modes. Leaving the Cable on with the power off
>on the Mid Tower, causes the system to hang right after the
>IDE drives info is displayed with HD Driver.
>Take the SCSI cable off and no problems at all.

That could be one reason, and correct termination matters too.
I suggest you look over all the hardware, and (if possible)
try with other cables too.

What is the length and type of the cable you use now ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

748. WTB: Dreadnot?

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kb5hfhnr2@news.campuscwix.net>
Source record: 77130

Hi. I remember an older game that was released in the UK but never made over into the US. IIRC, it was called "dreadnots" (sp?) or something like that. Basicaly it was about ship to ship combat during the late first world war/early 2nd world war. Does anyone have a full copy of this for sale (docs, disks, etc) and do you know if it works on a Falcon? Thanks!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

749. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: peter.slegg@I.HATE.SPAM.zetnet.co.uk
Message-ID: <376931e9$0$122@znews.zetnet.co.uk>
Source record: 77131

On 12 Jun 1999 16:19:28 , Doug Kendall wrote:
>
>Peter (and all),
>
>I have wondered how easy it is to create map files as I'd love to play with one
>of (portions) of the United States.
>
>Is this option available to those with registered copies? Or did it require a
>special arrangement with the author?
>
>Doug Kendall
>

Hi Doug,

If you click anywhere in the map window a new location can be created and linked to other locations. You need to know the name of the other locations as there is no graphical way of linking them. Creating a map of U.S.A this way would take years as every town and road junction has to be entered.

If you renamed the Britain.MAP file to something else you could create an empty map in a text editor and then add a few towns and roads just for fun.

Routefinder uses its own grid system and I don't know if it would be easy to convert from one of the more convntional grid systems (UTM, OSGB or LatLong) to this grid to speed up the data aqcuisition.

On a subtly different subject...

A few years ago I was given the job of getting the various departments of the company I was working for interested in Geographical Information Systems.

At the time GIS systems where quite primitive and were designed for use by utility companies and were not suited to environmental data. However, I do remember that an Edinburgh (Scotland) based company called GIMMS had a GIS for the Atari ST. Did anyone ever see or use this system ?

I don't know if the company is still in existance. It's probably another piece of sofwtare that has been lost.

Regards,

Peter.

750. Re: FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990617141631.01988.00000582@ng-cc1.aol.com>
Source record: 77132

>>I have an Atari Jaguar+CD system for sale. The system includes to
>>controllers,
>>about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the
>>exact
>>title). I will entertain all reasonable offers.
>
>How much?
>

Make me an offer and I will think about it. As I stated in my post, I will
entertain all reasonable offers.
Thanks,
Sam Ferrer

751. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtk2sb.axwsot13lghg2N@pm-d03.rhein-main.de>
Source record: 77133

> The Speed is awesome.
> I can now do 640 x 480 TC with no problems.
> At the moment I'm in 640x480 TC with a virtual screen of
> 800 x 600. Also I have a port speed setting of 57600!
> No Problems! Haven't tried anything higher yet. :)

> With the settings above It is still very much Faster than
> stock Falcon in 16 colors 640 x 480. Feels 3-4 times Faster.
> This is in Tos 4.04 Turbo. NVDI Not Installed!
> 6.4 Gig 2.5 IDE is much faster too.
>

Yes, speed in TC rocks :) but you can use any other higher
resolution, example 928*608*256 or some else. Fine working!

> I will need to add another Fan.

Yes, take a better quality fan. (a silent one..)

> Still haven't solved the Hanging on the SCSI drives in Turbo
> Modes yet. But I left all my wires from the cables very very
> long. I expect better results when I shorten em up.

Try to shorten the bus. Some OLD devices are not working well.
See last message.

> When the SCSI hangs in turbo mode.
> HD Driver only displays SCSI 0 and that drives identification
> name is mixed up with my other SCSI devices names.

Yep, that shows that the bus stucks
Try to test it with another scsi drive.

> Like this.. SCSI 0.0 SEa onner/ meg
>
> I have 4 SCSI drives on the SCSI port. 2 hard drives and
> a CDrom and CDR. They are in a Mid Tower Case.

My first step was to remove a old IBM drive from my scsi bus.
After that the bus works fine. Not one free id left :)

> When in normal Falcon mode. SCSI works fine. and when booting
> all SCSI numbers and device names are displayed as they should be.

Yes, but not in turbo mode. Same experiments as here last november.

> Most of the time the SCSI drive 0's LED comes on and stays on
> when this happens. Its a Seagate 1gig SCSI drive.

Bus reset eliminate that..
(Done by reboot the machine)

Look witch drive leave your bus stuck, remove it temporary, try agin.

Regards, Robert

PS: Today i "repared" another ct2 falcon from a german here..
IDE doasnï¿½t work..
Machine doasnï¿½t run in turbo mode..
No SCSI access..

What i have done:
Install NVDI new
Remove some fucking (senseless) .cpx modules
Replace general cpx with the latest release if i have here
Installed HDDriver new

Switch the fucking blitter of!!

And last but not least, wrot a new flash to the board..
Create NVRAM settings -ALL- new (master reset)

and as result, the machine works perfektly in turbo mode now
with exactly the same hardware as before.

After a new cold boot, machine starts perfectly with tos 7.x
Cecile and HDDriver access to a 10 Gig IDE with 20cm IDE flat wire.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

752. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <929646156.563.19@news.remarQ.com>
Source record: 77134

On 17 Jun 1999 03:42:39 , Phantomm wrote:
>
>Still haven't solved the Hanging on the SCSI drives in Turbo
>Modes yet. But I left all my wires from the cables very very
>long. I expect better results when I shorten em up.
>
>When the SCSI hangs in turbo mode.
>HD Driver only displays SCSI 0 and that drives identification
>name is mixed up with my other SCSI devices names.
>
>Like this.. SCSI 0.0 SEa onner/ meg
>
>I have 4 SCSI drives on the SCSI port. 2 hard drives and
>a CDrom and CDR. They are in a Mid Tower Case.
>
>When in normal Falcon mode. SCSI works fine. and when booting
>all SCSI numbers and device names are displayed as they should be.
>
>Could the problem be that my main SCSI cable is too long for
>TurBo Mode? I have to take the cable off of the Falcon before I
>can use Turbo Modes. Leaving the Cable on with the power off
>on the Mid Tower, causes the system to hang right after the
>IDE drives info is displayed with HD Driver.
>Take the SCSI cable off and no problems at all.
>
>Most of the time the SCSI drive 0's LED comes on and stays on
>when this happens. Its a Seagate 1gig SCSI drive.
>
>Any help is appreciated,
>phantomm@kih.net
>
>.

This surely sounds like a SCSI timeout. Look in the Centek Manual. If
their board does not adjust the DMA timing properly for your
motherboard, it states you should contact them (after making sure your
DMA wire takes the shortest route to the DMA pin, and not routed over
other chips, or near the memory board. Rev G/H boards react quite
differently then Rev K, which I have found are generally harder to get
the SCSI DMA timing properly adjusted.

Mike

753. [FS] hardware and software

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3769477D.DA24C78@ping.be>
Source record: 77135

Prices lower than ever ! Donï¿½t hesitate to contact me.

HARDWARE:

- Monitor switch box for TT
- 1040 STF 16MHz
- SM125, monochrome screen
- SC1224, color screen
- Monitor switch box for above
- SPECTRE GCR with user manual and OS
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter.
- Power Computing handy scanner with genuine soft and RIM driver
- Noise supressor for any Megafile or MegaST series

SOFTWARE:

- New Pro 24 with key
- Sherlook, professionnal caracter recognition
- STF/STE games in box and manual:
- Ishar I
- Ishar II
- Ishar III
- Bat II with sound card
- Super Space Invaders
- Lotus I, II, III
- Frontier Elite II
- Hook
- Les animaux
- Le bureau magique : - Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax
- Les mille et un voyages
- Indiana Jones and the last crusade
- Elemental
- Super cauldron
- Le manoir de Mortevielle
- Le livre de la jungle
- Zool
- Tiny sweeks

- The ancient art of war in the sky

Any interest ? Join me by email please ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

754. [FS] atari cd-rom

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <376947E5.B5A349EA@ping.be>
Source record: 77136

□□□CD-ROMS atari □60 FF/UKP 6 each:
Only a few left as you can see ... the rest has been sold.
Good price for all the left cds

Games:

- Gambler : 800 Falcon & TT games
- My series "sp□ecial TT"

```
Suzy B's Atari Software Treasury:
-----------------------------
- Volume 1 (2cds) UKP 10
- Volume 2
```

IMPORTANT NOTE : □for payment, you will have to add the postage costs.
Only email requests please□□□□□□□□□
□

```
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

755. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7kbhlo$1tl$1@news1.xs4all.nl>
Source record: 77137

On 15 Jun 1999 00:13:48 , Jos Vlietstra wrote:
Bob, thanks very much for all the trouble.But Alexander Clauss
pointed me the right way for a monochrome print.
Although he claims it can be easier, I clicked with my right mousekey
on a frame in the upper left corner, then I click again with right on
'Open link in window' and then I simply go to NVDI :'Drucken'
Then I could make a rather fast print in black & white on my HP500,
in color (Vollfarben) I stopped after waiting for 15 minutes !!
So printing can be done but forget the colors (not important anyhow)
Jos

756. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7kbj4m$f4b$1@news6.svr.pol.co.uk>
Source record: 77138

Hi

>>:>A new version of mymail will be released 11-13 June
>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
>>
>>I wont be there, can i have my copy now please??. 8~))
>
>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
>
>If Mymail had Newsreading capabilities I'd be more than happy to try it
>myself.

I'd give it a go as well. but the version I have that came in via
FanFiles last night complains about my AES (What ever it means by
that).

It still runs OK but I havn't tried it on line due to the lack of the
News Groups option.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

757. Falcon for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: "William T. Anderson" <wtanderson@NOSPAMatt.net>
Message-ID: <376951CD.2136910@NOSPAMatt.net>
Source record: 77139

Excelent condition.

14 megs RAM
540 meg hard drive
Golden Image mouse
Screen Blaster
Muti-sync Gizmo
4x CD ROM
Studio Photo
CuBase Lite (no book)
Dyna CADD
Page Stream, & more software

$500 US takes it all
buyer pays shipping from Texas

Delete the words, "NO SPAM" from my address to reply by e-mail.

758. TT030 for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: "William T. Anderson" <wtanderson@NOSPAMatt.net>
Message-ID: <376951D6.3EFCEAB9@NOSPAMatt.net>
Source record: 77140

Excelent condition.

TOS 3.0.6
HD floppy
External HD floppy
20 megs RAM (16 Mb TT RAM + 4 Mb ST RAM)
540 Mb hard drive
TTM 195 monitor
Nova graphics card
AlberTT graphics card
B&W hand scanner
Golden Image mouse
Hewlett Packard 7475A pen plotter (B size, 6 pen)
Dyna CADD, Page Stream, & more software

$500 US takes it all
buyer pays shipping from Texas

Delete the words, "NO SPAM" from my address to reply by e-mail.

759. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7kbkd6btf1@wanadoo.fr>
Source record: 77141

Hi Ronald,

On 17 Jun 1999 15:41:25 , Ronald Andersson wrote:
>on Wed 16-06-1999 20:05 Didier MEQUIGNON wrote:
>>About temperature on lattices, it's normal.
>
>Good, but I assume you mean that this is so thanks to the cooling.

I know...

>If I turn off my cooling fan for a while and then touch these chips
>they are very hot. (And the Falcon has bombed or locked up.)

With keyboard removed, lattices are more hot.

>>About my new problem...
>>Since 3 days, I have another pb, I have "Coprocessor Protocol Violation" exception
>>with all programs at start. The first day, after 10 mn it's good again. Yesterday
>>same problem... good after 30 mn. Today this error not disappears.

>>Power supply is good, maybe a bad solder on CT2B or an FPU destroyed :-(
>
>I don't think so.
>
>>It's a 68882 33 MHz bought with my CT2B.
>
>So was mine, but it was not the chip's fault in my case, it was the socket.

That's right ! D19 (pin 47) was not connected to CPU and two buffers
in front of FPU. But it was not a bad connection between FPU and socket,
it was a bad solder between socked and card (no possibility to made
a new solder). I have push socket on card !!! and now it's OK. If I have
again this problem next months, I think put a pin between FPU and socket
and connect a wire to buffer.
Thanks for your help.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

760. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kbm4b$7b2$1@nyheter.chalmers.se>
Source record: 77142

In article <3766465651d98de@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Mon 14-06-1999 18:02 Johan Klockars wrote:
...
>Btw: In order to work well with my CT2B, it is imperative that it must
> replace the inoperative blitter control function of Falcon TOS
> with an operative one, so that hardware blitting can be fully

It has never been possible to actually turn off the blitter (it doesn't
do anything if you don't ask it to). That function only tells the VDI
(and/or possibly the LineA routines) not to use it.

> disabled, as the blitter is unreliable at 50 MHz. As yet I have

You mean it would be possible to blit from FastRAM on the CT2 if the
VIDEL had been clocked lower?
Or is there something similar to the VDI patches in the latest AB040
Toolkit versions (blits from FastRAM are intercepted and the data
copied to STRAM)?

> only found NVDI able to do so. Can fVDI do this too ?

The current fVDI device drivers have no support for the blitter at all.
It doesn't matter if your machine can 'enable/disable' it or not.
On the Falcon the blitter was next to useless, anyway, but perhaps some
things could have been a little faster on the older machines if I had
supported it.

> If not, then I will have to use it in combination with NVDI.

Actually, that wouldn't help since NVDI would leave the blits to be
handled by fVDI. Only some higher level things are done by NVDI when
it's in the foreground.

>As VDI contains both types of functions it may still be worthwhile
>to consider alternative speed-optimized interface methods. If even

Even now the interface to the acceleration routines is different for
each one. Currently the calls go via intermediate subroutines, though,
which save all registers, do some parameter modifications (such as
x1,y1/x2,y2 -> x,y/w,h conversion) and in some cases handle potentially
unimplemented 'extensions' (for example multi pixel set).
Some of these things are done for historical reasons and others just
for simplification. I intend to 'streamline' the interfaces later on.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

761. Magic Mac for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: "William T. Anderson" <wtanderson@NOSPAMatt.net>
Message-ID: <37695D6B.726BA249@NOSPAMatt.net>
Source record: 77143

Have you always wanted an Atari notebook? Run your Atari software on a Macintosh desktop or Mac notebook computer. There are a lot of nice, older, inexpensive Macs & Mac notebooks out there.

Magic Mac for 680x0 Macintosh. Includes Ease and NVDI. Paid $230 US just for Magic Mac. Asking $50 US all.

Delete the works,"NO SPAM" from my address to reply via e-mail.

762. atari st wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-17 00:00:00 UTC
From: eric simmons <sgi@freeuk.com>
Message-ID: <ldfa3.11962$To2.245912@nnrp3.clara.net>
Source record: 77144

hi am after a atri st stfm or similar as have been using a emulator
and want to try the real think many thanks

eric

763. Re: ATARI SLM-804

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: <>
Message-ID: <376997c6.0@news.qnet.com>
Source record: 76996

```
On 17 Jun 1999 15:25:46 , "Esposito" wrote:
>Hi,
>
>a my friend give me an ATARI SLM-804 Laser printer, some of you know if it
>is possible to get it to work with a MSWindows Computer ?
>
>Thank you in advance for any help.
>
>
>Esposito
>
>
Not that I know of.

*--------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*--------------------------------------------*
```

764. Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <Sgha3.4902$NA2.334976@news1.telusplanet.net>
Source record: 76997

This notice is to inform everyone of the MGC '99.

In this email:
Genereal Information
The Rules
The Prizes
The Deadlines
The Sponsors

General information:

This is the first annual MagiC Online, in conjunction with The X, MagiC programming competition. The judges will be the Atari community. All entries will be available for download on December 5th, 1999. At this time, voting sheets will be made available to the general public. The winner(s) will be notified on Christmas Day, December 25th, 1999. This means that all nominations must be recieved by December 24, 1999.
The goal is to create the best possible conversion of a classic game. Examples would be conversions of Asteroids, pacman, frogger. A list of many possible conversions can be viewed here. The catch is however, that the game must be created to run perfectly under MagiC in a GEM window.

The Rules:ï¿½

* All interested programmers and/or groups which feel that they might be interested in entering this competition must e-mail one of the organizers (Bengy Collins <collins@bulli.com>, Jan Daldrup<thex@atari.org>) and confirm their registration. Remember, registration is free, but we need it in order to set up prizes and determine if this competition should be cancelled or not. The Entry deadline is September 15th 1999! NO REGISTRATIONS WILL BE ACCEPTED AFTER THIS DATE.
* The new system calls in NVDI can be used only as enhancements to the game. The game must be fully functional on bare (Standard) MagiC configurations. However, the game is allowed to take advantage of system extensions as long as the extensions are freely available. Example: BubbleGEM
* The game must be fully functional in ST High resolution /AND/ support at least a 16 color or greater video mode.
* As this is a MagiC programming contest, the game must attempt to use extensions such as BubbleGEM whenever possible.
* The game must either be shareware or freeware. However, if the shareware path is chosen, the game can not be crippled in any way.
* The game must come with documentation. ST-Guide and Text versions are acceptable.
* Game control will be one or more of the following: Keyboard, Mouse, Joystick, Joypad.

* Sound and music can be used using XBIOS calls, thus allowing
compatibility with MagiC PC. GEMJing may also be used.
* The game can not be officially released until Competition judging
(December 5th, 1999). Games which are released before the end of the
competition and games which already exist are disqualified.
* Any individual or crew may submit as many programs as desired.

The Prizes
First place: 250$ American
Second place: 150$ American
Third place: 100$ American
We are working very hard trying to get a prize for all entries. Producing a
game is a very long and difficult proccess, and we believe every attempt at
it should be recognized!
Further sponsorship might possibly add more prizes to this list.

The Deadlines!
Entry Deadline (All this requires is an e-mail!) September 15th, 1999
Competition Closes on December 5th, 1999. All Games must be received by
this time!
Nomination Deadline is December 24th, 1999. All vote forms must be sent in
by this time.

Sponsors
All money raised for prizes is generated from the *2* Banners on the
official MGC '99 page and the MagiC Online Main Page! Failure to support
these banners will simply force the competition to close. (We recieve
10cents per click, and we have 6 months to raise 500$)

URL's
MagiC Online (Banner #1)
http://bengy.atari.org

Official English and German Pages (Banner #2)
English: http://bengy.atari.org/contest.htm
German: http://bengy.atari.org/contestd.htm

Contact information
Jan Daldrup: mailto:thex@atari.org
Web: http://xonline.atari.org

Bengy Collins: mailto:collins@bulli.com
Web: http://bengy.atari.org

765. Re: Falcon for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990617215454.25275.00000926@ng-cm1.aol.com>
Source record: 76998

>Excelent condition.
>
>14 megs RAM
>540 meg hard drive
>Golden Image mouse
>Screen Blaster
>Muti-sync Gizmo
>4x CD ROM
>Studio Photo
>CuBase Lite (no book)
>Dyna CADD
>Page Stream, & more software
>
>$500 US takes it all
>buyer pays shipping from Texas
>

Is your Falcon an Atari Falcon or a C-Lab Falcon? Would you be interested in taking in a Jag+CD system with games as partial trade-in?
Thanks,
Sam

766. Nova / NVDI problem...

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929672272.913.92@news.remarQ.com>
Source record: 76999

I ran a program today that reconfigured certain NVDI drivers.
Now I can't use NVDI (4) with my Nova (ET4000 - early drivers,
I believe) card, using Magic 4 as an OS. Basically, if NVDI is
active, I can only get output from the Nova Emulator program.
I seem to remember that the NVDI drivers had to be installed
after the Nova drivers. Unfortunately, I can't reinstall NVDI
as both my Master and Work disks have sector or CRC errors, and
I can't remember which NVDI system file was supposed to be used
with the ET4000 so I can't change things around manually in the
GEMSYS folder.

Anyone have any hints? Perhaps you could email me the appropriate
NVDI file?

Thanks,

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

767. Re: FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990617222729.25269.00000957@ng-cm1.aol.com>
Source record: 77000

>
>Make me an offer and I will think about it. As I stated in my post, I will
>entertain all reasonable offers.
>Thanks,
>Sam Ferrer

The game system, NEW, is now selling for $35US with one game. Any attempts to
sell above this price are a wast of bandwidth.

768. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929673217.675.79@news.remarQ.com>
Source record: 77001

After following the thread on Dungeon Master recently, I decided to try to fix mine, which had the boot sector overwritten many years ago by a virus. I restored the bootsector with UVK2000 and it works fine, but I'm curious about two things:

1 - Where can I find a list of the spells? I kept the docs for a many years, even though the program didn't work, but I eventually threw them away about 5 months ago, when I moved (typical....).
2 - I noticed that someone said that DM was useable on all Atari systems. However, while it _runs_ on my TT, it doesn't display properly. Instead of going into Low Rez, it puts up two side-by-side screens that appear to be complete, but are too small to read. It runs fine on my STe, but I don't have an AC cord for that, and I don't want to physically remove the cord from my TT just to play a game. Anyone have any idea how I can get it to display properly on my TT? - Incidently, this happens even when I boot from the disk and don't load any Auto programs or Accessories.

Thanks,

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

769. Atari Hentai (Strip Poker and more)

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kca4l$2h9r@enews1.newsguy.com>
Source record: 77002

Just a little note to let everyone know that I've put up all the "data disks" for use with the Atari Strip Poker game that Chris "CRACKERS" Cracknell created. I think I saw here that someone else was also putting these up on a site, but in case that hasn't happened, you can find everything at Nurmix Web Central.

And I've also added 2 "interactive / erotica demos" for the ST/STE. They're a bit older, but are still pretty interesting. They contain pictures, stories, and other information.

And I've also put up "The Ultimate Musical Experience" - which is an amazing sound and music demo for the STE, as well as the demo version of the STE/Falcon pinball game, "Obsession". And I've also put up both versions of Magic Shadow Archiver (MSA) since it is needed to create the floppies for a few items here.

So, head over to Nurmix Web Central (You'll find all this stuff in the ATARI section):

http://www.tsotech.com/nurmix/home.htm

And while you're there, if you have a warped sense of humor, check out "THE ZARSISIPAN FILES" or "DEEP THOUGHTS by Jack Handey".

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

770. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769e47c3d58e50@oden.se>
Source record: 77003

Hi Didier,

on Thu 17-06-1999 20:04 Didier MEQUIGNON wrote:
>
>>If I turn off my cooling fan for a while and then touch these chips
>>they are very hot. (And the Falcon has bombed or locked up.)
>
>With keyboard removed, lattices are more hot.

Eh ?
I'm not sure if I understood you correctly here.
Do you mean that removing the internal keyboard makes the lattice
chips grow hotter than they were with internal keyboard installed ?

----- snip ----- re: Coprocessor Violation
>>
>>So was mine, but it was not the chip's fault in my case, it was the socket.
>
>That's right ! D19 (pin 47) was not connected to CPU and two buffers
>in front of FPU. But it was not a bad connection between FPU and socket,
>it was a bad solder between socked and card (no possibility to made
>a new solder).

Right. Attempts to resolder this kind of socket is very dangerous.
It certainly can't be done safely with ordinary hobbyist tools.

>I have push socket on card !!! and now it's OK.

I think that can only work temporarily. Vibrations will see to that.

>If I have again this problem next months, I think put a pin between FPU
>and socket and connect a wire to buffer.

In this case I think that is the only acceptable solution. Knowing that
the pin is loose I would not wait for new disasters to fix it. Do it now
so those disasters never happen. The only good crash is one avoided ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

771. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769e47c3d58e51@oden.se>
Source record: 77004

Hi Johan,

on Thu 17-06-1999 20:34 Johan Klockars wrote:
>...
>>Btw: In order to work well with my CT2B, it is imperative that it must
>> replace the inoperative blitter control function of Falcon TOS
>> with an operative one, so that hardware blitting can be fully
>
>It has never been possible to actually turn off the blitter (it doesn't
>do anything if you don't ask it to). That function only tells the VDI
>(and/or possibly the LineA routines) not to use it.

That was of course what I meant by 'turning it off', as the Falcon TOS
routines do not allow even that. If you call the routine that would
turn off the blitter usage flag, then one of the internal subroutines
repatches that argument so the flag is still set at exit from the call.

The main blit dispatcher that was used in other TOS to switch between
hard and soft blit routines is still there, but the flag is locked
active, and the soft-blit vectors only point to dummy code.

That is because there are no software routines in the Falcon that can
do the blitting job. This is the only Atari TOS that lacks such code.

>> disabled, as the blitter is unreliable at 50 MHz. As yet I have
>
>You mean it would be possible to blit from FastRAM on the CT2 if the
>VIDEL had been clocked lower?

No of course not. The address registers are only 24 bits wide,
so the blitter can never access FastRAM. But Centek claim that
that is the only blitter problem, which is not true here.

What I mean is that even blitting in ST-RAM often goes wrong in
the turbo modes, which should not happen if Centeks explanation
was the full truth. I must disable the blitter in TOS 4.x too
to avoid that problem, even though no FastRAM is active.

>Or is there something similar to the VDI patches in the latest AB040
>Toolkit versions (blits from FastRAM are intercepted and the data
>copied to STRAM)?

No. The only way to 'blit' anything from or to FastRAM on a CT2 is by
a software implementation of the blitter, such as that of NVDI. It is
to ensure that this is also used for all blitting that the hardware
blitter flag must be disabled, as NVDI does allow either soft or hard
blitter to be used, depending on the state of that flag.

>> only found NVDI able to do so. Can fVDI do this too ?
>
>The current fVDI device drivers have no support for the blitter at all.
>It doesn't matter if your machine can 'enable/disable' it or not.

Excellent. This means that regardless of the state of that flag fVDI
will never use the blitter hardware, which is ideal for the CT2, and
probably for other accelerators with FastRAM as well.

That would solve both the problem that Centek admit, the FastRAM specific
one, and the one that I suspect, which is that the blitter simply misses
even in ST-RAM at 50MHz clocking.

>On the Falcon the blitter was next to useless, anyway, but perhaps some
>things could have been a little faster on the older machines if I had
>supported it.

I don't think so. I know that on all accelerated machines where I tried
it the NVDI soft-blit routines were faster than the hardware blitter.
On an unmodified 8MHz machine, there may have been a slight speed gain
in using the hardware blitter, as compared to NVDI soft-blit, but it was
not much.

>> If not, then I will have to use it in combination with NVDI.
>
>Actually, that wouldn't help since NVDI would leave the blits to be
>handled by fVDI. Only some higher level things are done by NVDI when
>it's in the foreground.

But that is really excellent! I do want NVDI for its GDOS stuff, but
I didn't like that it still allowed programs to turn on hard blitting.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

772. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769e47c3d58e52@oden.se>
Source record: 77005

Hi Terry,

on Fri 18-06-1999 02:33 Terry & Karen Ross wrote:

>After following the thread on Dungeon Master recently, I decided to try
>to fix mine, which had the boot sector overwritten many years ago by a
>virus. I restored the bootsector with UVK2000 and it works fine, but
>I'm curious about two things:
>
>1 - Where can I find a list of the spells? I kept the docs for a many
> years, even though the program didn't work, but I eventually threw
> them away about 5 months ago, when I moved (typical....).

Do you really want someone to tell you ? I mean, if you've forgotten
that much, then you have an opportunity of reliving the experience
of discoveries again. Do you really want to miss out on that ?

I do have the spells (most still in my head even), and I'm sure lots of
others do too, but I'd think it over if I were you. If you do 'read up'
you have lost a unique opportunity. The same goes for map studies.

The object shouldn't be to get through it as fast as possible,
but rather to get a maximum of enjoyment out of playing the game.

>2 - I noticed that someone said that DM was useable on all Atari
> systems. However, while it _runs_ on my TT, it doesn't display
> properly. Instead of going into Low Rez, it puts up two
> side-by-side screens that appear to be complete, but are too small
> to read. It runs fine on my STe, but I don't have an AC cord for
> that, and I don't want to physically remove the cord from my TT just
> to play a game.

The entire problem is simply that the TT reset conditions activate the
TT-Medium resolution rather than ST-Low, which was used on all ST systems.
DM does not contain any code to set initial resolution, so it just assumes
that the boot rez must be ST-Low. This has the same bitplanes as TT-Medium
so colours are correct, but only half the line width so all even lines end
up at the left edge, with the odd lines at the right edge of the screen

That is what makes it look like two screens side by side, but actually
both of them only has half of the lines.

This can be easily fixed, and I understand that you want to be able to
run DM on your TT too, but come on, I won't buy that AC cord story...
How hard can it be to get another AC cord ?

> Anyone have any idea how I can get it to display
> properly on my TT? - Incidently, this happens even when I boot
> from the disk and don't load any Auto programs or Accessories.

It is impossible to boot a real DM disk with Auto programs and ACCs,
as it uses a bootsector loader.

Anyway, here is one way you can boot an original DM or CSB disk on the TT.
What you need to fix the display is simply another bootsector diskette,
which first switches rez and then allows you to switch disks to insert DM
from which it then loads the bootsector and executes it exactly as if that
had been done directly after reset, with ST-Low as reset rez.

But for using an old program on a 68030, it may also be safest to turn
off cache, as most old programs really dislike caching, especially in
timing dependent floppy routines. In fact I definitely advice against
trying to format any diskettes using the commands in DM, as even the
32MHz clock without caching is probably too high to do that safely.
Reading and writing preformatted game save disks should be ok though.

And TT-RAM is another thing most old game programs hate, as they really
were made for a 24-bit address bus, and may need the address space to
be 'shrunk' to that size.

In the 'File' menu of my homepage you can find a program that will do
all of the above, and will also set memory size of your system to one
of the 'normal' ST sizes, which some games care about (DM doesn't).

The program is named B030, and has been tested with original DM disks
as well as original CSB disks. Some of its functions are intended for
Falcon, but those will be blocked from affecting a TT. You use the
programs supplied in the archive to make your own B030 boot diskette,
and then you use that to boot DM (or CSB if you have it). You don't
need to activate any special commands, as the defaults are suitable
for booting DM. (ST-Low, Cache off, 24-bit bus (via PMMU))

One word of warning though. The 'cracked' versions, that many people
now throw around as if emulators on PCs had made them legal, do not often
work well on 68030 systems. That is because the 'packers' or some code
patches use methods that simply do not work on a 68030, such as patching
68000-specific frames on stack etc, or doing things that simply have no
effect on an ST, but modifies some new hardware register in a TT, and
thereby locks up the system.

Although I have originals myself, I have tried 'cracked' versions too
on my TT, to see what will work and what won't, and to date not one
of the cracked DM or CSB versions has run reliably on the TT, though
the originals work fine. Some of the cracked ones seemed to work,
but after getting a bit into the game all four heroes suddenly die,
which is obviously a case of failed cracking.

So if you do have originals (as I think you do), go ahead and enjoy...

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

773. Re: Atari Hentai (Strip Poker and more)

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <3769F452.9072A334@just.post.here>
Source record: 77006

> Just a little note to let everyone know that I've put up all the "data disks"
> for use with the Atari Strip Poker game that Chris "CRACKERS" Cracknell
> created. I think I saw here that someone else was also putting these up on a
> site, but in case that hasn't happened, you can find everything at Nurmix Web
> Central.

It has happened. :) It's currently in
http://www.bassment.demon.nl/hentai/ but there's no page or anything
yet, just a directory with some files. I had no time to make a new site
for it but I wanted to ensure their availability. :)

I'm working on the all new "Atari Fetish Site" which will have these
available for download, and also some promising snap shots and stuff. :)

> And I've also added 2 "interactive / erotica demos" for the ST/STE. They're a
> bit older, but are still pretty interesting. They contain pictures, stories,
> and other information.

Hmm.. more interesting material for the Atari Fetish site? :)

Maurits.

774. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769E991.179D@geocities.com>
Source record: 77007

Got CAB 1.5 with STIK running on a 8mhz / 2 meg 1040ST.

It is possible, and works relatively well. (Especially for 8mhz)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

775. FTP List

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769E9E0.63D2@geocities.com>
Source record: 77008

Alright, hosting an Atari forem on a local BBS. Someone asked what the current FTP list is. What is it again?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

776. Re: Any Atari Stacy's for sale in US?

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769EA0F.1DBC@geocities.com>
Source record: 77009

I think what was left of "Computer Dungeon" in Florida had one at one time.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

777. Re: atari st wanted

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769EA73.2079@geocities.com>
Source record: 77010

Got an Atari Mega ST 4 in the box, could see if our club would be
willing to sell.

Let me know.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

778. Re: Falcon for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769EB5C.2AE2@geocities.com>
Source record: 77011

So where in Texas are you? We like to keep in touch with our fellow
Texan Atarians. :)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

779. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769EC99.5B56@geocities.com>
Source record: 77012

>
> I don't really see any particular reason why a telnet client should
> require font handling routines from GDOS, but I would suggest either
> getting some flavour of GDOS, or switching your telnet client. GDOS
> requires quite a lot of RAM (for fonts), and is rather slow, at least in
> it's older versions.
>
> I have a zipfile containing fontgdos and few fonts to go with it. Mail
> me if you want me to send you a copy.
>
> Nick

Sure, go ahead and send that to me. Do you have a simple version of
GDOS to send with it?

And as far as that goes, does anyone know of a telnet client that works
with STIK that does not require GDOS?

I guess I'll have to eventually burden my poor 8mhz system with
multitasking software.....

Doctor Clu
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

780. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769ED3E.18B4@geocities.com>
Source record: 77013

au576@lafn.org wrote:
>
> Somebody told me that you can configure HSMODEM so that if you select
> 300 baud that you can actually use 38400 baud. Does someone know how
> to do this?

Hey, now I can go for that! Let me know what you find in this search!

Of course, the tradition thinking is that you have to get a hardware
upgrade for anything over 19200 baud. Then again... how EXACTLY does
HSmodem work anyway?

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

781. Re: I need help getting my Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3769EDF3.2882@geocities.com>
Source record: 77014

Got a 1040STE with 2 meg currently surfing the net. It can be done.
Let me know if you need any more help.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

782. Re: Zip Drives

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990618044138.07645.00001317@ng-ck1.aol.com>
Source record: 77015

>
>I'm considering getting a ICD Link II and a SCSI portable ZIP drive.
>Anyone here have that (or similar) combination? Is it reliable?
>

I've got one... works fine!

783. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7mk2d9.202.curis@capitole.lure.u-psud.fr>
Source record: 77016

Bonjour,

Dans son message ï¿½ï¿½Re: Dungeon Masterï¿½ï¿½, Ronald Andersson a ï¿½critï¿½:

ï¿½ï¿½But for using an old program on a 68030, it may also be safest to turn
ï¿½ï¿½off cache, as most old programs really dislike caching, especially in
ï¿½ï¿½timing dependent floppy routines. In fact I definitely advice against
ï¿½ï¿½trying to format any diskettes using the commands in DM, as even the
ï¿½ï¿½32MHz clock without caching is probably too high to do that safely.
ï¿½ï¿½Reading and writing preformatted game save disks should be ok though.

I used DM on a falcon 030 without doing anything before, so I think DM
is clean enough to run on a TT without turning off caches. But I never tried
formatting.

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

784. Re: FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990618083846.22996.00001139@ng-xa1.aol.com>
Source record: 77017

> The game system, NEW, is now selling for $35US with one game. Any attempts
>to
>sell above this price are a wast of bandwidth.

Does this $35 price also include the cd rom drive and apprx.13 games?
Thanks,
Sam

785. Wanted - Unloved Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Simon Osborne <carbon@polarbear.swinternet.co.uk>
Message-ID: <7kdgf6$mh8$1@news8.svr.pol.co.uk>
Source record: 77018

Anyone got an atari Falcon they don't want? I'll be happy to take it off you hands.

Simon

786. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929717948.798.26@news.remarQ.com>
Source record: 77019

On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:
>Hi Terry,
>
>on Fri 18-06-1999 02:33 Terry & Karen Ross wrote:
[snipped]
>>1 - Where can I find a list of the spells? [...snipped]
>
Hi Ronald,
>Do you really want someone to tell you ? I mean, if you've forgotten
>that much, then you have an opportunity of reliving the experience
>of discoveries again. Do you really want to miss out on that ?

Actually, I didn't really mean "a list of spells" in the sense of a complete list. I was referring to a list like they had in the manual, stating what the basic symbols were. I enjoy figuring them out myself, but I'd even forgotten how to make light (I've found that one again through trial and error). I'm not looking for hints (and absolutely not maps), per se - because I enjoy playing it myself, I just consider knowing what the symbols represent a bit of a prerequisite.
>
[snipped]
>The object shouldn't be to get through it as fast as possible,
>but rather to get a maximum of enjoyment out of playing the game.
I agree with that wholeheartedly. However, it shouldn't be causing frustration due to not having something that I once had, and came with the game :)

[snipped]

>The entire problem is simply that the TT reset conditions activate the
>TT-Medium resolution rather than ST-Low, which was used on all ST systems.
>DM does not contain any code to set initial resolution, so it just assumes
>that the boot rez must be ST-Low. This has the same bitplanes as TT-Medium
>so colours are correct, but only half the line width so all even lines end
>up at the left edge, with the odd lines at the right edge of the screen

Ah, yes - thanks. I knew about that, come to think of it. But I very rarely play games and almost never use any Low Resolution programs (at least ones that I can't access from the GEM desktop) so I forgot about it.
>That is what makes it look like two screens side by side, but actually
>both of them only has half of the lines.
Actually, I saw that, it was just easier to phrase the other way.

>This can be easily fixed, and I understand that you want to be able to
>run DM on your TT too, but come on, I won't buy that AC cord story...
>How hard can it be to get another AC cord ?

Actually, it's harder than you think :) - I am currently jobless, live
15 miles from the nearest town, and the alternator on my car caught on
fire (why do you think I suddenly have time to play an old game?
<grin>)
[snipped]
>It is impossible to boot a real DM disk with Auto programs and ACCs,
>as it uses a bootsector loader.
Well, yeah - true - there is that :)

[Snipped section relating to Boot Res., cache, TT RAM, and B030]

>So if you do have originals (as I think you do), go ahead and enjoy...

OK, thanks for all the information. I'll check out B030. Yes, it's
an original. I never did get CSB, because I never completed DM before
it was hit by the virus (did get down to the last, or penultimate
level though). Since I was on a polar icebreaker, down in Antarctica,
when it happened, I just put it away, and never got around to trying
to replace it. From what I heard, CSB required the DM disk, so being
only an infrequent gamer, I decided it wasn't worth the trouble -
although now, I wish I had it :)

Thanks for all your help.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

787. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kdvja$9pm$2@news.campuscwix.net>
Source record: 77020

On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:

Nice post, solid helpful info. Just one thing I wanted to mention.
You can add programs to the AUTO folder on the DM disk. I used to
use a cache program with it, to speed up disk access... Just make
sure that DM does load last...

Later... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

788. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kdvop$9pm$3@news.campuscwix.net>
Source record: 77021

On 18 Jun 1999 08:57:30 , Emmanuel Curis wrote:

-> I used DM on a falcon 030 without doing anything before, so I think DM
->is clean enough to run on a TT without turning off caches. But I never tried
->formatting.

Same here. Even with a Nemesis accelerator. I just boot up with the DM (and
CSB too, for that matter) disk in, and it runs. Faster, but it runs. Oh, the
one thing I've always had to do was go into NVRam and set it back to ST-LOW,
because I had changed it. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

789. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ke0b1$9pm$4@news.campuscwix.net>
Source record: 77022

On 18 Jun 1999 14:59:08 , Terry & Karen Ross wrote:

->Actually, I didn't really mean "a list of spells" in the sense of a
->complete list. I was referring to a list like they had in the
->manual, stating what the basic symbols were. I enjoy figuring them
->out myself, but I'd even forgotten how to make light (I've found that
->one again through trial and error). I'm not looking for hints (and
->absolutely not maps), per se - because I enjoy playing it myself,
->I just consider knowing what the symbols represent a bit of a
->prerequisite.

Terry, I already have your address, if you like I can photocopy
the manuals and snail-mail them to you. Let me know...

->>It is impossible to boot a real DM disk with Auto programs and ACCs,
->>as it uses a bootsector loader.
->Well, yeah - true - there is that :)

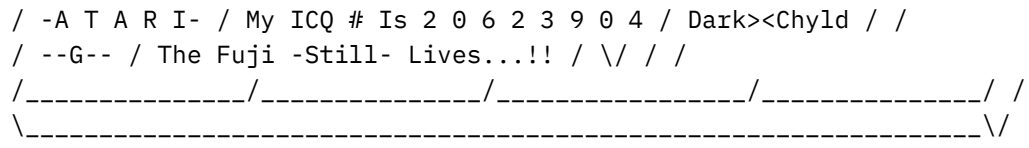
Well...again, I created an AUTO folder on my first DM disk, and ran
a cache program from it to improve floppy disk access. I had no probs
with this...I used to do the same thing with Ultima 5 for a not in-
considerable speed improvement...

->OK, thanks for all the information. I'll check out B030. Yes, it's
->an original. I never did get CSB, because I never completed DM before
->it was hit by the virus (did get down to the last, or penultimate
->level though). Since I was on a polar icebreaker, down in Antarctica,
->when it happened, I just put it away, and never got around to trying
->to replace it. From what I heard, CSB required the DM disk, so being
->only an infrequent gamer, I decided it wasn't worth the trouble -
->although now, I wish I had it :)
->
->Thanks for all your help.
->
->Terry

Thats not quite right. You do not *have* to have the original DM disk
to play CSB. However, the game is so much harder, right from the start
that it is highly recommended that you transfer a team from DM that had
beaten Lord Chaos, or was at levels where it could (having 4 "master"
level characters sure did help me!) ;-)

Later...and good dungeon adventuring!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /


/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

790. Re: UVK 2000 update, now shareware, Chatter

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kdvukahe1@news7.svr.pol.co.uk>
Source record: 77023

On 5 Jun 1999 18:26:45 G, "Bengy Collins" wrote:
:>Hello all,
:>You can grab the latest version of UVK full version directly off MagiC
:>Online in the Misc. Section. Currently MagiC Online is hosting the archive
:>until the authors webpage, http://uvk.atari.org becomes active.

I fetched that when you announced it and noted the 'not tested under
magic' proviso, and sure enough it explodes under Magic/Jinnee.

8~(

Laters Dude!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

791. Marcel

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7ke27uciq1@news7.svr.pol.co.uk>
Source record: 77024

```
On 15 Jun 1999 17:25:27 , H.-E. Finke wrote:
>>Maybe Marcel can handle the conversion to RTF. If not, just use That's
>>Write to save them to plain ASCII.
>
>Who is Marcel?
>

Marcel is an ex Shareware word processor

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0
```

792. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7ke519$73j$1@wanadoo.fr>
Source record: 77025

Hi Ronald,

On 18 Jun 1999 05:24:07 , Ronald Andersson wrote:
>on Thu 17-06-1999 20:04 Didier MEQUIGNON wrote:
>>
>>>If I turn off my cooling fan for a while and then touch these chips
>>>they are very hot. (And the Falcon has bombed or locked up.)
>>
>>With keyboard removed, lattices are more hot.
>
>Eh ?
>I'm not sure if I understood you correctly here.
>Do you mean that removing the internal keyboard makes the lattice
>chips grow hotter than they were with internal keyboard installed ?

Yes, because my keyboard create a tunnel for my fan who is at right of
CT2's 68030. Normally the air go out by cartrige and STE joystick ports.

>----- snip ----- re: Coprocessor Violation
>>>
>>>So was mine, but it was not the chip's fault in my case, it was the socket.

>>I have push socket on card !!! and now it's OK.
>
>I think that can only work temporarily. Vibrations will see to that.

Yes I know.
Vibrations with fan for example, my fan is glued on my mother card.

>>If I have again this problem next months, I think put a pin between FPU
>>and socket and connect a wire to buffer.
>
>In this case I think that is the only acceptable solution. Knowing that
>the pin is loose I would not wait for new disasters to fix it. Do it now

Garrantee expires if Centek found a new solder on CT2 ;-)

>so those disasters never happen. The only good crash is one avoided ;-)

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on

Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
---

793. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Bengy Collins <collins@Bulli.com>
Message-ID: <vMya3.4943$NA2.343208@news1.telusplanet.net>
Source record: 77026

> Hahahahahahahahahahahahahahaahahahahahahahahahahahaaha!
>
> Great stuff!...Can't wait hehehehe to see these!

Hi Tony, thanks for all your encouragement, its always appreciated.

Bengy

794. Sprite Editor for .SPR files?

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7ke40r$4vj@james.hwcn.org>
Source record: 77027

Does anyone know of a PD sprite editor that edits .SPR files? I think
these are GFA Basic sprite files if I'm not mistaken. The program
should be able to run on a simple, colour 1040ST.

If you can point me to a URL that has one I'd be most happy.

CRACKERS
(I like the SPRite in you from hell!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

795. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kege8$d681@news.ajou.ac.kr>
Source record: 77028

On 17 Jun 1999 15:41:34 , Ronald Andersson wrote:
>Hi Phantomm,
>
>on Thu 17-06-1999 03:42 Phantomm wrote:
>
>----- snip ----- re: messing with the CT2B Falcon

>
>Virtual screens seem impressive at first, but they quickly
>become a PITA, with all that sidescrolling. Even a slightly
>lower rez feels better when you are spared that .
>
>What you can get varies with the monitor, and the rules are
>entirely different for VGA and PAL (TV timing) monitors.
>
>On the latter even an unmodified Falcon can have pixel widths
>of 1600 in TC. (No I am not kidding. It was unstable, but worked)
>But the price of that is heavy interlace flicker.
>
>On the VGA the best I have had was 768x576, which is close enough
>to the virtual rez you use to make you happy, but it will require
>a very flexible multisync monitor, and a lot of 'fiddling' to get
>it right.

I was using ScreenBlaster 2 external hardware before I installed
the CT2B. I could do 1280x960 in 16colors. I usually used this mode
with a virtual screen of 1280 x 1280. No sidescreen scrolling. Just
up and down abit. Didn't bother me at all.
Also, I could do 800x600 in 256colors and abit higher 9??x7??.
No problems with screen flicker in any of these modes.

I've not done the VGA adapter modification yet. Should I expect
to get 800x600 in 256colors or TrueColor without the VGA adapter
modification?
I'm just wondering about what kind of extended resolutions I will
miss if this isn't done. The docs don't say.

>I use 76800 on the fixed STinG connection to my TT (which has the modem).
>
>Much higher speeds are also possible, but their usefulness depends on
>what you have at the other end. My TT has to handle both the modem
>(on Serial 2 at 115200) and the link to the Falcon, so the speeds
>used on the various ports are a compromize between what the computers
>and the ports can manage, and what standard speeds the modem accepts.

I could never use 57600 with STinG before the CT2B.
>

>Feelings are elusive, and not well quantized.
>A 'feeling' of 3-4 could mean anything from 2 to 6.
>The best way to know is to measure it instead, and one
>of the easiest ways to do that is to use NemBench.

True, I've never put it to the test yet. Will try NemBench soon
and see what I've got.

>I recommend that you do install NVDI. As you get used to
>the higher speeds you will notice that it still makes a big
>difference, and the font system is not to be despised either.
>
>Also, without NVDI you can't use TOS 7.x mode at all,
>as the normal Falcon VDI does not allow the blitter to
>be turned off (as it must be with FastRAM active).

Yes, NVDI should give more speed.
I really have not had the time to install everything yet.
Going to take my time and do it right.
I'll have to install another Fan and probably shorten up some
of the wires abit. Then after that, I'll get around to installing
more software and such.

>Everything is. That is one of the nice features of CT2B.
>With some other accelerators (eg: AB) there is something
>that is somehow slowed down (for AB it is ST-RAM access).
>

>That was expected..., and I suppose that is why you only
>give speed examples for TOS 4.x mode, as the 7.x mode is
>probably not usable for you without cooling the ispLSI
>chips, like I also had to do.

Well, I've went as far as to try and boot into Tos 7.x but
didn't have NVDI installed so no blitter control. It would
do the Ram and Fast Ram testing and etc. But I think it will
Bomb if NVDI isn't installed to control the Blitter.

>
>When you do get that to work you can start experimenting
>with *real* speed, as most programs execute in FastRAM.
>
>
>That could help. At these signal frequencies cable length does
>matter, and usually in a negative sense.
>

>
>Are you sure this is only due to the computer as such. That looks
>more like what you can get sometimes when using two drives
>with the same id. Both drives receive the command, and try

>to reply, but the result is a mess.
>
>I do not see how bad timing between CPU and SCSI chip could cause
>the latter to send a single command to two different SCSI ids.
>
>Hmmm. SCSI drive select is sent as a one-of-eight pulse on the
>SCSI bus data lines, so this could be a pure hardware fault.
>Is your SCSI chip socketed ?
>
>If there is bad connection in a socket, then it can lead to
>dubious logic levels on some lines, so that some drive can
>mistakenly think that it was selected, as well as the one
>that really was. This would be more likely to happen in
>turbo mode, because signals have less time to stabilize.
>
>It could still be hardware, as everything gets more critical when
>running at higher speeds. Even the DMA chip is accelerated by 56%.
>
>
>
>That could be one reason, and correct termination matters too.
>I suggest you look over all the hardware, and (if possible)
>try with other cables too.

It could be the termination. I have the CDR as the last SCSI
device in the chain. It is not terminated. If I put termination
on it. The Falcon will not boot the SCSI drives. I noticed this
before installing the CT2B. I'll go thru all the SCSI devices
asap and check Termination. I may have to switch some drives around
to get it right.

This SCSI trouble is probably just something simple. Thats why I
want to get that straighten out First before installing more
software and etc.
>
>What is the length and type of the cable you use now ?
Not sure what Type it would be, But it is at least 5 feet long.
Thats not counting the Scsi connecting ribbon cable which is at least
2 Feet long. I know this probably seems long, But I've never had
a problem with my SCSI drives with this length of cable.
I bought the SCSI cable from Toad Computers for the Falcon.
But it may be to long for the Turbo modes. It's the only SCSI cable
I have at the moment.
phantomm@kih.net

796. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kegef$d682@news.ajou.ac.kr>
Source record: 77029

On 17 Jun 1999 20:31:30 , Robert Schaffner wrote:
>

>
>Yes, speed in TC rocks :) but you can use any other higher
>resolution, example 928*608*256 or some else. Fine working!

Great, I've not really tried the higher resolutions yet, because
I've not did the VGA adapter modification yet. So I don't know
if I can go that high without the modification being done.

>Yes, take a better quality fan. (a silent one..)

Where would you recommend the Fan be located?
And does the CT2B Fan need to be on the heatsink or should I move
it over the other chips on the CT2B board?
I thought about putting a Fan over the Powersupply.

But I'm not sure where the heat trouble is. Is it the CT2B board
its self? Or the PowerSupply heat?

>
>Try to shorten the bus. Some OLD devices are not working well.
>See last message.

This is a fairly new drive, around a year old.

>Yes, but not in turbo mode. Same experiments as here last november.
>
>> Most of the time the SCSI drive 0's LED comes on and stays on
>> when this happens. Its a Seagate 1gig SCSI drive.
>
>Bus reset eliminate that..
>(Done by reboot the machine)

Yes it does, I just mentioned that as one of the symptoms of the
trouble.
>
>Look witch drive leave your bus stuck, remove it temporary, try agin.

Its the first SCSI drive. Drive 0 the SeaGate 1gig.

>
>PS: Today i "repared" another ct2 falcon from a german here..
> IDE doasn't work..
> Machine doasn't run in turbo mode..
> No SCSI access..

>
>What i have done:
>Install NVDI new
>Remove some fucking (senseless) .cpx modules
>Replace general cpx with the latest release if i have here
>Installed HDDriver new
>
>Switch the fucking blitter of!!
>
>And last but not least, wrot a new flash to the board..
>Create NVRAM settings -ALL- new (master reset)
>
>and as result, the machine works perfektly in turbo mode now
>with exactly the same hardware as before.
>
>After a new cold boot, machine starts perfectly with tos 7.x
>Cecile and HDDriver access to a 10 Gig IDE with 20cm IDE flat wire.
>
Most of that I've already done. I'm just running the bare necessary
software and only in Tos 4.x Turbo until I find the SCSI problem.
I'm sure its something simple.

phantomm@kih.net

797. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kegek$d683@news.ajou.ac.kr>
Source record: 77030

On 17 Jun 1999 19:02:36 , Mikey wrote:
>On 17 Jun 1999 03:42:39 , Phantomm wrote:

>
>
>This surely sounds like a SCSI timeout. Look in the Centek Manual. If
>their board does not adjust the DMA timing properly for your
>motherboard, it states you should contact them (after making sure your
>DMA wire takes the shortest route to the DMA pin, and not routed over
>other chips, or near the memory board. Rev G/H boards react quite
>differently then Rev K, which I have found are generally harder to get
>the SCSI DMA timing properly adjusted.
>
>Mike
>.

Hi Mike,

Well my SCSI cable is at least 7 feet long with a ribbon cable of
at least 2 feet long. I've had no problem with this length of cable
in the past.

Also, I did leave all the CT2B cable connections long on purpose.
So that DMA wire may be the trouble.
I'll also have to check the termination on all the drives.
My CDR drive is last in the SCSI chain and is not terminated as far
as I know. When I enable Termination on it, The SCSI drives will not
boot. This happened before the CT2B installation. Every thing seems
to work fine without termination on the CDR, before the CT2B
installation.

Not sure what REV my board is, I'll have to check that also.

I've 3 or 4 things to check, but its probably just something simple.
Cables too long, Termination not set right, or etc.

I'll go thru it all asap.

Thanks,
phantomm@kih.net

798. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929745191.294.97@news.remarQ.com>
Source record: 77031

On 18 Jun 1999 17:40:49 , DarkChyld wrote:
>On 18 Jun 1999 14:59:08 , Terry & Karen Ross wrote:

> Terry, I already have your address, if you like I can photocopy
> the manuals and snail-mail them to you. Let me know...
Hiya Ron,

Well, thanks. That's a nice offer. I don't know if I really need
it all, but it couldn't hurt. I've replaced my alternator, and now
have a working vehicle again. I've had the May issue for about 6 days
now, with no way to get into town to copy it (I've also got a
duplicate master of February). How about a trade? You send me a copy
of the DM manual, and I'll pay for your copies of the June ST+.
>
>
> Thats not quite right. You do not *have* to have the original DM disk
> to play CSB. However, the game is so much harder, right from the start
> that it is highly recommended that you transfer a team from DM that had
> beaten Lord Chaos, or was at levels where it could (having 4 "master"
> level characters sure did help me!) ;-)

Noted. As I said, I wasn't really into gaming that much - I just knew
that you were supposed to have DM before playing CSB. :)

Thanks!

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

799. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7kekfs$814$1@news1.xs4all.nl>
Source record: 77032

On 17 Jun 1999 19:43:18 , Stephen Barszczak wrote:
Yes, MyMail is a fantastic emailprogram, after two years of Newsie I
switched for the email to MyMail, it has so many more features and
the layout, ergonomy, design, whatever you call it, is superb.
When the News option is going to be implanted, then I've nothing more
to ask
Let's all give a big cheer for Erik !!!!
jos

800. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <376ad84d$0$122@znews.zetnet.co.uk>
Source record: 77033

On 15 Jun 1999 00:37:52, Tony Cianfaglione wrote:
>
> Is there a version of CAB that will run on a 1 meg 1040 STf along with
>STinG 1.20.
>
> I have STinG running on it but CAB 1.5 bombs (with 3 bombs) every time.
>
>Thanks...
>
>.

Hello Tony,

I used to have a problem with version 2.5 of CAB which might also apply to your set up. I found on my ST that it would only work if I started CAB before conecting to my ISP but when I got a Falcon I found that I had to coonect first or CAB would bomb. I don't know if your problem might be similiar but it might be worthwhile connecting first and then starting CAB of if this is what you normally do try starting CAB and then connecting.

Yours,
David James

801. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <376ad84e$0$122@znews.zetnet.co.uk>
Source record: 77034

On 17 Jun 1999 20:36:14, "Michael Clark" wrote:
>Has anybody tried running gemulator with UK TOS roms?
>Every time I boot this thing it just puts lines down the screen and locks
>up.
>Im running TOS 1.62 and TOS 3.06.
>Any help appreciated.
>
>
>
>.
Hello Michael
I've only been able to get gemlator to work with TOS 2.06

Yours,

David James

802. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <376ada01$0$131@news.zetnet.co.uk>
Source record: 77035

On 16 Jun 1999 10:49:19 , BobKing wrote:
>GDOS is the bit that Atari left out of their OS to fit it on the chips.
>It deals with various aspects of graphics display and printing. If you
>use NVDI4 or later you will have a vector text aware version of GDOS.
>If you want basic GDOS give a yell, there are various other(better)
>version such as GDOS+, but NVDI4 is by far the best. IMHO you will need
>this anyway to print from CAB.

There are some old programs that need GDOS and won't work with NVDI4 such as the DTP program Timeworks2. I suggest you get a copy of GDOS and keep it handy on the basis that if you've got it you won't need it but if you haven't there's bound to be a program that you want to run that does!

I have found that if you need to install GDOS you will probably need to change NVDI.PRG to NVDI.PRX so that it's switched off. Should you ever need to, mail me and I'll run through the procedure, I have to do it everytime one of the family needs Timeworks!

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

803. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990618210259.28124E-100000@halifax.chebucto.ns.ca>
Source record: 77036

I'll be trying a number of things this weekend when I have more time
and will post my results.

On 18 Jun 1999, David James wrote:

> I used to have a problem with version 2.5 of CAB which might also
> apply to your set up. I found on my ST that it would only work if I
> started CAB before conecting to my ISP but when I got a Falcon I
> found that I had to coonect first or CAB would bomb. I don't know if
> your problem might be similiar but it might be worthwhile connecting
> first and then starting CAB of if this is what you normally do try
> starting CAB and then connecting.

804. Re: Printing Tagesschau with CAB

Newsgroup: comp.sys.atari.st
Date: 1999-06-18 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199906182300.a39953@wun.maus.de>
Source record: 77037

Hallo Jos!

JV>So printing can be done but forget the colors (not important anyhow)

Printing in colors works, too. I tried it this evening and first got stuck when the computer wouldn't respond after selecting "Vollfarben" in the NVDI dialogue. But finally, after a reboot, my DJ550C produced a good copy of the "cow.gif" that can be found in the html folder.

System: Falcon030, MagiC 5, NVDI 5.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

805. Re: Nova / NVDI problem...

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: atari@bright.net
Message-ID: <7kf69hgpv1@cletus.bright.net>
Source record: 77038

On 18 Jun 1999 02:17:52 , Terry & Karen Ross wrote:
>I ran a program today that reconfigured certain NVDI drivers.
>Now I can't use NVDI (4) with my Nova (ET4000 - early drivers,
>I believe) card, using Magic 4 as an OS. Basically, if NVDI is
>active, I can only get output from the Nova Emulator program.
>I seem to remember that the NVDI drivers had to be installed
>after the Nova drivers. Unfortunately, I can't reinstall NVDI
>as both my Master and Work disks have sector or CRC errors, and
>I can't remember which NVDI system file was supposed to be used
>with the ET4000 so I can't change things around manually in the
>GEMSYS folder.

Make sure the NVDIDRV?.SYS files are disabled by renaming them
*.syx or something. It's possible they got re-installed some
how?

Not sure how your assign.sys should look, but under some
setups with nvdi with gfx cards the lines with SCREEN.SYS
are replaced by other driver names. Maybe these got changed?

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

806. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990619020707.942C-100000@halifax.chebucto.ns.ca>
Source record: 77039

Update:

After making the mods that Ronald suggested (ALLOCMEM at 50000),
ETHER.STX, MASQUE.STX, MASQUE.HYP deleted, I have STinG 1.20 running fine
on the 1 mb STf and I can connect successfully to the ISP.

I found the 68000 CAB.OVL but it is 35,626, not 29,000 bytes. I set
RAM to 0, CACHE to 0, left images on as a trial. CAB 1.5 connected and
images worked fine for first 3 pages then lockup.

Turning images off and saving changes, I went online again and selected
our ISP homepage which loaded fine. However, a new problem has occured.
After accessing the ISP's simple homepage, the words: Formatting text...
appear in the info line at the top of the screen and disk access is
constant. After 10 minutes, the disk drive is still running. I had to
cut the power to stop it.

Repeated tries all render the same results. Not sure if cutting power
corrupted the files. Turned images on again to see if I could connect as
I did originally but the same formatting text message and disk access
again. I can't seem to get any farther at this point.

Any suggestions appreciated!

Thanks...

807. HW & SW to clear

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: rahin@dollmar.freeserve.co.uk
Message-ID: <7kfhus$1v7$1@news6.svr.pol.co.uk>
Source record: 77040

I have the following items to clear. Pay only for postage & it is yours.

1. Prospero Pascal Compiler for GEM
2. ICD AdSCSI Host Adapter

The rough estimate of postage cost in the UK is £3.50 & £2.50 respectively.

Please reply through e-mail only asap.

- Rahin
(rahin@dollmar.freeserve.co.uk)

808. HW & SW to clear

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: rahin@dollmar.freeserve.co.uk
Message-ID: <7kfhus$1v7$2@news6.svr.pol.co.uk>
Source record: 77041

I have the following 2 items to clear asap. Pay only the postage & they are yours.

1. Prospero Pascal for GEM Compiler
2. ICD AdSCSI Host Adapter

Rough estimate for the postage cost (in the UK) is £4.00 & £3.00 respectively.

Reply via e-mail only.

- Rahin
(rahin@dollmar.freeserve.co.uk)

809. [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <376b5eba8f8a40@ping.be>
Source record: 77042
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hello,

This is my second attempt. Apparently my previous message didn't reach
you.

New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)

****
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
****

DTP

DTP/SL99tos_de.zip (Demo of Calamus SL99, German version)

utilities

utilities/disktools/bigdos08.lzh
utilities/disktools/ecop171e.lzh (E-Copy)
utilities/cops107e.zip
utilities/text-ana.lzh
utilities/looknsee/looknc95.zip (Looknsee)

docs

docs/hsmdoc7e.lzh (English docs of HSMODA 7)

telecomm

telecomm/fser096b.lzh
telecomm/hsmoda07.lzh
telecomm/coma_atari_5.0.0.zip

editors

editors/luna121.lzh
editors/luna121_fr.zip (French RSC of Luna)
editors/luna121_e.lzh (English RSC of Luna)

sound-utils

sound_utils/sid35p.lzh

www

www/mymail-084.zip
www/atarirc-101.zip

network

network/other/parcp371.zip

falcon

falcon/videlity.zip

sound-utils

sound-utils/isompeg.zip (MP2 encoder for TOS)

game

game/x-tris.zip

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

810. Re: how to use Riebl on MiNTnet?

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990619125335.23810A-100000@hal.fishpool.fi>
Source record: 77043

OK, I seem to have the jumpers correctly setup (thanks to the
NetBSD hardware FAQ) but now MiNTnet cannot seem to locate the
hardware address of the Riebl.

I recall Torsten mentioning that one has to run "ifconfig" with
the -f option to load a special hardware configuration file, but
there is no mention of the filename or syntax in MiNTnet docs.
In fact, none of the Riebl stuff is documented, nor does the
source code tell much about how to configure it or connect it.

Does anyone have the answer? Thanks.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

811. Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7kg0fm$d73$1@news6.svr.pol.co.uk>
Source record: 77044

In the Newsgroup Comp.sys.stari.programmer

I noted this

****
Subject: Atari Falcon030 Emu!!!!!
****
Hi again!

What about the DSP then?

/Peter

>>>YES... I knew there are people interested....
>>>
>>>im working very hard... i now have the desktop emulated.. I must now
going
>>>to emulate the blitter..... and that's a though wone.... I think it may
>>take
>>>a week or 3 ... then it's finished....
****
Date 09/06/99
****

Now this is good it would be the first Falcon030 Emu that I have seen I it
works it should be good.
If any one knows how to program then this is a good project to take up.

812. Atari Online News, Etc. #0116

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <pXTb+zX.dpj@delphi.com>
Source record: 77045

```
A-ONE #0116 06/18/99

~ People Are Talking! ~ Videlity Now Freeware! ~ Ultimate 8-Ball!
~ Whip! VLM Modules! ~ Virus Alert Still On! ~ New MyMail Out!
~ ST News Coding Con 2K! ~ Classic Gaming Expo'99 ~ NBA Jam 2000
~ Atari CoMa 5.0.0 Out! ~ Lara Croft Does SCI-FI ~ Compaq's New PC Line

-* Judge May Allow Caldera Case *-
-* Lynx Ponx At JagFest '99 Saturday *-
-* FCC Opposes Local Cable Internet Rules *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

813. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtmx1b.88r5wl1d96y0yN@pm-d01.rhein-main.de>
Source record: 77046

> Great, I've not really tried the higher resolutions yet, because
> I've not did the VGA adapter modification yet. So I don't know
> if I can go that high without the modification being done.

Sure, also you can use the sreenblaster, but you not need it realy :)
CT2 / CentScreen does the same.

> Where would you recommend the Fan be located?
> And does the CT2B Fan need to be on the heatsink or should I move
> it over the other chips on the CT2B board?
> I thought about putting a Fan over the Powersupply.

Thatï¿½s a good question, i take some fanï¿½s from a local electronic store
here, ask them for fans with metal rolls inside (lager) (whatï¿½s the
right word for the german word: kugellager?) they are better, silent
as the one centek use.

> But I'm not sure where the heat trouble is. Is it the CT2B board
> its self? Or the PowerSupply heat?

Yes, thatï¿½s the best way if you use the orignal case. Forget this bloody
loud thing below the keyboad, no resuls with that..
Top of internal psu/ct2 is the best place for an silent fan.

Top of orignal plastic case got realy warm without a good fan.

> This is a fairly new drive, around a year old.

Hm..
Newer drives should be work nice, but i donï¿½t know about your drive.
You have the chance to try another drive?

> Yes it does, I just mentioned that as one of the symptoms of the
> trouble.

> >Look witch drive leave your bus stuck, remove it temporary, try agin.
>
> Its the first SCSI drive. Drive 0 the SeaGate 1gig.

Right.
Other devices works well?
You only use the seagate?
No more ideas..

> Most of that I've already done. I'm just running the bare necessary
> software and only in Tos 4.x Turbo until I find the SCSI problem.
> I'm sure its something simple.

Yep, but i have no more ideas aout your drive.
Last:

You have two solder jumpers on the smal board? (Patch board)
Named 1 and 2 ?

I donï¿½t know if the "B" release have both jumpers left..
Rev "A" manual says: try to chance this jumper with DMA (SCSI) trouble..

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

814. Calamus 98 and Pagestream 2.2se on IBM

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kg6he$5bt$1@nnrp03.primenet.com>
Source record: 77047

My Father is thinking of buying a IBM but wants to stay compatible
with my Falcon. Im wondering if Calamus or Pagestream will have a
problem printing out of a Laserjet using either Gemulator or magicPC.
I know that Calamus has the nvdi module to allow printing using NVDI's
printer drivers but how does pagestream print on another computer.
It has its own drivers so It's hard for me to logically figure how it
prints. If someone can advise me I would appreciate it.
Gene Pineda

815. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <8LNa3.4968$NA2.349021@news1.telusplanet.net>
Source record: 77048

> How come if you are looking for anyone daft enough to try this.. you
> are not asking in comp.sys.stari.programmer a newsgroup sat there
> especialy for atari programmers......

Hi Tony,
Thats a good idea :)
thanks,
Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

816. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <9XNa3.4969$NA2.349154@news1.telusplanet.net>
Source record: 77049

>
> But an arcade game in a GEM window seems silly enough.. but on a buggy
> software OS..Well it makes me laugh!

Yes, but it is possible, and some people are up to the challenge as we've
already recieved some registrations.
>
> BTW I applaud your efforts 100% and all manner of kudos for the
> direction and reasoning...Although some will probably think thats what
> I was laffin at.... sad gits :)

Thanks, for your support (not sarcastically this time :-)

Bengy,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

817. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kgd1k$d941@news.ajou.ac.kr>
Source record: 77050

On 19 Jun 1999 15:19:57 , Robert Schaffner wrote:

>You have two solder jumpers on the smal board? (Patch board)
>Named 1 and 2 ?
>
>I don't know if the "B" release have both jumpers left..
>Rev "A" manual says: try to chance this jumper with DMA (SCSI) trouble..

I don't know what you mean by the small board. Ronald also mentions
a small board. My CT2B did not come with a small board.
There is no mention of a small board or Patch board in the docs.

You do have to solder some wires to the empty sockets of U62 and
U63. But there is no small board that I know of with the CT2B.
Please Explain.

Also, I can use a port speed of 230400 with STinG!!
That is Fast! Not bad at all.

As soon as I can, I will look at the SCSI problem I am having.
I just haven't had time yet to do or check anything about it
yet. I'll post something about the SCSI problem asap.

Also, can I use the ScreenBlaster II hardware in TurboModes without
the VGA Adapter Modification if you know?

I'm still not clear if I need to do the VGA adapter modification
to get higher resolutions such as 800x600 in 256 colors or TrueColor
without using ScreenBlaster II.

Thanks for your help.
phantomm@kih.net

>
>
>Regards, Robert
>--
> -=Home of DOIT-Archives=-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>robscha@data.rhein-main.de / doitarchive@atari-computer.de
>http://www.atari-computer.de/doitarchive/index.htm
>.

818. Retired FoReM SysOps!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990619131134.15729.00002037@ng-fp1.aol.com>
Source record: 77051

Looking for retired FoReM BBS SysOps.

Are there any here?

819. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kgn6d$qm9$1@news4.svr.pol.co.uk>
Source record: 77052

On 15 Jun 1999 06:50:39 , Derryck Croker wrote:
:>On 9 Jun 1999 20:53:49 G, Steve Sweet wrote:
:>>On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
:>>:>Hi all,
:>>:>
:>>:>A new version of mymail will be released 11-13 June
:>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
:>>
:>>I wont be there, can i have my copy now please??. 8~))
:>
:>Your demo of Mymail at the last Cheshunt Computer Club was impressive.

Thats what these Puter Clubs are all about.

:>If Mymail had Newsreading capabilities I'd be more than happy to try it
:>myself.

I understand that its a 'on the to do list' fixture.

Laters Dude!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

820. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kgn6f$qm9$2@news4.svr.pol.co.uk>
Source record: 77053

On 15 Jun 1999 08:50:04 , Erik Hall wrote:

:>>>:>A new version of mymail will be released 11-13 June
:>>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
:>>>
:>>>I wont be there, can i have my copy now please??. 8~))
:>>
:>>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
:>>
:>>If Mymail had Newsreading capabilities I'd be more than happy to try it
:>>myself.
:>>
:>
:>It will come with news but it takes some time as i have lot to do here at my work.

Would it help if i phoned your Guvnor and mentioned your indiscretion
with his daughter. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

821. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kgn6i$qm9$3@news4.svr.pol.co.uk>
Source record: 77054

On 17 Jun 1999 19:43:18 , Stephen Barszczak wrote:
:>Hi

:>>>:>A new version of mymail will be released 11-13 June
:>>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
:>>>
:>>>I wont be there, can i have my copy now please??. 8~))
:>>
:>>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
:>>
:>>If Mymail had Newsreading capabilities I'd be more than happy to try it
:>>myself.
:>
:>
:>I'd give it a go as well. but the version I have that came in via
:>FanFiles last night complains about my AES (What ever it means by
:>that).

Jesus, everything you touch is damned, what is it with you!!.
Have you plugged in WDIALOG??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

822. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kgnv0sqg3@news.campuscwix.net>
Source record: 77055

On 18 Jun 1999 22:33:11 , Terry & Karen Ross wrote:

->Hiya Ron,
->
->Well, thanks. That's a nice offer. I don't know if I really need
->it all, but it couldn't hurt. I've replaced my alternator, and now
->have a working vehicle again. I've had the May issue for about 6 days
->now, with no way to get into town to copy it (I've also got a
->duplicate master of February). How about a trade? You send me a copy
->of the DM manual, and I'll pay for your copies of the June ST+.

Sure thing! I work tonight, so I'll take the manuals with me, copy
them and get them in the mail to you come Monday. However, there is
really no need for a trade. I can send June's ST+ payment with it.
I'm looking forward to the May issue, as I do all new ST+ mags! ;-)

BTW, you are right that you don't absolutely *have* to have the game
manuals 'n stuff, but like so many older games, it adds that extra
touch of atmosphere... ;-)

->Noted. As I said, I wasn't really into gaming that much - I just knew
->that you were supposed to have DM before playing CSB. :)

It really does help having very advanced players from DM. Chaos Strikes
Back starts you in an enclosed room, no armor, no weapons, surrounded by
worms (except now they are armored and tougher!). See what I mean? ;-)

->Thanks!
->
->Terry

No problemo! See ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

823. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2da9@oden.se>
Source record: 77056

on Fri 18-06-1999 02:52 Doctor Clu wrote:

----- snip ----- re: GDOS for APPs needing variable fonts
>
> Sure, go ahead and send that to me. Do you have a simple version of
>GDOS to send with it?

Most 'old and simple' GDOS versions are unfit for use with modern software.
The main reason for this is that they do not use XBRA protocol in 'bending'
the system vectors to link in their own routines.

I do have a patched version of AMC_GDOS, which I have equipped with XBRA
handling for all vector bending. I often use this when I need loadable
fonts on ST machines with little RAM.

But I am unsure of the legal position:
Is that GDOS still covered by commercial copyright, or has it been moved
into Public Domain ? Does anyone else know this ?

If legal, I could make it available for download on my homepage.

> And as far as that goes, does anyone know of a telnet client that works
>with STIK that does not require GDOS?

Yes, Peter Rottengatter's 'TelStar' will happily use the system font, and does
not require any GDOS to be installed at all. If you use it with any GDOS,
then the a menu command allows you to select other fonts to be used, through
a built-in font selector, so no separate font selector needs to be installed
to do this.

Unfortunately there are some problems with it:

1: The virtual terminal is very incompletely implemented, so many VT-100
features will not work as intended, and there is no colour handling.

2: There is some bug in the font handling, so that TelStar will bomb if
started another time, with any old GDOS installed. It is eliminated
in NVDI and SpeedoGDOS, but those tend to waste a lot of RAM for an
ST.

So, TelStar should be used with no GDOS at all, or with a modern one, such
as SpeedoGDOS or NVDI. They have special code to eliminate garbage in the
internal structures when APPs make mistakes of this kind. Older TOS don't
have that protection and assume that some of the garbage is valid pointers,
that's why they bomb with a bus error in such cases.
(Mostly they bomb when the next APP wants to 'load fonts'.)

> I guess I'll have to eventually burden my poor 8mhz system with
>multitasking software.....

You could try Geneva 6. Of all multitasking AES I know of, this is the one that gives most value per RAM cost. It does not multitask GEMDOS, but it does multitask GEM APPs, and does it quite well too.

For high speed, nothing can beat MagiC, but it costs a lot of RAM, and so does all MiNT-based multitaskers as well.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

824. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2daa@oden.se>
Source record: 77057

Hi Emmanuel,

on Fri 18-06-1999 08:57 Emmanuel Curis wrote:
>Dans son message ï¿½ Re: Dungeon Master ï¿½, Ronald Andersson a ï¿½crit :
>
>ï¿½ But for using an old program on a 68030, it may also be safest to turn
>ï¿½ off cache, as most old programs really dislike caching, especially in
>ï¿½ timing dependent floppy routines. In fact I definitely advice against
>ï¿½ trying to format any diskettes using the commands in DM, as even the
>ï¿½ 32MHz clock without caching is probably too high to do that safely.
>ï¿½ Reading and writing preformatted game save disks should be ok though.
>
> I used DM on a falcon 030 without doing anything before,

I know it works this way, as it was one of the first game programs that I
tested on the Falcon, closely followed by my other favourites "Frontier"
and "Civilization".

>so I think DM is clean enough to run on a TT without turning off caches.

It is definitely 'clean' enough in its coding, there is no question of that,
but unfortunately some of the floppy disk operations are very time critical.

One must use a delay on the order of a few microseconds between certain
register accesses. This time is to short to use any system timers that
would be independent of CPU speed, because on a slow machine that would
cause the operation to fail. Instead such problems can be solved by
having separate routines for different CPU speeds, but DM has no way of
testing the system speed, and the need to do so did not exist when it
was written. The cookies and stuff normally used to identify machine
types to adapt to them had not even been invented at that time.

Caching will definitely affect the code normally used for these delays,
so that the delay time is much shorter than otherwise, but whether that
will cause errors or not depends on many things, including both the
exact CPU speed and the margins used in designing the delay routines.

>But I never tried formatting.

You may be correct about the cache, I'm not sure, but remember that the TT
is a much faster machine, running at 32MHz with 32 bit bus, while a Falcon
only runs at 16MHz, with 16 bit bus. This means that raw speed of a TT
is always more than twice that of a Falcon when running the same code.
That would affect the delay routines mentioned above by causing delays
to be slightly less than half of those on a Falcon.

If the FDC status register is read with a too short delay since the last
command was written, then the result returned will be garbage, having no
proper relation to the result flags expected...

Still, it is up to each user to decide if he/she wants to risk writing to
the game save disks with caching active. I'd advice frequent backup though.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

825. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2dab@oden.se>
Source record: 77058

Hi Terry,

on Fri 18-06-1999 14:59 Terry & Karen Ross wrote:
>On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:

----- snip ----- re: DM/CSB spell lists, and the joys of discoveries
>
>Actually, I didn't really mean "a list of spells" in the sense of a
>complete list. I was referring to a list like they had in the
>manual, stating what the basic symbols were.

Ah yes, that is different of course. It really adds to the adventure spirit too, if you have both the english spelling and the rune images of the spell words in your mind while playing. I even found myself feeling almost as if I were shouting these spells at the monsters in the fights. (Especially having played it 10+ hours at a stretch.)

>I enjoy figuring them
>out myself, but I'd even forgotten how to make light (I've found that
>one again through trial and error).

If you mean the spell for a flame, that is given by a clue early on, which you do need the symbol list to interpret. True light is another spell though, which comes much later in the game.

>I'm not looking for hints (and
>absolutely not maps), per se - because I enjoy playing it myself,
>I just consider knowing what the symbols represent a bit of a
>prerequisite.

Yes, it is, because all clues are given in english, which can't be used for casting the spells. That has to be done with runes.

----- snip ----- re: how to enjoy the DM game best
>
>I agree with that wholeheartedly. However, it shouldn't be causing
>frustration due to not having something that I once had, and came
>with the game :)

Quite right. I'll see what I can do about it.

----- snip ----- re: Why the DM display looked odd booting it on a TT
>
>Ah, yes - thanks. I knew about that, come to think of it. But I very
>rarely play games and almost never use any Low Resolution programs (at
>least ones that I can't access from the GEM desktop) so I forgot about
>it.

Only a few of the old games are really worth replaying today, but DM
and its followup CSB are definitely in that category.

----- snip ----- re: the trials and tribulations of AC cord procurement ;-)
>
>Actually, it's harder than you think :) - I am currently jobless, live
>15 miles from the nearest town, and the alternator on my car caught on
>fire (why do you think I suddenly have time to play an old game?
><grin>)

Hrrrmmm, well, it does seem as if your difficulty in getting another
cord is more than a 'smidgen' above average, I can't deny that.

Still, let's try to look at things from the bright side, after all,
you did get an opportunity to try DM again. Things could be worse. ;-)

>OK, thanks for all the information. I'll check out B030. Yes, it's
>an original. I never did get CSB, because I never completed DM before
>it was hit by the virus (did get down to the last, or penultimate
>level though).

Actually you don't need to complete DM to move your heroes into CSB,
but they will normally arrive in CSB much more powerful if they have
beaten all the heavy resistance in DM, and aquired certain objects.

During the timetrip (through a game save disk) to the new dungeon far in
the future, the heroes lose all physical possessions, but some of them
(if used correctly before taking the trip) will transform into similar
enhancements of the heroes' own characteristics.
(Wisdom, Mana, Strength, etc.)

>Since I was on a polar icebreaker, down in Antarctica,
>when it happened, I just put it away, and never got around to trying
>to replace it.

Interesting circumstances, and I see there was not much to be done.

>From what I heard, CSB required the DM disk,

That is not correct. You can start the game with heroes found in a
special gallery (not inside the dungeon itself), but those heroes
are not as strong as you can have made your DM heroes. They are
immensely strong compared to the starting heroes of DM of course,
but no match for the ones you should have developed towards the end
of the DM game. So it is better to start with a DM game save disk.

The DM game boot disk is never involved in the transfer, so you can
even exchange starting heroes with others simply by exchanging the
game save files over Internet.

>so being only an infrequent gamer, I decided it wasn't worth the trouble -
>although now, I wish I had it :)

I've seen it mentioned a few times in 'Games for sale' posts, so you
can probably find it somewhere. It is definitely worth it.

Like DM, but even more so, so to speak. "Here there be dragons". And that plural form is definitely intended. Go for it. I'm sure you'll like it.

Now, as to the spells. As you already know there are four categories of runes, and each spell consists of at least one each from the first two categories and more complex spells add a rune of the third category, while the most difficult spells add one from the fourth category.

I'll try to illustrate the runes below, but due to limitations of Ascii, some will be very rough representations, but you will recognize them in the game.

Also, some of my terminology may differ from the original manual, as I gave away my own manuals to a niece several years ago. My terms do fit the way the runes work in the game however, so those minor differencies should not matter.

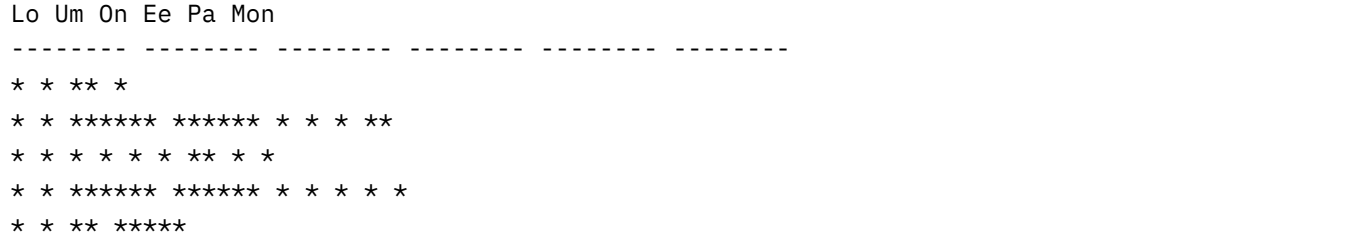
The first category defines the strength of the total spell, and will work as a multiplier for the Mana cost of casting the spell.

A very few spells do something not dependent on strength, so it would be very wasteful to use a strong power rune for such spells, but in most cases the strength of the first rune can decide life-or-death issues.

The runes, in rising order of power and mana cost are these:

Number:	Name:	Meaning:
1	Lo	Lowest power and cost factor
2	Um	2nd power and cost factor
3	On	3rd power and cost factor
4	Ee	4th power and cost factor
5	Pa	5th power and cost factor
6	Mon	Highest power and cost factor

And they look as shown below:



The second category defines the element of the spell, and mostly this means that the spell somehow invokes that element, or one or more of its characteristics.

Their runes in rising order of mana cost are these

Number:	Name:	Element and characteristics:
1	Ya	Earth == Solid, enduring, strong
2	Vi	Water == Fluid, nourishing, potable

3 Oh Air == Gaseous, transparent, invisible
4 Ful Fire == Fiery, burning, temperamental
5 Des Void == Empty, absent, desolate
6 Zo Chaos == Chaotic, random, unbound

And they look as shown below:

```
Ya Vi Oh Ful Des Zo
-------- -------- -------- -------- -------- --------
***** ** * *** ** **
* * * * ** * * ** * * * * *
***** * * * * * *** ***
* * * ** * * ** * * *
***** * ** ******* ***
```

The third category (when used) directs or modifies the action
or activity to be caused or interfered with by the spell.

Their runes in rising order of mana cost are these

```
Number: Name: Meaning:
------- ----- --------
1 Ven Poison
2 Ew Monster
3 Kath Force
4 Ir Passage through air
5 Bro Friend
6 Gor Evil
```

And they look as shown below:

```
Ven Ew Kath Ir Bro Gor
-------- -------- -------- -------- -------- --------
***** ** ***** *** ***** *
* * * *** * * * *
* * * * *** * ** * * ******
* * * * * * * * *
***** ** * * * *** ***** *
```

The fourth category invokes the essential character of some
kind of creature in connection to the spell. Their use is
the most esoteric of all the runes, and only advanced wizards
and priest will be able to use them properly.

Their runes in rising order of mana cost are these

```
Number: Name: Meaning:
------- ----- --------
1 Ku Fighter
2 Ros Ninja
3 Dain Wizard
4 Neta Priest
5 Ra God
```

6 Sar Devil

And they look as shown below:

```
Ku Ros Dain Neta Ra Sar
-------- -------- -------- -------- -------- --------
* * ** * * * * * *
* * ** ******* * * * * *
* * * ** * ******* ****
* * * * * * * * * * *
* * ***** * * *** * * * ****
```

That completes this Dungeon Master spell rune description.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

826. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2dac@oden.se>
Source record: 77059

on Fri 18-06-1999 17:28 DarkChyld wrote:
>On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:
>
> Nice post, solid helpful info. Just one thing I wanted to mention.
> You can add programs to the AUTO folder on the DM disk. I used to
> use a cache program with it, to speed up disk access... Just make
> sure that DM does load last...

I know what you mean, but is that really an original DM disk ?

The original does not have any AUTO folder at all, as it is booted from
a bootsector that loads the other code modules, which are stored as six
files in the root directory, which contains no subfolders at all.

That disk should at *all* times be write protected. Attempting to store
anything on it would quickly fail, as the non-standard diskette format
has very little room in the root directory, and several of the tracks
are intentionally misformatted in various ways, as part of the copy
protection scheme.

After an attempt to write on it, I strongly suspect that the game will
no longer work, as the protection code will probably not consider it
to be a legal original disk anymore.

Exactly the same kind of disk layout is used for the original CSB boot
diskette, but the CSB utility diskette uses a more normal format, as it
contains the character editor, with character portraits that can be added
to by the user. Both these diskettes have boot sectors though, and those
provide the only advisable way to start the programs.

I never have tried to write anything on my own original DM diskette, so
it is possible that you are correct and that it can be done safely,
but I still don't see when and how an AUTO folder would get booted.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

827. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2dad@oden.se>
Source record: 77060

on Fri 18-06-1999 19:00 Didier MEQUIGNON wrote:
>On 18 Jun 1999 05:24:07 , Ronald Andersson wrote:
>>
>>I'm not sure if I understood you correctly here.
>>Do you mean that removing the internal keyboard makes the lattice
>>chips grow hotter than they were with internal keyboard installed ?
>
>Yes, because my keyboard create a tunnel for my fan who is at right of
>CT2's 68030. Normally the air go out by cartrige and STE joystick ports.

That is right of course, with the keyboard removed part of that cooling
air stream would diverge upwards. In my case it is the other way around,
as I have not found a small enough fan to place under the keyboard in such
a position that it can direct the airflow sideways. And for a vertical
airflow (which is what I use) the keyboard must be removed.

----- snip ----- re: Coprocessor fix simply by 'pushing and hoping'
>>
>>I think that can only work temporarily. Vibrations will see to that.
>
>Yes I know.
>Vibrations with fan for example, my fan is glued on my mother card.

How it is mounted does not matter, some vibrations are inevitable anyway,
not least due to your typing on the keyboard, and harddisk, floppy, etc.

>>In this case I think that is the only acceptable solution. Knowing that
>>the pin is loose I would not wait for new disasters to fix it. Do it now
>
>Garrantee expires if Centek found a new solder on CT2 ;-)

Well then, why don't you contact Centek and demand that they send you a new
CT2B board then, with the FPU socket properly soldered. That is obviously
a fault in the manufacturing process, and if their warranty is of any value
whatever, they should replace your board directly for such a fault.

This is a good opportunity to find out how serious they are about this
warranty. You are entitled to have a correctly assembled CT2B board,
so if they refuse you that then their warranty is no good.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

828. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2daf@oden.se>
Source record: 77061

Hi Guys,
I have some info that probably applies to the SCSI problem.

on Fri 18-06-1999 22:15 Phantomm wrote:
>On 17 Jun 1999 19:02:36 , Mikey wrote:
>>
>>This surely sounds like a SCSI timeout. Look in the Centek Manual. If
>>their board does not adjust the DMA timing properly for your
>>motherboard, it states you should contact them (after making sure your
>>DMA wire takes the shortest route to the DMA pin, and not routed over
>>other chips, or near the memory board.

This post by Mikey shows that Centek consider the DMA connection to be
a 'high-risk' factor. It even indicates that they are unsure of whether
their current ispLSI logic does the job well enough.

>Also, I did leave all the CT2B cable connections long on purpose.
>So that DMA wire may be the trouble.

I am fairly certain that it is involved, though other things can be too.
The stuff mentioned above is one reason, but there is another one too.

The DMA connection involves a 'pulldown' resistor of 68 Ohms, connected
directly to ground. Now that is one hell of a big load for any normal
logic driver, so I attempted to change it. I used normal methods to
raise the DC load resistance without affecting the HF impedance, and this
did work mostly, but then I noted erroneous data for CD-ROM reads, and
in the end I had to go back to Centeks solution of a simple 68 Ohm
resistor.

This means that the signal really needs a very heavy purely resistive
load, and any impedance variations (such as caused by cable length)
can be expected to cause errors.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

829. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2dae@oden.se>
Source record: 77062

Hi Phantomm:

on Fri 18-06-1999 22:15 Phantomm wrote:
>On 17 Jun 1999 15:41:34 , Ronald Andersson wrote:
>>
----- snip ----- re: improved resolutions on CT2B Falcons
>
>I was using ScreenBlaster 2 external hardware before I installed
>the CT2B. I could do 1280x960 in 16colors. I usually used this mode
>with a virtual screen of 1280 x 1280. No sidescreen scrolling. Just
>up and down abit. Didn't bother me at all.

I would find it very irritating, but tastes differ. In any case I have
now installed the Videlity (now freeware) driver and reconfigured my
system for this, and am now using 1280x960 in 256 colours as my main
resolution. At this rez ST-RAM access speed is down to 93% of what
it would be on a standard Falcon running 640x400 in one bitplane, so
I think I'll have no problems.

>Also, I could do 800x600 in 256colors and abit higher 9??x7??.
>No problems with screen flicker in any of these modes.

I still don't see the point of most 'screenblasters' etc, as Videl Inside
could provide 960x720 without any new clocks at all, provided that a good
and flexible Multisync monitor was used, and to use higher rez on a Falcon
with safety you must have a real accelerator anyhow.

>I've not done the VGA adapter modification yet. Should I expect
>to get 800x600 in 256colors or TrueColor without the VGA adapter
>modification?

Not in truecolour in any case, even with the mod, except if you have a
multisync monitor that can 'swallow' PAL timing. In 256 colurs you should
be able to get both that resolution and much higher, using the 50 MHz
clock.

Also, like I said previously. What meaning the 32 MHz clock has for you
depends entirely on your monitor, and the range of signal timing that it
will allow and be able to use efficiently. For some monitors the 32 MHz
clock is important, but for others it is not needed at all.

>I'm just wondering about what kind of extended resolutions I will
>miss if this isn't done. The docs don't say.

They can't say that as it depends on the user's monitor.

>I could never use 57600 with STinG before the CT2B.
>
That is because you let Videl block the ST-RAM access to service a 1280x960
display in 16 colours. Of all chips that access ST-RAM, Videl has highest
priority, so it can block all others from access (even SCSI DMA !).

At a lower display rez, like the 960x720 in 16 colours using 75Hz interlace,
I could always use that same serial speed 76800. That was no problem.

Like I have said before, both in posts here and elsewhere: For the user of
an unaccelerated Falcon, the key to efficient use of the system lies in
finding a suitable compromize between display resolution and system speed.

You unfortunately settled for an unsuitable compromize that made highspeed
serial communication impossible. I know many others who have made the same
mistake of forgetting that the nicer resolutions of Videl can handicap the
system. To find out how much, boot in compatibility mode, and run NEMBENCH
with your old resolution active and then inspect the values for ST-RAM access
shown in the NEMBENCH output.

>>Feelings are elusive, and not well quantized.
>>A 'feeling' of 3-4 could mean anything from 2 to 6.
>>The best way to know is to measure it instead, and one
>>of the easiest ways to do that is to use NemBench.
>
>True, I've never put it to the test yet. Will try NemBench soon
>and see what I've got.

That is the best way, but in interpreting the values we should always
remember that the reference value of 100% always refers to a Falcon
running 640x400 in a single bitplane.

This means that very few normal Falcons will ever reach that speed,
as most users work in much higher rez with more bitplanes.

>Yes, NVDI should give more speed.

It does do that as well, but for a CT2B owner NVDI is mainly
important because of its ability to turn off the blitter.
That must be done for the system to work well with FastRAM.

>Well, I've went as far as to try and boot into Tos 7.x but
>didn't have NVDI installed so no blitter control. It would
>do the Ram and Fast Ram testing and etc. But I think it will
>Bomb if NVDI isn't installed to control the Blitter.

When I do the same I usually do reach the desktop, but as soon
as I move the mouse into a menu the system bombs every time,
and the same thing happens if I try to open a drive, or do any
other thing that updates the display.

----- snip ----- re: your SCSI problems and possible causes
>
>It could be the termination. I have the CDR as the last SCSI
>device in the chain. It is not terminated. If I put termination

>on it. The Falcon will not boot the SCSI drives. I noticed this
>before installing the CT2B. I'll go thru all the SCSI devices
>asap and check Termination. I may have to switch some drives around
>to get it right.

Getting this right is valuable even if it doesn't eliminate your
CT2 turbo boot problem.

>>What is the length and type of the cable you use now ?
>
>Not sure what Type it would be, But it is at least 5 feet long.
>Thats not counting the Scsi connecting ribbon cable which is at least
>2 Feet long. I know this probably seems long, But I've never had
>a problem with my SCSI drives with this length of cable.

I have used similar lengths, but length is more critical at higher
speeds. My own ribbon cable is comparable to yours, but the main
SCSI cable leading to it from the Falcon is much shorter, about one
meter, whereas yours is 'at least' one and a half meters. That does
seem a bit long to me. In another post I saw you refer to it as
7 feet, which is appx 2.1 meters, and that is rather long.

>I bought the SCSI cable from Toad Computers for the Falcon.
>But it may be to long for the Turbo modes. It's the only SCSI cable
>I have at the moment.

I see, so no choice then but to use it. I hope you can make it work.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

830. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <376bf85c8a9cb0@ping.be>
Source record: 77063

on Sat 19-06-1999 18:23 Steve Sweet wrote:

>
>:>I'd give it a go as well. but the version I have that came in via
>:>FanFiles last night complains about my AES (What ever it means by
>:>that).
>
>
>Jesus, everything you touch is damned, what is it with you!!.
>Have you plugged in WDIALOG??.

AFAIK, Wdialog can't be charged for this. Most likely the problem is that
he's running a machine with an AES which doesn't support coloricons.
Like most modern programs Mymail requires AES > 3.30.
Install N.AES or Magic and Mymail won't complain anymore.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

831. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376bf913$0$2116@news.zetnet.co.uk>
Source record: 77064

On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:

>>1 - Where can I find a list of the spells? I kept the docs for a many
>> years, even though the program didn't work, but I eventually threw
>> them away about 5 months ago, when I moved (typical....).
>
>Do you really want someone to tell you ? I mean, if you've forgotten
>that much, then you have an opportunity of reliving the experience
>of discoveries again. Do you really want to miss out on that ?

Hi all!

Thought I'd jump in here and say that the maps for Dungeon Master (not Chaos) are available on my website for download.

I don't currently have the spell lists on there, but I will put them on there in a moment! :)

The address is:

http://www.users.zetnet.co.uk/jfhaslam/atari.htm

832. Re: Probleme HD

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: nicolas.dubuisson@wanadoo.fr
Message-ID: <7kh1e4$6rj$2@wanadoo.fr>
Source record: 77065

On 24 Jan 1999 16:47:19 , Noble Philippe wrote:

833. Re: Probleme HD

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: nicolas.dubuisson@wanadoo.fr
Message-ID: <7kh1e1$6rj$1@wanadoo.fr>
Source record: 77066

On 24 Jan 1999 16:47:19 , Noble Philippe wrote:

834. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376b9cf084b95fa1@lvdi.net>
Source record: 77067
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

I appreciate the listing. However, in the future could you please
post the full pathname (including ftp prefix) so we can easily click
on a file in the listing to download it? Thanks again.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

835. CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kh31a$2icm@enews4.newsguy.com>
Source record: 77068

```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
*Using >> Falcon030 (14meg w/Nemesis), NVDI 4.1, MagiC 5.11, STinG 1.20
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

(Strange problem with CAB 2.7)

This only seems to happen the FIRST time I run CAB 2.7 after booting the
computer (ie. the computer has been turned OFF for several hours prior to
booting it):

Ok, I boot the Falcon, connect to my ISP with STinG, load CAB, then no matter
what page I try to access, CAB will freeze up during the first 10-20 seconds of
loading the page (and this happens regardless of whether I delete CAB's cache
first). And unfortunately, it COMPLETELY freezes up the Falcon, I can't even
access the Program Manager to terminate CAB manually, nor shutdown. I have to
reboot with a reset.

And after this, if I reload CAB and try again, I never have a problem. It
works fine the whole session.

And in case anyone is wondering, it doesn't seem to matter how long the Falcon
has been turned on. I could have had it on for 5 minutes or 4 hours, but if
this is the first time I run CAB and try to load a page in that particular
session, it will freeze up.

I've been able to get it to work ok maybe 50% of the time by attempting to load
a page in CAB, but quickly "STOPPING" the load, quiting CAB, then reloading
CAB, then continuing loading that page. This is a bit clumsy, but is faster
than a complete reboot. :^|

I'm not certain, but I think this problem started right around the time I had
the Nemesis installed, and right around the time I upgraded to STinG 1.20 as
well. However, I have not done any testing with the old version of STinG or
without Nemesis yet, but I will the next time I start up the Falcon.

Any ideas or suggestions?
Anyone else experience this?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!
```

836. POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kh31d$2icm@enews4.newsguy.com>
Source record: 77069

- -
*Using >> Falcon030 (14meg w/Nemesis), NVDI 4.1, MagiC 5.11, STinG 1.20
- -

I've been using POPwatch 2.91 for a long time now, but lately, when I simply try to CONNECT (or send Queued mail that was written with NEWSie), I get an immediate "-00015 user timeout expired" message - BEFORE I EVEN CONNECT! And sometimes when I'm downloading a few e-mails, midway through I get this same error message. At one point I thought I had solved the problem by deleting the "History" file, and turning off all logging. But the problem reappeared some time later.

And it had worked perfectly for months, and I've not changed any settings. My "CONNECT TIMEOUT" is at 60 seconds, and my "DATA TIMEOUT" is at 100 seconds.

I've reinstalled the program a couple times from backup, and now recently grabbed the archive from Gary's web site again to re-install it that way. Same problem though.

Often it will work fine for days, then all of a sudden it's "TIMEOUT city"!

The only thing I think is different on my system recently is an upgrade to STinG 1.20 from 1.15, and the fact that I now have a NEMESIS installed in my Falcon. And perhaps this problem is somehow related to the strange freeze up problems I've been having with CAB 2.7?

Any suggestions?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

837. Re: HW & SW to clear

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kh546$gv8$1@news8.svr.pol.co.uk>
Source record: 77070

On 19 Jun 99 07:48:35 GM, Mohammad A. Rahin wrote:
:>I have the following items to clear. Pay only for postage & it is yours.
:>
:> 1. Prospero Pascal Compiler for GEM
:> 2. ICD AdSCSI Host Adapter
:>
:>The rough estimate of postage cost in the UK is ?3.50 & ?2.50 respectively.
:>
:>Please reply through e-mail only asap.
:>
:>- Rahin
:> (rahin@dollmar.freeserve.co.uk)
:>.

```
Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

838. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7kh57khvh1@cubacola.tninet.se>
Source record: 77071

```
On 19 Jun 1999 20:58:02 , Martin "Nightowl" Byttebier wrote:
>
>AFAIK, Wdialog can't be charged for this. Most likely the problem is that
>he's running a machine with an AES which doesn't support coloricons.
>Like most modern programs Mymail requires AES > 3.30.
>Install N.AES or Magic and Mymail won't complain anymore.
>
>CU
>Martin
>
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Hi Martin
```

It could very well be Wdialog, i remember when i was trying Stewart it wouldn't start if Wdialog was loaded it complained about the AES being to low but whitout Wdialog it loaded fine.

Cheers J¨rgen

J¨rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

---

839. Re: TT Centurbo? Why Centek did not beg

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <376c1b38$0$2116@news.zetnet.co.uk>
Source record: 77072

On 17 Jun 1999 15:36:41, Robert Schaffner wrote:
>
>> Well I don't want to get in the middle of anything, but I have seen some
>> _realy_ interesting mails from our Centek "friends" which would make most
>> of you to fall off your chairs.
>
>Right, but what more?
>I know what centek send to some people..
>Isn't funny.
>
>Some people here, maybee only an handful, are realy intressed in
>a ct2 tt-board. I think they can't make them for nearly the same
>price as ct2 falcon. More cash is to expensiv, nobody take them..
>

Umm... keep an eye on Titan, They're planning a board that will put a
Falcon expansion port on the TT (OK, it has its faults) and then porting
the Eclipse and the Tempest over....Tempest prototype is supposed to make a
Falcon into a Hades in terms of speed....

chrisc

840. Re: Wanted - Unloved Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <376c1bd2$0$2116@news.zetnet.co.uk>
Source record: 77073

On 18 Jun 1999 12:23:01, "Simon Osborne" wrote:
>Anyone got an atari Falcon they don't want? I'll be happy to take it off you
>hands.
>

I thought you used to have one ?

chrisc

841. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kh9sv$e5o1@news.ajou.ac.kr>
Source record: 77074

On 19 Jun 1999 18:48:47 , Ronald Andersson wrote:
>Hi Phantomm:
>
>on Fri 18-06-1999 22:15 Phantomm wrote:
>>On 17 Jun 1999 15:41:34 , Ronald Andersson wrote:
>>>
>----- snip ----- re: improved resolutions on CT2B Falcons

>
>I still don't see the point of most 'screenblasters' etc, as Videl Inside
>could provide 960x720 without any new clocks at all, provided that a good
>and flexible Multisync monitor was used, and to use higher rez on a Falcon
>with safety you must have a real accelerator anyhow.

I thought that the Hardware versions helped give the video system
a boost to obtain higher resolutions without slowing down everything
else.
All I know is that I found it very useful. Have you ever tried
ScreenBlaster II?
>

>
>Not in truecolour in any case, even with the mod, except if you have a
>multisync monitor that can 'swallow' PAL timing. In 256 colurs you should
>be able to get both that resolution and much higher, using the 50 MHz
>clock.
>
>Also, like I said previously. What meaning the 32 MHz clock has for you
>depends entirely on your monitor, and the range of signal timing that it
>will allow and be able to use efficiently. For some monitors the 32 MHz
>clock is important, but for others it is not needed at all.
>

>>
>That is because you let Videl block the ST-RAM access to service a 1280x960
>display in 16 colours. Of all chips that access ST-RAM, Videl has highest
>priority, so it can block all others from access (even SCSI DMA !).
>
>At a lower display rez, like the 960x720 in 16 colours using 75Hz interlace,
>I could always use that same serial speed 76800. That was no problem.
>
>Like I have said before, both in posts here and elsewhere: For the user of
>an unaccelerated Falcon, the key to efficient use of the system lies in
>finding a suitable compromize between display resolution and system speed.
>

>You unfortunately settled for an unsuitable compromize that made highspeed
>serial communication impossible. I know many others who have made the same
>mistake of forgetting that the nicer resolutions of Videl can handicap the
>system. To find out how much, boot in compatibility mode, and run NEMBENCH
>with your old resolution active and then inspect the values for ST-RAM access
>shown in the NEMBENCH output.
>

From my experience Falcons can be different. I could never get a
working 57600 port speed connection with STinG. Even at 640X480 in
16 colors. Never tried 320x200 16colors or Monochrome as those
resolutions are not acceptable for me.
1280x960 with ScreenBlaster was actually a bit faster than
no ScreenBlaster in 640x480 16colors. In both cases 38400 was the
highest working port speed.

Not now however, 230400 Works Great and is very Fast.
But we are talking about port speeds here not actual modem to modem
speeds. ;)

>
>That is the best way, but in interpreting the values we should always
>remember that the reference value of 100% always refers to a Falcon
>running 640x400 in a single bitplane.
>
>This means that very few normal Falcons will ever reach that speed,
>as most users work in much higher rez with more bitplanes.
>

>
>It does do that as well, but for a CT2B owner NVDI is mainly
>important because of its ability to turn off the blitter.
>That must be done for the system to work well with FastRAM.

Personally I like SpeedoGDos, and would rather have a patch or
program that will control the Blitter than to have to install
NVDI just for Blitter Control.

>
>When I do the same I usually do reach the desktop, but as soon
>as I move the mouse into a menu the system bombs every time,
>and the same thing happens if I try to open a drive, or do any
>other thing that updates the display.

Yes, thats exactly what I experience.
Just a simple program to control the blitter at all times?

>
>Getting this right is valuable even if it doesn't eliminate your
>CT2 turbo boot problem.

I suppose so, but at the time it worked great as it is set now.
So, I didn't bother trying to fix something that worked.

But, now I'll have to check into that. I'll probably
start with the CT2B wire and make sure its short and not
over a chip and etc.
>
>

>
>I have used similar lengths, but length is more critical at higher
>speeds. My own ribbon cable is comparable to yours, but the main
>SCSI cable leading to it from the Falcon is much shorter, about one
>meter, whereas yours is 'at least' one and a half meters. That does
>seem a bit long to me. In another post I saw you refer to it as
>7 feet, which is appx 2.1 meters, and that is rather long.

That 7 feet was a mistake on my part. It is approximately 5 feet
in length. I can work with a shorter SCSI cable if needed.
But before I buy another one I'll try looking at the DMA wire and
etc, first.
>

BTW, did you get some type of small patch board with your CT2B?
I thought I saw a posting from you about that?
There is no mention of a small patch board in my docs. I certainly
did not receive one and if I should have then I want it.

Thanks,
phantomm@kih.net

842. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-19 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199906192223.a9282@kr.maus.de>
Source record: 77075

Hi!

TG>Hahahahahahahahahahahahahahaahahahahahahahahahahahaaha!

Oh, come on Tony. Not again, please!

It's not our intention to see games that have n*n big sprites with four layer parallax scrolling etc. (but who knows what's possible.:-) I never thought that demo effects like in GEM Demo can run in a window at such a high speed!) But I won't reset MagiC, boot up TOS and switch to low res to relax from some e.g. word processing and then 5 minutes later switch back to the MagiC setup, fire up papyrus to continue my work. Or big downloads are the ideal time for a relaxing round of e.g. Missile Comand, ... :-)

And even if those people are a big minority in your eyes. Atarians with gfx cards and clones would probably appreciate those little fun games too.:-)

TG>Great stuff!...Can't wait hehehehe to see these!

Yeah! :-) Just wait and see!

Ok, this will be my only post. I think my point is clear and I hope this discussion won't grow as big as other famous TG discussions did.

Regards,
Jan

http://xonline.atari.org/

843. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kja38$co5$3@news.campuscwix.net>
Source record: 76945

On 19 Jun 1999 18:48:24 , Ronald Andersson wrote:

->I know what you mean, but is that really an original DM disk ?

Yes, it is. ;-)

->The original does not have any AUTO folder at all, as it is booted from
->a bootsector that loads the other code modules, which are stored as six
->files in the root directory, which contains no subfolders at all.

Thats right. I created an auto folder there, then added the cache
program. Note that on machines with expanded memory, DM is supposed
to create its own cache (ram disk, I assume) and access data from
there, saving disk access...

->That disk should at *all* times be write protected. Attempting to store
->anything on it would quickly fail, as the non-standard diskette format
->has very little room in the root directory, and several of the tracks
->are intentionally misformatted in various ways, as part of the copy
->protection scheme.

Anytime you alter an original commercial (copy-protected) disk, you
are taking a chance. It should always be assumed, "do this at your
own risk!" <grin> In some cases though, definite advantages are truly
gained. Take Ultima 5 for example-3 floppy disks-won't install on a
HD, and won't access a 2nd floppy. A disk-cache in the AUTO folder
here, makes all the difference in the world in game play. ;-)

->After an attempt to write on it, I strongly suspect that the game will
->no longer work, as the protection code will probably not consider it
->to be a legal original disk anymore.

I can not testify to anyone elses experiences but my own. However, on
my 1st (original) DM disk, it did work fine. I've not tried it since
then, because I no longer have any 512k machines. The least I have is
4 megs...

->Exactly the same kind of disk layout is used for the original CSB boot
->diskette, but the CSB utility diskette uses a more normal format, as it
->contains the character editor, with character portraits that can be added
->to by the user. Both these diskettes have boot sectors though, and those
->provide the only advisable way to start the programs.

I never tried it with CSB, because it uses extra memory, and it also
uses a 2nd floppy drive if you have it. Much nicer! ;-)

->I never have tried to write anything on my own original DM diskette, so
->it is possible that you are correct and that it can be done safely,

->but I still don't see when and how an AUTO folder would get booted.

See ya later! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

844. Re: Nova / NVDI problem...

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: tkross@oio.net
Message-ID: <929904777.498.25@news.remarQ.com>
Source record: 76946

On 19 Jun 1999 04:28:33 , Lonny Pursell wrote:

>Make sure the NVDIDRV?.SYS files are disabled by renaming them
>*.syx or something. It's possible they got re-installed some
>how?
Thanks Lonnie - It was the NVDIDRV?.SYS. I was under the impression
that with Nova, at least one of them remained active. My impression
was obviously mistaken :)

Terry

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

845. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376d48d0188d79d0@oden.se>
Source record: 76947

Hi Tony.

on Sat 19-06-1999 02:15 Tony Cianfaglione wrote:

>Update:
>
> After making the mods that Ronald suggested (ALLOCMEM at 50000),
>ETHER.STX, MASQUE.STX, MASQUE.HYP deleted, I have STinG 1.20 running fine
>on the 1 mb STf and I can connect successfully to the ISP.

I'm glad to hear it.

> I found the 68000 CAB.OVL but it is 35,626, not 29,000 bytes.

There are many CAB.OVL files around.

>I set RAM to 0, CACHE to 0, left images on as a trial.

You must have misunderstood me.
I told you to set RAM CACHE to zero, not RAM *and* disk CACHE.
Given the way CAB and CAB.OVL interact I doubt that CAB can work
correctly with no disk cache at all. Naturally you can't have a
very large disk cache on floppy, but you can have enough for some
simple text browsing, and clean that cache out regularly after you
are finished with a site

>CAB 1.5 connected and images worked fine for first 3 pages then lockup.
>
> Turning images off and saving changes, I went online again and selected
>our ISP homepage which loaded fine. However, a new problem has occured.
>After accessing the ISP's simple homepage, the words: Formatting text...
>appear in the info line at the top of the screen and disk access is
>constant. After 10 minutes, the disk drive is still running. I had to
>cut the power to stop it.

I think this means CAB is trying to use the disk cache while also trying
to keep its size below the zero value you set up above. That can't work
of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

846. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376d48d0188d79d1@oden.se>
Source record: 76948

Hi Robert,

You asked about a few points of language:

on Sat 19-06-1999 15:19 Robert Schaffner wrote:

>Thatï¿½s a good question, i take some fanï¿½s from a local electronic store
>here, ask them for fans with metal rolls inside (lager) (whatï¿½s the
>right word for the german word: kugellager?) they are better, silent
>as the one centek use.

German: English: Swedish:
------- -------- --------
Lager Bearing(s) Lager
Kugellager Ball bearing(s) Kullager

As you can see, swedes (and other nordics) will understand the german words
here, being so similar to our own, but english speakers will probably need
their own words to be used to have a chance at getting it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

847. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376d48d0188d79d2@oden.se>
Source record: 76949

Hi Robert and Phantomm,

on Sat 19-06-1999 15:29 Phantomm wrote:
>On 19 Jun 1999 15:19:57 , Robert Schaffner wrote:
>
----- snip ----- re: The 'MODUL' board mounted in U62 and U63 sockets
>
>I don't know what you mean by the small board. Ronald also mentions
>a small board. My CT2B did not come with a small board.
>There is no mention of a small board or Patch board in the docs.

Oh dear, Centek has switched revisions on us without telling then...!!!

At least for the installation method, though I guess the main CT2 board
is identical. (I certainly hope it is, or we're 'gropin in the darkness'.)

The CT2B kit I received did contain a small extra board, and the mounting
of it is clearly described both in the 8 page (A5 format) manual, as well
as in the corresponding files on the diskette supplied in the same kit.

>You do have to solder some wires to the empty sockets of U62 and
>U63. But there is no small board that I know of with the CT2B.
>Please Explain.

It is possible that your loose wiring matches exactly the rearrangement
of signals done by the 'MODUL' board supplied to others (like me). One
reason for this change may be that the board caused some risk of short
circuits by contact with the top shield plate when that is reinstalled,
which is why I earlier described some precautions to take against that.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

848. STE to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kjgjj$fk4$1@nnrp02.primenet.com>
Source record: 76950

Can stalker 3 use the remote mini bbs option to make a ste and a falcon
transfer files between the 2.
please let me know

Gene

849. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <376d44a4.2282762@news.freeserve.net>
Source record: 76951

On 18 Jun 1999 23:37:50 GMT, davidjames@zetnet.co.uk (David James)
wrote:
>I've only been able to get gemlator to work with TOS 2.06
Well Gemulator Pro is meant to work with TOS 3.06.

And on this point does anyone have a utility which will allow me to
dump the TOS from my TT to give it a try under Pro?

Thanks.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk
---

850. Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7kjhs0$sj0@newsops.execpc.com>
Source record: 76952

Hey all, i'm debating whether to jump off the wall and pick up an atari of some sort, for sequencing and other similar functions, BUt i'm having a hard time deciding what would be best to begin with......Right now i'm in contact with some guy who's selling a 1040ste decked out with all sorts goodies for a meer 700 dollars, then he's also got a mega st2 with a keyboard, color monitor and a mouse for 180 and he said he'd be willing to throw in some software called smptetrack with documentation i guess outta niceness, now what he did tell me is that i'd need a hard drive, some software, and more memory to "WORK well for writting music", i keep on hearing how economical atari's are but then i see people selling them for 500 to 600 dollars......i guess those are upgraded......but anyways, i'm kinda torn as to were to progress here, i'd really like to pick one up but, i have worrys considering for one i've never owned an atari before, and dont' know much about em.....and two is that i'd probobly get no documentation whatsoever as to how to run the thing....3 is that i probobly won't be getting any software........i dunno man. help??? Just push me in some direction and i would be oh so gratefull...thnx

i'd say i'm sorry for being so malinformed but you guys seem to be here to help :) maybe i can clear up some of my questions for you.....or maybe you can plug my head with info.

christian

851. Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990620161439.19042.00002510@ng-fr1.aol.com>
Source record: 76953

Does *anyone* have a Syquest removable drive hooked to their ST?? I just came into a couple that have 44 meg removables and one 200 meg removables. The 44's work fine, but I'm having trouble with the 200.
I hooked it to my hard drive with a SCSI cable... the ID was fine and it was seen on bootup. My hard drive is a 105 meg partitioned as drives C, D, E and F. I installed a drive G - hoping it would show the Syquest - but when I clicked on it it said "drive not found".
I put in my ICD disk thinking I needed to format the thing, then read the docs that I might format the WRONG drive... I certainly don't want to reformat my hard drive by mistake!
Can someone H-E-L-P???

Signed,
Desperate in Delaware

852. BBS

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <376d5814$0$1785@znews.zetnet.co.uk>
Source record: 76954

I am looking for a BBS connection in the UK
Are there any left?

Martin

853. vga monitors and stfm

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: eric simmons <sgi@freeuk.com>
Message-ID: <cOcb3.5093$nh.102889@nnrp4.clara.net>
Source record: 76955

could anyone help need to connect my just bouhgt stfm to a vga monitor or would consider buying a second hand one

cheers eric

854. memory stfm

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: eric simmons <sgi@freeuk.com>
Message-ID: <HPcb3.5096$nh.102890@nnrp4.clara.net>
Source record: 76956

am getting a 4m upgrade for my st but have to disable onboard memory anyone know the setting or help on installing such a board

cheers eric

855. st monitor

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: eric simmons <sgi@freeuk.com>
Message-ID: <ZQcb3.5098$nh.102916@nnrp4.clara.net>
Source record: 76957

wanted colour or mono monitor for st

please reply to email

simmo12@yahoo.com

856. Re: STE to Falcon connection

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kjkpu$e423@news.ajou.ac.kr>
Source record: 76958

On 20 Jun 1999 19:49:07 , broncos@primenet.com wrote:

Hi,

I think that it will. However I have not tried that.
I do know that Stalker works fine on both the Falcon and
STe.

857. Re: SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kjnni$n4t$1@nyheter.chalmers.se>
Source record: 76959

In article <7kion9$4nv$3@cubacola.tninet.se>,
Martin Graiter <graiter@starmail.com> wrote:
...
>According to swedish law the program is covered by copyright if it is
>copyrighted, unless the holder has set it free. However, if you make

You don't have to explicitly copyright anything. It will be copyrighted
anyway, unless you 'set it free'.

>alterations, like patching, the program counts as a separate work!
>Which means you can copyright it yourself and do whatever you want with it.

I'm not claiming to have any definite knowledge about Swedish copyright
law, but if the above had been true noone in their right mind would
ever distribute software in Sweden! Hence, it most likely isn't true.

>Any proceeds from sales of such a reworked

It would be interesting to hear the end of that statement.

'Now, let's see. I can change the spelling of this menu item and then
sell MicroSoft Word2000 as MyWord I for $100. I'm going to be rich!'

>If your homepage server is physically situated in Sweden it has to abide
>swedish law. And swedish law only. So even if this swedish perspective is

That may or may not be true. It would hardly help people from outside
Sweden in any case, since they could be breaking the laws of their own
country if they download and use the program.

>which claims to be the copyright owner. The swedish publisher claims that
>FSB cannot just assume copyright over someone else's work and that by the
>author's death the copyright belongs to no one, since AH has no heirs.

'Assuming copyright' does indeed seem like a rather strange practice.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

858. FS: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jwenberg@capecod.net
Message-ID: <376d63c2.57424805@newshost.capecod.net>
Source record: 76960

Hi,

I have the following ST games for sale. Prices do not include
shipping. Email me if you are interested. jwenberg@capecod.net
Thanks

-John

Lords of Conquest -$4
GFA Artist-$6
Ballistix-$6
All Aboard-$3
Leader Board Dual Pack-$4
MicroLeague Baseball II & GM/Owners Disk-$6
Borodino $4
Waterloo $4
Silent Service $4
GFA Ray Trace $5
Warship $4
Aegis Animator $8
Personal Pascal $8
Dr T's Keys v 2.0 $6

859. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <376c3a62ee1a91@club-internet.fr>
Source record: 76961

Hello,

in article <7kh31d$2icm@enews4.newsguy.com>
Paul Nurminen wrote on Sat 19-06-1999 21:45 (GMT):

> The only thing I think is different on my system recently is an upgrade to
> STinG 1.20 from 1.15, and the fact that I now have a NEMESIS installed in my
> Falcon. And perhaps this problem is somehow related to the strange freeze
> up problems I've been having with CAB 2.7?

I've no problemo using STinG 1.20, Cab 2.7(e?), POPWatch and so on. My
Falcon is not accelerated (except by use of the altarnative RAM
provided by the Magnum board).

> Any suggestions?

Corrupted clusters ? You may try checking with Correct, Zorg, HPopt...

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
The new Pentium Overheat, CPU and water boiler in a single chip!

860. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7kjqrt$7e6o$1@spnode25.nerdc.ufl.edu>
Source record: 76962

Hummm...I believed that we Atari or TOS users were a lot more openminded than most other users!
Are we taking the same response as PC (dos,windows) users when we are mentioned anyother computer
than Atari? I invested lots of money on Atari as the machines I got I got them new. My question is , where is the Atari company anyway and how well did they supported us anyway? Is this becoming some kind of fanatic situation? I use my computer for work and when the work needs to be done I got to do it on any machine that would do the job.
Sometimes you get a new device and there is no Atari program that supports it and exmaple of that is the CDR I just got. So, Emulators are very good tools to have around specially in times when you may not have your Atari around for whatever reason. My Falcon is broken now and emulators enhable me to continue my work.
Can we aford to scare away talented programmers, that same Emulator creator may bring a very fine TOS prg in the future!
Can we aford to scare away Atari users just because they also enjoy using other computers?
Is any Linux user upset because we use MINTOS (unix like) on Atari?
Is any Mac user upset because we use Mac emulation on Atari?

Please think about this and you may figure what is more positive for all ToS users.
Raymond

861. Re: Calamus 98 and Pagestream 2.2se on

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7kju2g$k1d$1@zingo.tninet.se>
Source record: 76963

```
On 20 Jun 1999 10:00:42 , Pat & Anna wrote:
>
>You don't need GEMulator or MagiPC with the latest Calamus 99 (when it
>becomes available in English - soon?). Order the Windows compatible mode
>and the package includes its own version of GEMulator or Magic or whatever
>the shell is that allows Calamus to run under Windows and use Windows
>printer drivers.
>
> Pat
>
>--
> Pat & Anna Morales
> <PATnANNA@ford-trucks.com> ICQ: 37202249
> ~~*~~
> To criticize the incompetent is easy;
> to criticize the competent is harder.
>
>.
Hi Pat
```

If i�m not mistaken it has a inbuilt version of STEmulator for PC.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
---

862. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376d0fd2e11d1b0@lvdi.net>
Source record: 76964
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

On Sun 20-06-1999 00:40, Martin "Nightowl" Byttebier TOS'd the following:

>In my original posting the full pathname was included but for some reason
>my first posting never reached c.s.a.st and fr.c.s.a but as I notice today
>it reached c.s.a.announce.
>I did my second attempt whilst I was online and in my hurry I forgot to
>add the full paths.

OIC.

>Next time better:-)

Thanks again. :^)
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

863. Re: STf joystick???

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906201131.a8813@su2.maus.de>
Source record: 76965

hi,

L>2. Can I use old Atari joysticks from older Atari consoles?
you may try that.

L>3. Why doesn't the ST allow the use of the keypad for such games???
But it does! It depends on the game!

Peter

864. TT Centurbo? or DesTTiny maybe ?

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <376C206E.7600A639@ping.be>
Source record: 77076

Chris Crosskey a *crit :

> Umm... keep an eye on Titan, They're planning a board that will put a
> Falcon expansion port on the TT (OK, it has its faults) and then porting
> the Eclipse and the Tempest over....Tempest prototype is supposed to make a
> Falcon into a Hades in terms of speed....
>
> chrisc

> _/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/_/
> _/ _/ _/ _/ _/ _/
> _/ _/ _/ _/_/_/_/ _/_/_/
> _/ _/ _/ _/ _/ _/
> _/_/_/ _/_/_/ _/ _/ _/_/_/_/_/
>
> CORE DESIGN - PRESS RELEASE
> 17th June 1999
>
> NEW F-MAX PRODUCTS being evaluated!
>
> DESTTINY
> What is your destiny? If you own an Atari TT then it's unlimited! DesTTiny
> allows Falcon expansion cards to be interfaced to the Atari TT. This
> opens up several possibilities, including the chance to fit Eclipse and
> Tempest!
>
> PCI EXPANSION
> Similar to DesTTiny except this board plugs into a standard PCI slot on PC,
> Milan, Hades, etc., allowing standard Falcon expansion cards to be fitted.
> Now Tempest is available to even more Atari users!
>
> ECLIPSE NOW IN PRODUCTION
> Reserve one now to avoid disappointment! Shipping with 4MB ATI RageII
> graphic card. Multiple PCI expansion being evaluated!
> Release Date: 30th June 1999
>
> TEMPEST NEWS
> PCBs are currently being finalised.
>
> * 200MHz part will probably be fitted.
> * Current estimate of speed indicate it will be equivalent to 50-66MHz
> 68060 when running the 68K emulation software.
>
> We are currently evaluating;

> * USB ports for multiple peripheral expansion
> * Dual-processor support with the Falcon 68030.
> - May also work with other accelerator cards, such as AB040!
>
> -------------------------------------
> CORE DESIGN PC SYSTEMS, from only #299.00!
> -------------------------------------
> HD DRIVER V7.7 - NOW AVAILABLE! NEW PRICE: #15.95.
> -------------------------------------
>
> The hash sign (#) indicates price in UK pounds sterling
>
> ::
> ** ECLIPSE - PCI ADAPTOR FOR THE FALCON
> ::
>
> PLEASE NOTE:
> Eclipse will be shipping on 30th June 1999. Orders now being taken. If you
> have already asked for one to be reserved, please confirm this with payment.
>
> Price:
> UK - 199.00 pounds
>
> Estimated prices elsewhere:
> Euro* - Eu 298
> Germany*- DM 598
> France* - FF 1990
> USA* - $320
>
> * Price is dependant on currency exchange rates and import duties.
>
> Distributors:
> Germany: AG Computertechnik (also Austria and Switzerland)
> e-mail: AG_Comtech@t-online.de Tel: +49 (8331) 86373
> France: ACS Production (also Belgium)
> e-mail: alainc@imaginet.fr Tel: +33
> USA/Canada: to be confirmed
>
> All other countries will be supplied directly by Core Design.
>
> OVERVIEW
> --------
> ECLIPSE is an adaptor that accepts standard PCI cards. We will be shipping
> Eclipse with the 4MB ATI range of graphic cards, so Eclipse will offer up to
> a massive 1600x1200, 16-bit colour or 1280x1024, 24-bit with high speed and
> refresh rates.
>
> Eclipse offers the best performance of any graphic adaptor, and offers full
> access to 14MB upgrades (unlike other graphic adaptors!).
>

> Multiple PCI expansion being evaluated. Price expected to be around #29.00.
> Network cards from #20.00!
>
> fVDI
> ----
> fVDI (Fenix VDI) is part of an on-going development of the Fenix OS, a
> replacement operating system. fVDI is being used to drive Eclipse and
> beta-test versions can now be downloaded for testing against a variety
> of different applications.
>
> ftp://rand.thn.htu.se/pub/fVDI/BETA/
>
> NOTE: fVDI also works on standard Falcons.
>
> BENCHMARKS
> ----------
> Currently Eclipse is producing Gembench results with an average of;
>
> 1350% *without* NVDI
> 864% *with* NVDI
>
> See our web site for representative Benchmarks.
>
> PRICE
> -----
> Complete with fVDI driver software AND 4MB graphic card - only 199.00 UK
> pounds.
>
> AVAILABILITY
> ------------
> Production models shipping on 30th June 1999.
>
> ::
> ** TEMPEST
> ::
>
> TEMPEST: The FASTEST accelerator for the Falcon - NOTHING can compete
> with this! A simple, inexpensive way to accelerate a _standard_ Falcon
> to achieve amazing performance!
>
> /// \\\
> --- Now with the PowerPC (PPC) Processor ---
> \\\ ///
>
> This means Tempest could run with a staggering 266MHz processor! Due
> to the lack of board space, the proposed AGP slot will not be fitted.
>
> The current estimate of speed indicates Tempest will be equivalent to
> a 50-66MHz 68060 when running the 68K emulation software.
>

> Our web site now contains an FAQ section to answer your queries.
>
> Currently being evaluated are the inclusion of;
> * USB ports - multiple peripheral expansion!
> * Dual-processor support with the Falcon 030!
> - May also work with Afterburner040 - to be confirmed!
>
> AVAILABILITY:
> Not yet determined, but hopefully prototypes will be ready by Q2 1999.
>

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

865. STf joystick???

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990620002931.17200.00001463@ng-cs1.aol.com>
Source record: 77077

hi,
3 questions to ask

1. Where can I buy an reasonably priced simple joystick for games
like Rainbow Islands and etc?

2. Can I use old Atari joysticks from older Atari consoles?

3. Why doesn't the ST allow the use of the keypad for
such games???

thanks,
jim.

866. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7kib22duu1@nnrp1.deja.com>
Source record: 77078

In article <376bf2c87da2da9@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> on Fri 18-06-1999 02:52 Doctor Clu wrote:
>
> ----- snip ----- re: GDOS for APPs needing variable fonts
> >
> > Sure, go ahead and send that to me. Do you have a simple
version of
> >GDOS to send with it?
>
> Most 'old and simple' GDOS versions are unfit for use with modern
software.
> The main reason for this is that they do not use XBRA protocol
in 'bending'
> the system vectors to link in their own routines.

Could you please be more specific why that would be a problem? AES
hooks into the trap as well, and as AES does not use XBRA, the
information wouldn't be accessible anyway.

> I do have a patched version of AMC_GDOS, which I have equipped with
XBRA
> handling for all vector bending. I often use this when I need
loadable
> fonts on ST machines with little RAM.
>
> But I am unsure of the legal position:
> Is that GDOS still covered by commercial copyright, or has it been
moved
> into Public Domain ? Does anyone else know this ?
>
> If legal, I could make it available for download on my homepage.

The 3.* versions of AMCGDOS are free downloads, but certainly NOT
public domain. In particular, it is not allowed to modify it without
the agreement of the author.

It certainly is a good idea to have it in a known place. So we should
try to find the latest version and place it somewhere. However I don't
agree that it needs to be modified to be useful.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

867. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <376CA112.209012DC@jps.net>
Source record: 77079

It was my understanding that CAB won't work on a 1040, and that Newsie
was the only browser that worked (sans graphics).

Tony Cianfaglione wrote:
>
> Update:
>
> After making the mods that Ronald suggested (ALLOCMEM at 50000),
> ETHER.STX, MASQUE.STX, MASQUE.HYP deleted, I have STinG 1.20 running fine
> on the 1 mb STf and I can connect successfully to the ISP.
>
> I found the 68000 CAB.OVL but it is 35,626, not 29,000 bytes. I set
> RAM to 0, CACHE to 0, left images on as a trial. CAB 1.5 connected and
> images worked fine for first 3 pages then lockup.
>
> Turning images off and saving changes, I went online again and selected
> our ISP homepage which loaded fine. However, a new problem has occured.
> After accessing the ISP's simple homepage, the words: Formatting text...
> appear in the info line at the top of the screen and disk access is
> constant. After 10 minutes, the disk drive is still running. I had to
> cut the power to stop it.
>
> Repeated tries all render the same results. Not sure if cutting power
> corrupted the files. Turned images on again to see if I could connect as
> I did originally but the same formatting text message and disk access
> again. I can't seem to get any farther at this point.
>
> Any suggestions appreciated!
>
> Thanks...

868. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <376ca97a79a020@ping.be>
Source record: 77080
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

on Sat 19-06-1999 13:03 Terry May wrote:

>I appreciate the listing. However, in the future could you please
>post the full pathname (including ftp prefix) so we can easily click
>on a file in the listing to download it? Thanks again.

In my original posting the full pathname was included but for some reason
my first posting never reached c.s.a.st and fr.c.s.a but as I notice today
it reached c.s.a.announce.
I did my second attempt whilst I was online and in my hurry I forgot to
add the full paths.

Next time better:-)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

869. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-deja.com>
Message-ID: <7kihs3fbn1@nnrp1.deja.com>
Source record: 77081

In article <7kh57khvh1@cubacola.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:

> >AFAIK, Wdialog can't be charged for this. Most likely the problem is
that
> >he's running a machine with an AES which doesn't support coloricons.
> >Like most modern programs Mymail requires AES > 3.30.

> It could very well be Wdialog, i remember when i was trying Stewart it
wouldn�t

Greetings all,

I believe Martin is right here. The DOC's for myMAIL says that a newer
AES is required. Though, after asking the same question as you do I got
told by (I believe it was Erik H�ll) that a newer AES is *preferred*,
but not absolutely necessary. Most of the functionality will still be
there, even if some of the icons won�t be able to view properly.

In that case it would be a matter of editing the RSC-file to make things
look OK.

The check for newer AES must be hard-coded into MyMAIL.

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

870. Re: Wanted - Unloved Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Simon Osborne <carbon@polarbear.swinternet.co.uk>
Message-ID: <7kigic$92a$1@news6.svr.pol.co.uk>
Source record: 77082

Chris Crosskey <chrisc@zetnet.co.uk> wrote in message
news:376c1bd2$0$2116@news.zetnet.co.uk...
> On 18 Jun 1999 12:23:01, "Simon Osborne" wrote:
> >Anyone got an atari Falcon they don't want? I'll be happy to take it off
you
> >hands.
> >
>
> I thought you used to have one ?
>
> chrisc

I did but it broke after 2 days so I took it back to the shop and got a full
refund.

Simon

871. Re: FREE Atari Catalogs by E-Mail, FTP & th

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376cd212$0$2111@news.zetnet.co.uk>
Source record: 77083

On 17 Jun 1999 22:09:40 , Benjamin Smith wrote:

Hi Ben!

>Have you hugged your Atari today?

I hug my Falcon *every* day!

....it's when I reach around my Desktopper and huge monitor to switch it on!!! ;-)))) (I haven't fitted the front on/off switch in the Desktopper!)

872. Re: UVK 2000 update, now shareware, Cha

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376cd214$0$2111@news.zetnet.co.uk>
Source record: 77084

On 18 Jun 1999 17:34:12 , Steve Sweet wrote:
>On 5 Jun 1999 18:26:45 G, "Bengy Collins" wrote:

>:>You can grab the latest version of UVK full version directly off MagiC
>:>Online in the Misc. Section. Currently MagiC Online is hosting the archive
>:>until the authors webpage, http://uvk.atari.org becomes active.
>
>I fetched that when you announced it and noted the 'not tested under
>magic' proviso, and sure enough it explodes under Magic/Jinnee.
>
>8~(

That's odd, Steve. It's fine on my Falcon under MagiC/MagXdesk. Perhaps it doesn't like Jinnee?

Since when did you get Jinnee, btw? At the last Cheshunt meeting, I'm sure you still had MagXdesk??

873. Re: SV: Cooling techniques (Was: About: Ron

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376cd216$0$2111@news.zetnet.co.uk>
Source record: 77085

On 14 Jun 1999 02:38:46 , "Martin Graiter" wrote:

Hi Martin!

Sorry I haven't replied, but I didn't see your reply until today (this thread in Newsie seems to be all over the place!).

>> In this month's issue of PC Answers (yes I know, but I was after the cover
>> CD with a library of web graphics on it!!)
>
>No need to apologize, atarianism is no monotheistic religion!

Even so, I hate having to /mention/ a P(iece) (of) C(rap)!!!! ;^))

>> He's made a waterjacket out of sheets of copper to go over the chip with
>> two pipes running to the cold water tap and sink, which replaces the
>> heatsink on the chip.

>Exiting. What was his gain? 50%?

It doesn't say. It did mention however that he is a contributor to the Overclockers Workbench Website (http://members.xoom.com/_XOOM/celeron400/index.html), so maybe you can find details there?

The guy lives in tropical Singapore though, so maybe he has to go to such extreme lengths!! ;-)))

>> I'll repeat the warning though: don't try it at home, one leak would fry
>> your machine!!!!
>
>Fear of frying your processor is for whimps! Real men just chance it!
>
>:^)

<grin>

874. need cubase 3.0 or steinberg pro 24 v 3.0

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: x <x@x.com>
Message-ID: <7kiml2$10t$1@as102.tel.hr>
Source record: 77086

duje@hotmail.com

875. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtoxjf.fvn6jtwcsli2N@pm-d07.rhein-main.de>
Source record: 77087

Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

> -
> *Using >> Falcon030 (14meg w/Nemesis), NVDI 4.1, MagiC 5.11, STinG 1.20
> -
>
> (Strange problem with CAB 2.7)
>
> This only seems to happen the FIRST time I run CAB 2.7 after booting the
> computer (ie. the computer has been turned OFF for several hours prior to
> booting it):

First word:
CAB, equal witch release, runs fine on any atari hardware.
I tested by my self: 520ST 4Meg, Nemesised Falcon, CT2 Falcon.
All modes, or on naked hardware.

> Ok, I boot the Falcon, connect to my ISP with STinG, load CAB, then no matter
> what page I try to access, CAB will freeze up during the first 10-20 seconds o
> loading the page (and this happens regardless of whether I delete CAB's cache
> first). And unfortunately, it COMPLETELY freezes up the Falcon, I can't even
> access the Program Manager to terminate CAB manually, nor shutdown. I have to
> reboot with a reset.

CAB must have access to his cache well, anytime. All pathes true?
Othersides, your problem sounds like CAB.OVL doasnï¿½t connected to STinG.
(The point of CAB freeze the machine)

> And after this, if I reload CAB and try again, I never have a problem. It
> works fine the whole session.

I donï¿½t know what it is. Canï¿½t see your installation :)
Do you use an http proxy?
Try to delete this setting.

Reboot the machine, remove all other things. Try again only with StinG,
CAB and all what you need for web access.

> And in case anyone is wondering, it doesn't seem to matter how long the Falcon
> has been turned on. I could have had it on for 5 minutes or 4 hours, but if
> this is the first time I run CAB and try to load a page in that particular
> session, it will freeze up.

How is CAB cache? External SCSI device?
Thatï¿½s ok and must bee work in the same way as internal IDE.
If not, do you have DMA/SCSI trouble?

Also with other software on external SCSI?

> I've been able to get it to work ok maybe 50% of the time by attempting to loa
> a page in CAB, but quickly "STOPPING" the load, quiting CAB, then reloading
> CAB, then continuing loading that page. This is a bit clumsy, but is faster
> than a complete reboot. :^|

Thatï¿½s not normal.
Using CAB here since the first release, sure, early releases are a bit
buggy.. But the rest works perfektly, use it with STinG 1.20 OR
iConnect, both versions does exactly the same on a ISDN phone port.
7500cps anytime, no stocks, no interrupts.
Speed various from 1500->7500cps

> I'm not certain, but I think this problem started right around the time I had
> the Nemesis installed, and right around the time I upgraded to STinG 1.20 as
> well. However, I have not done any testing with the old version of STinG or
> without Nemesis yet, but I will the next time I start up the Falcon.
>
> Any ideas or suggestions?
> Anyone else experience this?

Try in low mode, try again with nemesis OFF
With nemesis OFF you must have a simple Falcons, same as without
nemesis. If the problem also appears, have a look to your software
installation. (I think thatï¿½s it)

CAB is nearly perfekt for the falcon. Picture loading a mess.. :/
Also you got only one picture after another, thatï¿½s to slow.
Any other browser takes a lot of information at the same time.
Saves money..

Phone is fucking expensiv in germany.. ;/

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

876. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtoygf.xoivq11ui1a2oN@pm-d07.rhein-main.de>
Source record: 77088

> I don't know what you mean by the small board. Ronald also mentions
> a small board. My CT2B did not come with a small board.
> There is no mention of a small board or Patch board in the docs.

All installations i have seen contains a smal board how was stuck into
the sockets of two pal chips (busemulation), directly in front of the
ct2 board and the resistors R216, R221..

> You do have to solder some wires to the empty sockets of U62 and
> U63. But there is no small board that I know of with the CT2B.
> Please Explain.

Hm, so you must have hardware i never seeï¿½n before.. New Board! :)

> Also, I can use a port speed of 230400 with STinG!!
> That is Fast! Not bad at all.

Yes, thatï¿½s realy fast, i know :)

> As soon as I can, I will look at the SCSI problem I am having.
> I just haven't had time yet to do or check anything about it
> yet. I'll post something about the SCSI problem asap.

Yep, rechek it if you have the time. I try to help you.

> Also, can I use the ScreenBlaster II hardware in TurboModes without
> the VGA Adapter Modification if you know?

Yes, if you switch of "external clock" in setup menu. That works.
Itï¿½s only a idea, saves the "long" screenblaster plug backside.

> I'm still not clear if I need to do the VGA adapter modification
> to get higher resolutions such as 800x600 in 256 colors or TrueColor
> without using ScreenBlaster II.

Hm, i try to find the right words in english..

You MUST have this adaptor if you like to use the internal, ct2 clock
for the videl chip, i you doasnï¿½t use this ct2 clock, you still use the
screenblaster as before. The only one what this adapter does:
videl
(19 monitor connector) (pin 14)
-> external SB clock to videl chip ---- / VGA adaptor --+----##
-> internal ct2 clock for videl -------------------------+ ##

Centek VGA adaptor doas not more as a breaker, supresses only the
external clock source. You only can use ONE clock source.

In setup menue "external clock" you switch ON or OFF clock track from
the ct2 board, so the ct2 is wired to pin 14 of videl chip.

If you use the screenblaster (external) he delivers his clock signal via
pin 19 (monitorport) also to pin 14 of the videl chip, if the ct2 board
does the same in the same time ("external clock OFF") you got two clock
signals in the same time on pin 14 of videl. That canï¿½t work well.
Display trouble follows.

And more..

If you use the external FALCON to VGA original Atari Adaptor..
Pin 19 of this bloody thing is internal connected to GND.

If you doasnï¿½t use the centek adaptor (modification), the clock signal
from ct2, wired to videl chip pin 14, is also connected to GND at the
same time. That canï¿½t work too.

Puh, hard working in another language :)
Hope you understand the technical.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

877. SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kion9$4nv$3@cubacola.tninet.se>
Source record: 77089

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:376bf2c87da2da9@oden.se...

> But I am unsure of the legal position:
> Is that GDOS still covered by commercial copyright, or has it been moved
> into Public Domain ? Does anyone else know this ?

According to swedish law the program is covered by copyright if it is
copyrighted, unless the holder has set it free. However, if you make
alterations, like patching, the program counts as a separate work!
Which means you can copyright it yourself and do whatever you want with it.
Any proceeds from sales of such a reworked

If your homepage server is physically situated in Sweden it has to abide
swedish law. And swedish law only. So even if this swedish perspective is
unlawful or unethical in other countries it's perfectly legal as long as
you're on a server in Sweden. The law stretches to the borders of each
country.

There is an interesting copyright feud about Mein Kampf (Hitler's book)
which was printed in Sweden, but supressed by the Free State of Bavaria,
which claims to be the copyright owner. The swedish publisher claims that
FSB cannot just assume copyright over someone else's work and that by the
author's death the copyright belongs to no one, since AH has no heirs.

The whole matter is further complicated by Mein Kampf's being a politically
very sensitive publication. Which GDOS isn't...

MG

878. SV: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kion7$4nv$2@cubacola.tninet.se>
Source record: 77090

Robert Schaffner <doitarchive@atari-computer.de> skrev i diskussionsgruppsmeddelandet:1dtmx1b.88r5wl1d96y0yN@pm-d01.rhein-main.de...

> (what's the right word for the german word: kugellager?)

Ball bearings.

879. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7kirkssnj1@news5.svr.pol.co.uk>
Source record: 77091

Tony Greenwood <webdesign@accrington-web.co.uk> wrote in message
news:376f9d19.3940158@news.freeserve.co.uk...
> Hey! "Darren Brown" <Cool@borg1101.freeserve.co.uk>
>
> >In the Newsgroup Comp.sys.stari.programmer
>
> Yes just like the rest of us who take that newsgroup.
>
> >Now this is good it would be the first Falcon030 Emu that I have seen I
it
> >works it should be good.
> >If any one knows how to program then this is a good project to take up.
>
> You have taken a post about programming.. from a programming newsgroup
> and re-posted elsewhere...
> The best place for atari programming is comp.sys.stari.programmer.
>
>
> --
> Tony Greenwood
> PORTFOLIO www.worden.co.uk/work

Sorry If people are upset about this but I though people would
of liked to know that a Emulator for the Atari Falcon030 is in progress.

Daz (Borg1101) Cool@Borg1101.FreeServe.Co.UK

880. SV: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kj2de$8bn$3@cubacola.tninet.se>
Source record: 77092

Robert Schaffner <doitarchive@atari-computer.de> skrev i
diskussionsgruppsmeddelandet:1dtoygf.xoivq11ui1a2oN@pm-d07.rhein-main.de...

> > You do have to solder some wires to the empty sockets of U62 and
> > U63. But there is no small board that I know of with the CT2B.
> > Please Explain.
>
> Hm, so you must have hardware i never see�n before.. New Board! :)

No new hardware, just alternative ways of connecting to the sockets.
One way is by simply soldering wires directly to the sockets, the other is
to press in a small board into some of the sockets.

The direct soldering method is better, specially if Centek has removed your
old CPU. Your ships are torched, no way back, stay and fight.

MG

****
DISCLAIMER: The opinions expressed herein are not necessarily those of
my employer, not necessarily mine, and probably not necessary.
****
If we go to school to learn, and learning is knowledge, and knowledge is
power, and power is corrupt, and corruption is crime, and crime doesn't
pay, then why do we go to school?
****
"To be governed is to be watched, inspected, spied upon, directed,
law-driven, numbered, regulated, enrolled, indoctrinated, preached at,
controlled, checked, estimated, valued, censured, and commanded by
creatures
that have neither the right nor the wisdom nor the virtue to do
so" -Pierre-Joseph Proudhon
****
Dogmatism is puppyism made large
-Douglas Jerrold

881. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kj41l$ff02@news.ajou.ac.kr>
Source record: 77093

On 20 Jun 1999 14:43:25 , Robert Schaffner wrote:

>
>All installations i have seen contains a smal board how was stuck into
>the sockets of two pal chips (busemulation), directly in front of the
>ct2 board and the resistors R216, R221..

>
>Hm, so you must have hardware i never see�n before.. New Board! :)

Hmmm..thats interesting. I wonder what the differences are between
the CT2B with the patch board and the ones without the patch board?

Where the CT2s with the patch board labled as a B version?

The chips at U62 and U63 have to be removed. Then you solder some
wires from the CT2B to them and also add some jumpers.
Also the socketed chips U67 and U68 are removed,
but nothing is done to those after removing.
Can you tell me what U62, U63, U67 and U68 are for on a stock Falcon?

Also what does the CT2B modification of U62 and U63 do exactly?
U67 and U68 have no modification, but they have to be removed.

Anything you can tell me about the Patch board would help me
understand what all this is for.

>
>Yep, rechek it if you have the time. I try to help you.

ok, I had some time last night to look at the SCSI problem.
I shortened the DMA wire as much as possible. This did not
solve the problem.
Also, I went thru all 4 SCSI drives. I disconnected the First
SCSI drive from the cable and tried it with the 540meg SCSI,
the CDRom and the CDR. This also did not help. Got the exact
same results. I also disconnected all SCSI drives except for the
CDR and I did get it to boot once.

Also, I disconnected the CDR and the CDRom and tried it with
just the SeaGate 1gig and Or just the Conner 540meg SCSI.
This also did not help.

Also, I tried messing around with the Termination on the last
and first SCSI drive in the Chain. This also did not help.

I find it hard to believe that all my SCSI drives are not
compatible. So it may be the length of my SCSI main cable.

Now I have all drives back in the original setup which works
fine in standard Falcon Mode.

Is there any other modification that is done with the CT2B that
would cause the SCSI drives not boot/work in Turbo modes?

The resistors at R221 and R222 have to be removed and these
were already removed because I had a Nemesis buffer installed.
I removed the Nemesis buffer. Also with the Nemesis buffer
modification I had to remove R216. With the CT2B the docs says
to add a resistor at R216 and one comes with the CT2B. I did
solder this resistor at R216. The docs say without this resistor
the CT2B may not work correctly.

Do any of these resistors have anything to do with the SCSI in
Turbo Modes?

About the only thing I know to do now is to get a shorter SCSI
main cable. Unless there is some other modification that effects
the SCSI in Turbo Modes that I can look at.

Also, I don't have the latest version of HD Driver. Could that
have anything to do with it?

I'll have to check my settings in HD Driver and make sure they
are correct. What SCSI ID number should the Falcon be? I think
the CT2B software sees the Falcon as a ID of 7.

Also should I have SCSI bus Arbitration set on in HD Driver?

Is there any settings in the CT2B configuration setup that would
affect the working of the SCSI in Turbo Modes?

From what I am seeing it is almost like the SCSI drives are being
accessed to Fast and the information is getting scrambled, when I
try to use them in Turbo Modes. But not sure if this is correct or
not. I know that in normal Falcon mode when booting, the slowest part
is when HD Driver accesses the SCSI drives. It takes awhile before
they are recognized. This also may mean the my main SCSI cable is
too long.

Also, the last time I installed the Flash update, I was in normal
Falcon mode, But not sure if I had the SCSI drives connected or not.
If I had the SCSI cable off and installed the Flash. Would this
cause a problem when trying to use the SCSI in Turbo Modes?

>Puh, hard working in another language :)
>Hope you understand the technical.

Thanks for all that information on ScreenBlaster II and the VGA
adapter modification. This has cleared up alot of my questions.
And I'll now know which way I'll want to go with it.

Also, I tried Apex version 2.41 and I can now use it in 640 x 400/480?
TrueColor mode in CT2B TurboMode! That is very nice!
Apex version 2.00 will work in Turbo Mode, but not in 640x400/480?
TrueColor mode.
I've got to put the Expose on the bottom and the CT2B on the Top Soon!
;)

>
>Regards, Robert

Thanks for your help,
phantomm@kih.net

882. Re: Calamus 98 and Pagestream 2.2se on IBM

Newsgroup: comp.sys.atari.st
Date: 1999-06-20 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <376caeb613ffe80@ford-trucks.com>
Source record: 77094

on Saturday 19-06-1999 13:38, broncos@primenet.com wrote:

>My Father is thinking of buying a IBM but wants to stay compatible
>with my Falcon. Im wondering if Calamus or Pagestream will have a
>problem printing out of a Laserjet using either Gemulator or magicPC.

You don't need GEMulator or MagiPC with the latest Calamus 99 (when it becomes available in English - soon?). Order the Windows compatible mode and the package includes its own version of GEMulator or Magic or whatever the shell is that allows Calamus to run under Windows and use Windows printer drivers.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
To criticize the incompetent is easy;
to criticize the competent is harder.

883. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7klvpmhfs1@nnrp1.deja.com>
Source record: 76895

In article <376e280a58adb95@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
>
> on Sun 20-06-1999 09:08 reschke@muenster.de wrote:
> > dlanor@oden.se (Ronald Andersson) wrote:
> >>
> >> Most 'old and simple' GDOS versions are unfit for use with modern
> >> software. The main reason for this is that they do not use XBRA
> >> protocol in 'bending' the system vectors to link in their own
> >> routines.
> > >
> > >Could you please be more specific why that would be a problem?
> >
> > I am not going to 'explain' why XBRA protocol is required for all
> > vector bending yet again. This has been done sufficiently often

And you don't need to. I am *very* aware of it, being the one who
documented and published it first (based on previous proposals of Moshe
Braner which lacked the famout XBRA string).

> > in the past, and I'm sure it can be no news to you. Even Atari
> > finally saw the light and made it a required standard long before
> > their eventual demise. I will only explain some of the special
> > rules of XGEM bending, as that differs from other vectors.
> >
> > >AES hooks into the trap as well, and as AES does not use XBRA,
> > >the information wouldn't be accessible anyway.
> >
> > It doesn't quite work that way. It is true that AES 'bending' does
> > differ from most other vector bending of TOS, as the XGEM vector is
> > used for multiple function dispatchers, and is handled differently
> > from all other vectors. It can be linked to, with different result,
> > both before and after TOS itself adds its own AES link, and some
> > 'benders' even do it both ways.
> >
> > Still, whenever more than one 'bender' can be involved for the same
> > vector, which is certainly true for XGEM, both before and after the
> > linkup of the TOS AES handler, then XBRA protocol is of value.
> >
> > Think about it, and you'll soon realize that the GDOS link could be
> > installed 'between' two other 'benders' thus breaking the contact
> > between them. That, alone, could have some negative effects.
> >
> > It is true that the full 'chain' is not available after TOS links
> > its driver in, but that only splits the chain into two parts. One

> 'above' the TOS link (later), and one 'below' it (earlier). And it
> can be important for cooperation between 'benders' for there not to
> be any additional breaks in either of the chain parts.
>
> One typical situation where it is very important, is when several
> \AUTO\ TSRs exist and the ones booted later need to detect presence
> of the others that implement some VDI or AES enhancements. Linking
> in a GDOS without XBRA can then prevent proper recognition of some
> installed enhancement.

I am not aware of any program which would need to do this. The GEM trap
historically never was XBRA friendly, and if a program which hooks into
this trap needs to find out about other's, it should use the cookies
that they install.

> For such a case the fact that TOS will break the chain towards the
> end of the boot sequence lacks importance, as the existence of the
> chain up to that moment has already had its needed effect. There
> are of course other more complex examples too, but this fairly
> simple one should suffice.

Actually you can inquire which version of GDOS is installed by calling
trap #2 with a special opcode.

> ----- snip ----- re: my homebrew-patched AMC_GDOS version
> >
> >The 3.* versions of AMCGDOS are free downloads, but certainly NOT
> >public domain.
>
> Thank you, that answers my question. The version modified was 3.21
> and is thus included in the version range you mention, and this
> means I can't distribute it on my homepage. Too bad, but that's it.
>
> >In particular, it is not allowed to modify it without
> >the agreement of the author.
>
> You are mistaken as to what any author can or can't forbid through
> a copyright claim. Not even an outright patent can inhibit the
> freedom of any user to modify any software or hardware product in
> any way he pleases, as long as he keeps the modified product for
> his own use only. Copyrights and patents only apply to distribution
> of the copyrighted material or the patented product.

OK, this is what I wanted to say anyway :-)

> The only way to legally bind a user so as not to have that freedom
> is by getting his agreement on a specific contract or other binding
> agreement to that effect.
>
> >It certainly is a good idea to have it in a known place. So we should
> >try to find the latest version and place it somewhere. However I
don't

> >agree that it needs to be modified to be useful.
>
> I suppose it can be useful even without XBRA, although in a limited
> way, as there are many situations where extra breaks in XBRA chains
> will cause trouble.

How about finally giving a real world example? Which auto folder
program requires that the GDOS in use is using XBRA to change the GEM
trap????

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

884. Re: memory stfm

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$LJZNMA10ib3EwbP@steverosie.demon.co.uk>
Source record: 76896

On Mon, 21 Jun 1999 at 09:41:19 a message from Nicholas Bales was
created on the subject of memory stfm.
>
>
>eric simmons a ï¿½crit :
>>
>> am getting a 4m upgrade for my st but have to disable onboard memory anyone
>> know the setting or help on installing such a board
>>
>> cheers eric
>
>You'll need to follow the installation procedures that come with the
>board since they are all different.

It's a 4 meg upgrade by Frontier/Marpet called Xtra RAM upgrade, not the
'deluxe one'. It requires, like all those I've come across, to have the
memory on the STFM motherboard to be by-passed/disabled.

This should be a common thing to do no matter what upgrade you use as
it's disabling the memory the ST's side of the matter and NOT the
upgrade.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

885. Re: Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3bEbZTAA7ib3Ew7h@steverosie.demon.co.uk>
Source record: 76897

On Sun, 20 Jun 1999 at 20:14:39 a message from JLensbo was created on
the subject of Syquest Removable.
>Does *anyone* have a Syquest removable drive hooked to their ST?? I just came
>into a couple that have 44 meg removables and one 200 meg removables. The 44's
>work fine, but I'm having trouble with the 200.
> I hooked it to my hard drive with a SCSI cable... the ID was fine and it was
>seen on bootup. My hard drive is a 105 meg partitioned as drives C, D, E and F.
>I installed a drive G - hoping it would show the Syquest - but when I clicked
>on it it said "drive not found".
> I put in my ICD disk thinking I needed to format the thing, then read the docs
>that I might format the WRONG drive... I certainly don't want to reformat my
>hard drive by mistake!
> Can someone H-E-L-P???

Hi

Have you tried an ID check, to make sure that ICD is detecting the
drive?

If the drives detected, then try reformatting the device, not your fixed
105 drive.

Unless the drive is already formatted/partitioned in a format that the
Atari can read, it won't be accessible or assigned a drive letter.

I've been using a EZ135 for ages now and have had no problems at all,
with ICD or Hddriver!

If I've missed something, I dear say someone will mention it;)

Cheers,
Steve

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

886. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <376E75A5.627@nortelnetworks.com>
Source record: 76898

Hi,
Try Homa Systems House at:
http://www.magma.ca/~nima

You can get a scsi umax/microtek/hp/mustek scanner for your
Atari ST.

Nima

Trevor Spencer wrote:
>
> As they seem to be coming down in price I'm thinking of buying a flatbed
> scanner but it is to use with the Atari as well as son's laptop.
>
> Any advice would be appreciated. I have tried several times over the
> last few days to access the http://quickfaq.atari.org site in case there
> was anything on that but couldn't connect to the site.
>
> Trevor
>
> 6 MB ATARI STe with Veloce+2
> NVDI TOS 2.06 MagiC Thing

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

887. vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: roger.carr@zetnet.co.uk
Message-ID: <376e77e0$0$1786@znews.zetnet.co.uk>
Source record: 76899

Does anyone know a vfat-friendly version of STZIP?

Using STZIP.PRG v2.6, I tried unsuccessfully to unzip a number of files in a folder which had the 'blank' character in the first eight letters of its zipped long-filename.

All I ended up with was the empty folder, with its name truncated at the blank. I was then returned to STZIP's main screen with no error message.

I ran the Check procedure from the main screen, which reported all files present with no inflation errors.

Any comments, please?

Roger Carr

888. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <376e838621b59f1@ping.be>
Source record: 76900

on Mon 21-06-1999 06:23 Erik Hall wrote:

>In article <376bf85c8a9cb0@ping.be>, tos4ever@ping.be (Martin "Nightowl" Byttebier)
writes:

>
>It is true that MyMail is not using wdialog and do not requires it.

Thanks God for that.

>BTW:
>Did you enjoy your visit at NAS ?

Yep, I enjoyed the NAS. Those lectures about MiNT/Networking were very
instructive indeed.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

889. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <376e7ad4a4907ee0@holleman.demon.nl>
Source record: 76901

on Mon 21-06-1999 17:35 Roger Carr wrote:

>Does anyone know a vfat-friendly version of STZIP?
>
>Using STZIP.PRG v2.6, I tried unsuccessfully to unzip a number of
>files in a folder which had the 'blank' character in the first eight
>letters of its zipped long-filename.
>
>All I ended up with was the empty folder, with its name truncated at
>the blank. I was then returned to STZIP's main screen with no error
>message.
>
>I ran the Check procedure from the main screen, which reported all
>files present with no inflation errors.
>
>Any comments, please?
>
Roger,

I don't think there's a better one, since 2.6 was to my knowledge the last
one from Vincent... he quit development.

It might help to "shorten" the name, omitting blanks or even to a 8+3 name.

My experience with Graftool's the same, any blank in a filename and it
won't load. Cut the blank out and it's loaded OK... Then, Graftool will
load LFN's OK, where I'm not sure about ST_ZIP.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

890. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <376e8e65$0$125@news.zetnet.co.uk>
Source record: 76902

On 21 Jun 1999 17:35:28 , Roger Carr wrote:
>Does anyone know a vfat-friendly version of STZIP?
>
>Using STZIP.PRG v2.6, I tried unsuccessfully to unzip a number of
>files in a folder which had the 'blank' character in the first eight
>letters of its zipped long-filename.
>
>All I ended up with was the empty folder, with its name truncated at
>the blank. I was then returned to STZIP's main screen with no error
>message.
>
>I ran the Check procedure from the main screen, which reported all
>files present with no inflation errors.
>
>Any comments, please?
>

Hi Roger,

I had a similar problem with some Zip files I got from the EIL99 download
site.
It turned out that the number of characters in the folder names were what
was causing the problem, and I was advised to use the unix port of Zip to
extract the files. (See Readme file from this utility below for more info.)
This worked fine for me, but. unfortunately, I cannot remember where I
found it......
If you want, I can mail it to you.

Best Wishes,

Jim.

891. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <376e91ff$0$126@news.zetnet.co.uk>
Source record: 76903

>(See Readme file from this utility below for more info.)

Oops ! I forgot to include it.....

```
-----------------------------------------
This is a ATARI port of zip2.0 and unzip5.13

The main new features are support of long-filenames
and symbolic links (with MINIX-FS) and full UNIX-wildcards (not only
DOS-wildcards) as command-line arguments.

It's still a beta-release, so be careful when using it.
It contains only zip.ttp and unzip.ttp and some doc-files.
The other ones (funzip.ttp, zipsplit.ttp, zipcloak.ttp, unzipsfx.ttp,...)
will be included in the next release.

I used gcc 2.5.8 and Mintlibs PL46 for compiling and linking.
If you have any questions, feel free to contact me at
<harry@hal.westfalen.de> or <hd@ms.maus.de>

regards,
Harald
-----------------------------------------
```

Sorry about that !

Jim.

892. Re: WTB: Dreadnot?

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VOmD8XAJYnb3EwPA@steverosie.demon.co.uk>
Source record: 76904

On Mon, 21 Jun 1999 at 16:34:58 a message from DarkChyld was created on
the subject of WTB: Dreadnot?.
>
> Hi Derryck! Thanks for the info, I thought the way I spelled it
> didn't look quite right <smile>. Hmm...I was afraid of that. Guess
> I'll just have to hope that some individual who owns it pops up
> and wants to sell it. Oh well. See ya later. ;-)

Hi

I am looking out for it for you;) You never know what's going to be
around the corner;)

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

893. Re: BBS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FDp3Er.HDF@cix.compulink.co.uk>
Source record: 76905

In message <376d5814$0$1785@znews.zetnet.co.uk>, markat@zetnet.co.uk said:
>Subject: BBS
>
>I am looking for a BBS connection in the UK
>Are there any left?
>
>Martin
>

Hi Martin,

Try Fortress on 01812449825

Chris

894. WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <376E9CA2.7879@geocities.com>
Source record: 76906

Having fun with the internet surfing scene and was curis if anyone has
a version of Cab 2.0 or greater that they'd like to sell?

Thanks,

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

895. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376e3fd61ce9c750@lvdi.net>
Source record: 76907

On Mon 21-06-1999 17:35, Roger Carr TOS'd the following:

>Does anyone know a vfat-friendly version of STZIP?

ZIP20 is, sort of. Unfortunately, all files it extracts has the read-
only flag set, so you can't move or delete them without changing the
flag on each file. I'd rather live with ST-ZIP's limitations.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

896. STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990621191819.9999C-100000@halifax.chebucto.ns.ca>
Source record: 76908

Hi Ronlad,

I finally have it working well.

I refresh CAB immediately before proceeding with the first offsite URL
by freeing the disk cache and then doing it every 5 sites I visit.

I also created a fresh new disk and put the files there as I think I
may have trashed the first one by powering down when it was locked up.

I plan on doing demos for our club members this fall at upcoming
meetings. I will do a Falcon and STf demo to illustrate the setups for
both so that anyone with an ST, regardless of the power and the ram, can
access the local PPP service.

Thanks for all your help.

Tony

897. Re: STf joystick???

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <uB2KQDAT2rb3Ewlu@my-ste.demon.co.uk>
Source record: 76909

In article <376DE94D.59C1B2EC@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> writes
>
>
>Lethor7 a ï¿½crit :
>>
>> hi,
>> 3 questions to ask
>>
>> 1. Where can I buy an reasonably priced simple joystick for games
>> like Rainbow Islands and etc?
>>
>> 2. Can I use old Atari joysticks from older Atari consoles?
>
>It should work. The Atari joystick port was the standard in those days,
>which means you can use a joystick from any Sinclair, Amstrad, C64,
>Amiga, etc...

You can't use the Spectrum +2 type joysticks as, although they use the
same connectors, the wiring is different.

--
David Bolt

898. Re: Attention Atari Users and Programme

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <7kmfgb$g09$1@cletus.bright.net>
Source record: 76910

On 21 Jun 1999 13:26:36 , Richard Davey wrote:
>Odd Skancke wrote:
>
>> Ok, I fail to see what is so funny about this idea. Could you explain,
>> Tony?
>
>Oh God no, please don't ask that!
>Just take it that the "God" has spoken and leave it be.. please.. life will be so
>much easier!

Maybe there should be some limits put on the programming language used for
this? How about only asm, c, modula, and pascal?

This way we don't get boring 320x200 lowrez games that have to
be patched for every known TOS version. :-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

899. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kmiil$1lp$1@nyheter.chalmers.se>
Source record: 76911

In article <376e5d9625dd2d1@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Mon 21-06-1999 08:28 Johan Klockars wrote:
>>In article <376bf2c87da2dae@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>>>It does do that as well, but for a CT2B owner NVDI is mainly
>>>important because of its ability to turn off the blitter.
...
>>As was said in another thread recently, you can get around that by
>>patching things a bit. This was done in the AB040 Toolkit, but
...
>I think they just didn't want to have to implement a proper 'software'
>blitter, so they just skipped it, keeping their patches to the bare

The AB040 patches actually do not implement a software blit. Instead it
copies the data to ST-RAM and then lets the blitter do it's job from
the new address.
Somewhat surprisingly, this seems to work rather well.

>>As Ronald said in that other thread, it looks like the blitter simply
>>doesn't work at 25MHz, though, so such patching might not help.
>
>I'm not sure why you say the chip runs at 25MHz here, unless it is the

I'm pretty sure the blitter is running at 25MHz. My Falcon docs seem
to have disappeared (I think I lent them to someone a year or two ago...),
though, so I can't check it.
The old Mega/STE blitter certainly ran at 8MHz and I _really_ think the
Falcon just doubled that.

>old habit of halveing the Videl frequency. I consider it incorrect
>though, as the physical clock signal is 50MHz, just as it is 32 MHz

But physical clock signals are really rather irrelevant without further
information. They get divided and multiplied all over the place and
for busses it's much worse than that (bus width, multi-clock protocols,
handshaking, double edge triggering).

>>For now, only the monochrome and 16 colour drivers are really usable,
>>but there is a 16 bit one as well. For 256 colours you'd have to
>>write your own, or convince someone else that it's needed.
>
>Is there a particular problem with 256 colour mode ?

Not apart from a chronical lack of time on my part.
(8 bit is also more of a pain to program for since you easily run
out of registers.)

Earlier I almost never used any graphics modes besides 1008x608x4bit
and 1024x768x1bit, so naturally most of my device driver development
was focused on creating good ones for monochrome and 16 colour modes.
Nowadays I use 1024x768x16bit on my Eclipse/RageII instead, and guess
what driver I work on then? ;-)

>I'd say just about every Falcon user would find it 'needed'.

I certainly didn't, and if others do they should contact me.

NVDI (which isn't at all bad at most things) was just too painfully
slow in Falcon 8 bit mode, and in 16 bit there were no usable resolutions.

>Even now, with my CT2, it is inevitably the bitplane mode I will use
>for my main work resolution, as the 16 bit mode will not work in the

If you want reasonable graphics in windows, I guess 16 colours are
stretching the limits, even at high resolution. That's one of the
reasons why it took me so long to get around to implementing windowed
image display in MGIF (it's coming now (once I find some time), though).

>My new work resolution, achieved by Videlity, is 1280x960x8bit at 61 Hz,
>displayed on my (recently repaired) 19inch multisync monitor.

Well, while you're waiting for the Eclipse to be released (should be
any week now), perhaps you could write an eight bitplane fVDI driver? ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

900. Videlity Vs. LGE 520Si - fixed at last!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <376eeec8@nemo.idirect.com>
Source record: 76912

okay, about a month ago I was asking for help from people here regarding the problems I was having with my new LG Electronics 520Si 15" monitor and Videlity, and how when trying to use it in Hi Res TrueColour it would actually activate EnergyStar and shut the screen down!

well, I'm happy to say that the problem has been solved - turns out that I had the original release of Videlity. The currect version (1.03, which has now been released as freeware) has fixed the problem, and I can now go back to using a 736x560 TC screen. CAB 2.7 looks stunning on this monitor in this mode :)

Thanks to everyone here who gave all the possible suggestions to fix it, including Dave Encill at Core, Edward Baiz and Derryck Croker.

BTW, every Falcon owner really should give Videlity a try, it's perhaps the best no-brainer video enhancement software out there.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

901. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <376F1DD0.9624732@jps.net>
Source record: 76913

I agree that posting about the progress and features is appropriate
here. Programming issues of course would go in the programmers group.

> Sorry If people are upset about this but I though people would
> of liked to know that a Emulator for the Atari Falcon030 is in progress.
>
> Daz (Borg1101) Cool@Borg1101.FreeServe.Co.UK

902. STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990621012736.7633A-100000@halifax.chebucto.ns.ca>
Source record: 76966

Hi Ronald,

STinG connects fine, starting CAB works well until I enter the first url for the Internet. When I first start CAB, it loads a special small html file I have on the A:\ drive disk which is fine. So far so good - I'm am successfully online with PPP on a 1040 STf and CAB is running.

Entering the first url:

http://www.chebucto.ns.ca/ (our freenet homepage)

with the images turned off, the page loaded is only 1400 bytes total. I had set the disk ram, per your instructions, at 1 mb (the smallest setting there is, unfortunately - any way around this limitation) and saved the settings. I get the same result as before.

The page loads and the words "Formatting text..." appear in the url header and the A:\ drive starts running with a 'chip-chip, chip-chip' sound as if it were looking for something.

I'm stuck at this point but I am so close.

Any ideas?

903. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906210709150.84-100000@online.no>
Source record: 76967

On Fri, 18 Jun 1999, Tony Greenwood wrote:

> Hey! "Bengy Collins" <collins@bulli.com>
>
> >The goal is to create the best possible conversion of a classic game.
> >Examples would be conversions of Asteroids, pacman, frogger. A list of many
> >possible conversions can be viewed here. The catch is however, that the
> >game must be created to run perfectly under MagiC in a GEM window.
>
> Hahahahahahahahahahahahahahaahahahahahahahahahahaaha!
>
> Great stuff!...Can't wait hehehehe to see these!

Ok, I fail to see what is so funny about this idea. Could you explain,
Tony?

Odd Skancke

904. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7kkl1c$anm@newstoo.ericsson.se>
Source record: 76968

In article <7kgn6d$qm9$1@news4.svr.pol.co.uk>, steve@sweet3.freeserve.co.uk (Steve Sweet) writes:
>On 15 Jun 1999 06:50:39 , Derryck Croker wrote:
>:>On 9 Jun 1999 20:53:49 G, Steve Sweet wrote:
>:>>On 3 Jun 1999 08:10:58 G, Erik Hall wrote:
>:>>:>Hi all,
>:>>:>
>:>>:>A new version of mymail will be released 11-13 June
>:>>:>at NAS (Nordic Atari Show) http://www.sak.nu/nas
>:>>
>:>>I wont be there, can i have my copy now please??. 8~))
>:>
>:>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
>
>Thats what these Puter Clubs are all about.
Nice to that my program is showed this way, Thanks :-)

>:>If Mymail had Newsreading capabilities I'd be more than happy to try it
>:>myself.
>
>I understand that its a 'on the to do list' fixture.
True !

/Erik Hall

905. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7kklpo$anm@newstoo.ericsson.se>
Source record: 76969

In article <376bf85c8a9cb0@ping.be>, tos4ever@ping.be (Martin "Nightowl" Byttebier)
writes:
>on Sat 19-06-1999 18:23 Steve Sweet wrote:
>
>>
>>:>I'd give it a go as well. but the version I have that came in via
>>:>FanFiles last night complains about my AES (What ever it means by
>>:>that).
>>
>>
>>Jesus, everything you touch is damned, what is it with you!!.
>>Have you plugged in WDIALOG??.
>
>AFAIK, Wdialog can't be charged for this. Most likely the problem is that
>he's running a machine with an AES which doesn't support colоricons.
>Like most modern programs Mymail requires AES > 3.30.
>Install N.AES or Magic and Mymail won't complain anymore.

It is true that MyMail is not using wdialog and do not requires it.

I can se that you have read the docs :-)

BTW:
Did you enjoy your visit at NAS ?

/Erik Hall

906. Re: ATARI SLM 804

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kkn5mpog1@news4.svr.pol.co.uk>
Source record: 76970

On 17 Jun 1999 15:24:05 , "Prova" wrote:
>Hi,
>
>a my friend give me an ATARI SLM-804 Laser printer, some of you know if it
>is possible to get it to work with a MSWindows Computer ?

You need an Atari computer (not Falcon) with at least 1 and preferably 2Mb
of RAM, and the utility program magcislm.zip from my web site (oh, and a
null modem cable).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

907. Re: TT Centurbo? Why Centek did not beg

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kkn5opog2@news4.svr.pol.co.uk>
Source record: 76971

On 17 Jun 1999 15:36:41 , Robert Schaffner wrote:

>Also i still use v 1.99 of ct2 (A) flash, can't install 2.01
>Latest putflash dosan't accept latest .bin file. (equal witch language)

I couldn't use that patch file either.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

908. Re: WTB: Dreadnot?

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kkn5ppog3@news4.svr.pol.co.uk>
Source record: 76972

```
On 17 Jun 1999 15:51:11 , DarkChyld wrote:
>
> Hi. I remember an older game that was released in the UK but never
> made over into the US. IIRC, it was called "dreadnots" (sp?)

It would be "Dreadnaught(s)", but I don't know where you could get it from I'm
afraid.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

909. Re: STf joystick???

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376DE94D.59C1B2EC@directprovider.REMOVETHECAPITALS.net>
Source record: 76973

Lethor7 a ï¿½crit :
>
> hi,
> 3 questions to ask
>
> 1. Where can I buy an reasonably priced simple joystick for games
> like Rainbow Islands and etc?
>
> 2. Can I use old Atari joysticks from older Atari consoles?

It should work. The Atari joystick port was the standard in those days, which means you can use a joystick from any Sinclair, Amstrad, C64, Amiga, etc...

> 3. Why doesn't the ST allow the use of the keypad for
> such games???

Because the designers of TOS probably didn't figure it would be worth adding it to the system. The machine wasn't intended to be 100% games machine anyway.

Some games do allow it, because the programmers included it in their code.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

910. Re: vga monitors and stfm

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376DED32.3874CC81@directprovider.REMOVETHECAPITALS.net>
Source record: 76974

```
eric simmons a ï¿½crit :
>
> could anyone help need to connect my just bouhgt stfm to a vga monitor or
> would consider buying a second hand one

You need an Atari monitor, either monochrome or colour, depending on
what you want to use the machine for.

You can connect an STFM to a TV instead of using a colour screen.

If you really have no other option, you can use a VGA as a monochrome
monitor, but this means getting out the soldering iron and building an
adapter. There are instruction in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

911. Re: memory stfm

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376DEC9F.9FB8733E@directprovider.REMOVETHECAPITALS.net>
Source record: 76975

```
eric simmons a ï¿½crit :
>
> am getting a 4m upgrade for my st but have to disable onboard memory anyone
> know the setting or help on installing such a board
>
> cheers eric

You'll need to follow the installation procedures that come with the
board since they are all different.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

912. Re: Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376DEC5E.4A5754B7@directprovider.REMOVETHECAPITALS.net>
Source record: 76976

amfreq a ï¿½crit :
>
> Hey all, i'm debating whether to jump off the wall and pick up an atari
> of some sort, for sequencing and other similar functions, BUt i'm having
> a hard time deciding what would be best to begin with......Right now i'm
> in contact with some guy who's selling a 1040ste decked out with all
> sorts goodies for a meer 700 dollars,

GASP!!! Is that 700 US Dollars ???

It should be worth half the price, and that would be with a lot of
software and a hard drive, monitor, etc...

> then he's also got a mega st2 with
> a keyboard, color monitor and a mouse for 180 and he said he'd be
> willing to throw in some software called smptetrack with documentation i
> guess outta niceness, now what he did tell me is that i'd need a hard
> drive, some software, and more memory to "WORK well for writting music",

Right. You'll also need a monochrome monitor. Colour screens are for
games only. Read about this in the Quick FAQ.

> i keep on hearing how economical atari's are but then i see people
> selling them for 500 to 600 dollars......i guess those are

That's a correct price for a Falcon or a TT, but certainly not for an
ST/STE/MegaST

> upgraded......but anyways, i'm kinda torn as to were to progress here,
> i'd really like to pick one up but, i have worrys considering for one
> i've never owned an atari before, and dont' know much about em.....and
> two is that i'd probobly get no documentation whatsoever as to how to
> run the thing....3 is that i probobly won't be getting any
> software........i dunno man. help??? Just push me in some direction
> and i would be oh so gratefull...thnx
>
> i'd say i'm sorry for being so malinformed but you guys seem to be here
> to help :) maybe i can clear up some of my questions for you.....or
> maybe you can plug my head with info.

Ok, the first question to ask is, what are you planning on doing with
it?

You must be aware that when people say that an Atari is great for music,
this means MIDI sequencing, definitely not for Audio or sound processing
unless you go for a Falcon. I was discussing with someone recently who
was very disappointed because he had bought an ST thinking it would

replace synth or a sound module. In a MIDI setup, an Atari does not make a sound!

Now, if you are into MIDI, then make sure you buy a complete setup, with a pro software package such as Cubase or Notator. This will probably make the whole thing more expensive, but it is getting really difficult to buy the software separately nowadays.

For just MIDI, a 1Mb 1040STE with a mono monitor and Cubase, and no HD, is just about all you need. If you want scoring capabilities, then a bit more RAM will be required, say an STE maxxed out at 4Mb. Avoid the STF machines, as they are more difficult to upgrade. You should be able to get a setup like this for 200 to 400 USD.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

913. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kkt3k$pa7$1@nyheter.chalmers.se>
Source record: 76977

In article <376bf2c87da2dae@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Phantomm:
>
>on Fri 18-06-1999 22:15 Phantomm wrote:
>>On 17 Jun 1999 15:41:34 , Ronald Andersson wrote:
>>>
>----- snip ----- re: improved resolutions on CT2B Falcons
...
>I still don't see the point of most 'screenblasters' etc, as Videl Inside
>could provide 960x720 without any new clocks at all, provided that a good

Well, the 50MHz pixel clock you get with something like the hardware
version of BlowUP is a lot higher than the normal 32MHz.
That means you'll get a lot less flicker at the same resolutions.

>and flexible Multisync monitor was used, and to use higher rez on a Falcon
>with safety you must have a real accelerator anyhow.

The resolution in itself is no problem for the Falcon, but if you're
using an 8 or 16 bit mode things can of course slow down a lot.
I never had any problems whatsoever on my unaccelerated Falcon using
1008x608x4bit (at something like 55-60Hz, IIRC).

>>Yes, NVDI should give more speed.
>
>It does do that as well, but for a CT2B owner NVDI is mainly
>important because of its ability to turn off the blitter.
>That must be done for the system to work well with FastRAM.

As was said in another thread recently, you can get around that by
patching things a bit. This was done in the AB040 Toolkit, but
apparently Centek seems it's a good idea to force people to buy NVDI
(but see below).

As Ronald said in that other thread, it looks like the blitter simply
doesn't work at 25MHz, though, so such patching might not help.

>>Well, I've went as far as to try and boot into Tos 7.x but
>>didn't have NVDI installed so no blitter control. It would
>>do the Ram and Fast Ram testing and etc. But I think it will
>>Bomb if NVDI isn't installed to control the Blitter.

If you don't have NVDI, why not give fVDI a try?
It will solve your blitter problem and doesn't cost anything.

For now, only the monochrome and 16 colour drivers are really usable,
but there is a 16 bit one as well. For 256 colours you'd have to

write your own, or convince someone else that it's needed.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

914. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kkthapei1@nyheter.chalmers.se>
Source record: 76978

In article <7kh9sv$e5o1@news.ajou.ac.kr>, Phantomm <phantomm@kih.net> wrote:
>On 19 Jun 1999 18:48:47 , Ronald Andersson wrote:
>>Hi Phantomm:
>>
>>on Fri 18-06-1999 22:15 Phantomm wrote:
>>>On 17 Jun 1999 15:41:34 , Ronald Andersson wrote:
...
>>I still don't see the point of most 'screenblasters' etc, as Videl Inside
...
>I thought that the Hardware versions helped give the video system
>a boost to obtain higher resolutions without slowing down everything
>else.

That's not it. They only make the higher resolutions possible.
Things will slow down even more.

>From my experience Falcons can be different. I could never get a
>working 57600 port speed connection with STinG. Even at 640X480 in
>16 colors. Never tried 320x200 16colors or Monochrome as those

If you have problems in the normal 640x480, then it's not the
fault of the graphics mode.

>Personally I like SpeedoGDos, and would rather have a patch or
>program that will control the Blitter than to have to install
>NVDI just for Blitter Control.
...
>Just a simple program to control the blitter at all times?

Such a program would have to replace most of the VDI, since the
'turn off blitter' function really only tells the VDI not to use it.

As I said in my other message in this thread, try fVDI.
I haven't tried it together with SpeedoGDOS, but if it doesn't work
I'll try to fix that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

915. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e280a58adb93@oden.se>
Source record: 76979

Hi Paul,

----- snip ----- re: strange problems with Popwatch and CAB

I've been trying to think of what possible common factor those two clients could have, but I can't think of anything that they would share that would not also affect all other clients. Are these two the only ones you use ?

Several factors are common to both:

1: Basic STinG configuration, mainly through DEFAULT.CFG, the CPXs, and through the DIAL.SCR . You may need to check these for any mistakes made or settings forgotten in switching to STinG 1.20 .

2: DNS operations, which depend on a legal NAMESERVER, either from the DEFAULT.CFG or from DIAL.SCR, or even through PPP login directly from your ISP. Check settings against your account info.

3: DNS cache file. A corrupt one can have strange effects, and the best cure then is simply to erase CACHE.DNS and reboot. That will cause a message about the file being missing when STinG boots RESOLVE.STX, but a new CACHE.DNS will be created automatically.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

916. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e280a58adb94@oden.se>
Source record: 76980

Hi Phantomm,

on Sat 19-06-1999 23:42 Phantomm wrote:
>On 19 Jun 1999 18:48:47 , Ronald Andersson wrote:
>>
>>I still don't see the point of most 'screenblasters' etc, as Videl Inside
>>could provide 960x720 without any new clocks at all, provided that a good
>>and flexible Multisync monitor was used, and to use higher rez on a Falcon
>>with safety you must have a real accelerator anyhow.
>
>I thought that the Hardware versions helped give the video system
>a boost to obtain higher resolutions without slowing down everything
>else.
>All I know is that I found it very useful. Have you ever tried
>ScreenBlaster II?

No, I haven't used any hardware to boost resolution alone. I never saw the
point in it, as I have had access to decent resolutions anyhow through VI2.
Recently I switched to Videlity though (now freeware), and it does seem to
have all the capabilities that VI2 had, although organized differently.

I suppose some of the hardware for resolution boosters may actually be some
limited kind of accelerator, boosting the Videl+Combel clocking, but I still
never used any of them, so that's just a guess.

>From my experience Falcons can be different. I could never get a
>working 57600 port speed connection with STinG. Even at 640X480 in
>16 colors.

That sounds very odd to me. I never had such problems. At very high
resolutions I naturally had to use low baudrates, but not in 'TT-high'.

>Never tried 320x200 16colors or Monochrome as those
>resolutions are not acceptable for me.

ST-Low should never be necessary just to get a decent baudrate.
If that is the case then the system is very very sick...

>1280x960 with ScreenBlaster was actually a bit faster than
>no ScreenBlaster in 640x480 16colors. In both cases 38400 was the
>highest working port speed.

A screen blaster may be able to increase system speed slightly, by
increasing the Combel+Videl clocking, but they certainly can't multiply
that clock by 4 (to 128 MHz!!!) which is what your example implies.
Something is very wrong in this comparison. I strongly suspect that
the higher rez used interlace, as opposed to the lower one, and that

further differencies in scanrates also existed.

The mystery here is not that your system worked as it did in the higher
rez however, but rather why it worked so horribly bad at lower rez.
With proper use of interlace and multisync resolution timing I have
been able to use 960x720 without experiencing any problems with serial
rates of 76800 BPS. I avoided higher rez to avoid serial problems.
Now (of course) the CT2 has removed that limitation as well.

>Not now however, 230400 Works Great and is very Fast.
>But we are talking about port speeds here not actual modem to modem
>speeds. ;)

Of course. AFAIK 56K is still the fastest modulation speed for ordinary
telephone networks. ISDN is a bit faster of course (dual 64K BPS lines),
but it is still a bit too expensive for me. But the higher rates can be
used partly to make modem compression efficient, and partly for higher
speeds on local networks.

>>It does do that as well, but for a CT2B owner NVDI is mainly
>>important because of its ability to turn off the blitter.
>>That must be done for the system to work well with FastRAM.
>
>Personally I like SpeedoGDos, and would rather have a patch or
>program that will control the Blitter than to have to install
>NVDI just for Blitter Control.

You still haven't got the picture. Just turning the blitter off
is no good, because you must then have software that can do the
corresponding work.

Falcon TOS does not have any software routines that can replace
the work done by the blitter. There is no 'software blitter'
like there was in all earlier TOS. The only way to get one is
to have some software that implements one, and the only software
known to do that is NVDI.

Apparently fVDI should also make the system work without accessing
the blitter, although I have still not had time to test this properly.

AFAIK no other software than these two can do the job right.

>>When I do the same I usually do reach the desktop, but as soon
>>as I move the mouse into a menu the system bombs every time,
>>and the same thing happens if I try to open a drive, or do any
>>other thing that updates the display.
>
>Yes, thats exactly what I experience.
>Just a simple program to control the blitter at all times?

Nope, control is not enough. It must replace it with software
routines that do the same job, as well as ensure that the blitter
is not 'turned on' again (enabled for use by TOS that is).

>>Getting this right is valuable even if it doesn't eliminate your
>>CT2 turbo boot problem.
>
>I suppose so, but at the time it worked great as it is set now.
>So, I didn't bother trying to fix something that worked.
>But, now I'll have to check into that. I'll probably
>start with the CT2B wire and make sure its short and not
>over a chip and etc.

I do think that this is vital, especially for the line to the DMA chip.

----- snip ----- re: SCSI cable length
>
>That 7 feet was a mistake on my part. It is approximately 5 feet
>in length. I can work with a shorter SCSI cable if needed.
>But before I buy another one I'll try looking at the DMA wire and
>etc, first.

I agree, that is definitely more critical.

>BTW, did you get some type of small patch board with your CT2B?
>I thought I saw a posting from you about that?
>There is no mention of a small patch board in my docs. I certainly
>did not receive one and if I should have then I want it.

Apparently Centek have modified the CT2 installation procedure since
I got my CT2 kit, as discussed in another post. Apparently you had to
install wires directly in some sockets instead, to achieve the same
connections as performed by the 'MODULE' board of my own CT2, and as
also used with the earlier revision A (if I am correctly informed).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

917. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e280a58adb95@oden.se>
Source record: 76981

on Sun 20-06-1999 09:08 reschke@muenster.de wrote:
> dlanor@oden.se (Ronald Andersson) wrote:
>>
>> Most 'old and simple' GDOS versions are unfit for use with modern
>> software. The main reason for this is that they do not use XBRA
>> protocol in 'bending' the system vectors to link in their own
>> routines.
>
>Could you please be more specific why that would be a problem?

I am not going to 'explain' why XBRA protocol is required for all vector bending yet again. This has been done sufficiently often in the past, and I'm sure it can be no news to you. Even Atari finally saw the light and made it a required standard long before their eventual demise. I will only explain some of the special rules of XGEM bending, as that differs from other vectors.

>AES hooks into the trap as well, and as AES does not use XBRA,
>the information wouldn't be accessible anyway.

It doesn't quite work that way. It is true that AES 'bending' does differ from most other vector bending of TOS, as the XGEM vector is used for multiple function dispatchers, and is handled differently from all other vectors. It can be linked to, with different result, both before and after TOS itself adds its own AES link, and some 'benders' even do it both ways.

Still, whenever more than one 'bender' can be involved for the same vector, which is certainly true for XGEM, both before and after the linkup of the TOS AES handler, then XBRA protocol is of value.

Think about it, and you'll soon realize that the GDOS link could be installed 'between' two other 'benders' thus breaking the contact between them. That, alone, could have some negative effects.

It is true that the full 'chain' is not available after TOS links its driver in, but that only splits the chain into two parts. One 'above' the TOS link (later), and one 'below' it (earlier). And it can be important for cooperation between 'benders' for there not to be any additional breaks in either of the chain parts.

One typical situation where it is very important, is when several \AUTO\ TSRs exist and the ones booted later need to detect presence of the others that implement some VDI or AES enhancements. Linking in a GDOS without XBRA can then prevent proper recognition of some installed enhancement.

For such a case the fact that TOS will break the chain towards the
end of the boot sequence lacks importance, as the existence of the
chain up to that moment has already had its needed effect. There
are of course other more complex examples too, but this fairly
simple one should suffice.

----- snip ----- re: my homebrew-patched AMC_GDOS version
>
>The 3.* versions of AMCGDOS are free downloads, but certainly NOT
>public domain.

Thank you, that answers my question. The version modified was 3.21
and is thus included in the version range you mention, and this
means I can't distribute it on my homepage. Too bad, but that's it.

>In particular, it is not allowed to modify it without
>the agreement of the author.

You are mistaken as to what any author can or can't forbid through
a copyright claim. Not even an outright patent can inhibit the
freedom of any user to modify any software or hardware product in
any way he pleases, as long as he keeps the modified product for
his own use only. Copyrights and patents only apply to distribution
of the copyrighted material or the patented product.

The only way to legally bind a user so as not to have that freedom
is by getting his agreement on a specific contract or other binding
agreement to that effect.

>It certainly is a good idea to have it in a known place. So we should
>try to find the latest version and place it somewhere. However I don't
>agree that it needs to be modified to be useful.

I suppose it can be useful even without XBRA, although in a limited
way, as there are many situations where extra breaks in XBRA chains
will cause trouble.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

918. Re: SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e280a58adb96@oden.se>
Source record: 76982

Hi Martin,

on Sun 20-06-1999 14:27 Martin Graiter wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
>> But I am unsure of the legal position:
>> Is that GDOS still covered by commercial copyright, or has it been moved
>> into Public Domain ? Does anyone else know this ?
>
>According to swedish law the program is covered by copyright if it is
>copyrighted, unless the holder has set it free. However, if you make
>alterations, like patching, the program counts as a separate work!

I think you are wrong here. Minor patches, that don't affect the major
part of the code, these do not revoke the rights of the original author
of those major parts.

>If your homepage server is physically situated in Sweden it has to abide
>swedish law. And swedish law only. So even if this swedish perspective is
>unlawful or unethical in other countries it's perfectly legal as long as
>you're on a server in Sweden.

In that you are correct, though jurisdiction on Internet and over Internet
users is somewhat tricky. For example, if I have free ISP accounts in
other countries I am still, as every swedish citizen, bound by swedish law
too in what I do on those accounts. In effect, the user of any account is
bound by the laws of both his own country and the host country, and for
that account he only has the freedoms allowed by both countries.

In any case, in virtually all countries, it takes major reworking of any
copyrighted material to make it constitute a legally separate work, which
can then be copyrighted independently of the original. My specialized
patches for the vector bending of AMC_GDOS do not constitute such major
reworking, so I do not have any rights to the work as a whole.

>The law stretches to the borders of each country.

It also stretches to all citizens of the country, wherever they are.
(Though it is then often difficult and impractical to enforce.)

>There is an interesting copyright feud about Mein Kampf (Hitler's book)
>which was printed in Sweden, but supressed by the Free State of Bavaria,
>which claims to be the copyright owner. The swedish publisher claims that
>FSB cannot just assume copyright over someone else's work and that by the
>author's death the copyright belongs to no one, since AH has no heirs.

That is IMHO correct, and the copyright should revert to Public Domain,
though I must say that in this particular case I couldn't care less.

>The whole matter is further complicated by Mein Kampf's being a politically
>very sensitive publication. Which GDOS isn't...

That is correct, but by my own evaluation my changes are not extensive
enough to entitle me to copyright the altered version. Consequently I
will not do so, even if some idiotic legislation does grant me that right
in spite of all ethics. I do have some standards of my own after all.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

919. Re: Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7kl9ma$o5d@newsops.execpc.com>
Source record: 76983

Well alots happened here, and i've come across another boat so to speak......i think i've decided to skip that mega st2.....since you just recomended a 1040st.....and i happened to see one over at ebay...and it's not gonna be more than 75 i'm guessing....unless i get stuck with a determined rivaling bidder, seems like i allways do and i'm allways the one to give first....or they beat me out in the last second.....well anyways he's selling a 1040st, and if i picked this up i'd also pick up his sm124 which is a monochrome monitor as i'm sure you all know.....ALSO i stumbled upon a seller of cubase 3.11 with manuals and everything......so i guess it sounds like i'm set eh??? at least for now.....thnx for the advice i really do appreciate it.....i'm sure i'll be back with questions and such........

christian

920. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <376E2F7C.D70A3B79@kaliba.net>
Source record: 76984

Odd Skancke wrote:

> Ok, I fail to see what is so funny about this idea. Could you explain,
> Tony?

Oh God no, please don't ask that!
Just take it that the "God" has spoken and leave it be.. please.. life will be so much easier!

Cheers,

Rich

921. Re: Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376E2E4E.EB12A648@directprovider.REMOVETHECAPITALS.net>
Source record: 76985

amfreq a ï¿½crit :
>
> Well alots happened here, and i've come across another boat so to
> speak......i think i've decided to skip that mega st2.....

Erm... Actually a MegaST2 is just like an STF, but with a 2Mb instead of
1, and a pizzabox-detached-keyboard design. It's actually slightly
better.

> since you just
> recomended a 1040st.....and i happened to see one over at ebay...and it's
> not gonna be more than 75 i'm guessing....unless i get stuck with a
> determined rivaling bidder, seems like i allways do and i'm allways the one
> to give first....or they beat me out in the last second.....well anyways
> he's selling a 1040st, and if i picked this up i'd also pick up his sm124
> which is a monochrome monitor as i'm sure you all know.....ALSO i stumbled
> upon a seller of cubase 3.11 with manuals and everything......so i guess it

Is that an ST, and STF or an STE. If it's an STE, then go for it, and
upgrade RAM to 4Mb. If not, then go for the MegaST2.

Cubase 3.11 will require at least 1Mb to run, but some functions will be
disabled unless you have more RAM. 2Mb is ok, 4 is perfect.

> sounds like i'm set eh??? at least for now.....thnx for the advice i really
> do appreciate it.....i'm sure i'll be back with questions and such........
>
> christian

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

922. SV: SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7klct5$5lf$2@cubacola.tninet.se>
Source record: 76986

Johan Klockars <rand@cd.chalmers.se> skrev i
diskussionsgruppsmeddelandet:7kjnni$n4t$1@nyheter.chalmers.se...

> You don't have to explicitly copyright anything. It will be copyrighted
> anyway, unless you 'set it free'.

It will not. I can give you lots of examples, but this was not the theme of
the thread.

> >alterations, like patching, the program counts as a separate work!
> >Which means you can copyright it yourself and do whatever you want with
it.
>
> I'm not claiming to have any definite knowledge about Swedish copyright
> law, but if the above had been true noone in their right mind would
> ever distribute software in Sweden! Hence, it most likely isn't true.

It is true. However, the needed "amount" of modification has been heightened
since the 80:ies. It used to be so that if you changed one single pixel or
one single byte (or bit, which amounts to the same thing in this case) in a
binary file it became a new work, which philosophically is true... Nowadays
you must change more than one pixel, but you still have the possibility to
hack into things and call them yours.

> >Any proceeds from sales of such a reworked
>
> It would be interesting to hear the end of that statement.

Sorry about that, my fault, not the providers...
The continuation reads:

Any proceeds from sales of such a reworked... piece of work must, if the
original work is copyrighted, be shared with the original copyright holder.
In the first hand by contractual or other agreement, in the second hand by
ruling of a court.

> 'Now, let's see. I can change the spelling of this menu item and then
> sell MicroSoft Word2000 as MyWord I for $100. I'm going to be rich!'

This is perfectly legal providing you have an agreement with Microsoft.
If you don't, they may sue you and you will have to compensate MS with what
the judge decides.

If we look at a reasonable example, where you translate and adapt MSW2000 to
a foreign language, say Klingonese, and redesign the looks of the program
and call it MyWord, then it may be well possible that MS sells you each
license for say $10, letting you pull in $40 to yourself. The resting $50

will likely go to the resellers.

The law will not forbid you to do this without the consent of MS, but you'll likely be forced to pay MS the amount seen fit by the court.

Normally it pays better to have an agreement.

> >If your homepage server is physically situated in Sweden it has to abide
> >swedish law. And swedish law only. So even if this swedish perspective is

> That may or may not be true. It would hardly help people from outside
> Sweden in any case, since they could be breaking the laws of their own
> country if they download and use the program.

The part about the law's limits to the borders of a state is correct.
For instance, Americans who travel abroad can enjoy all the forbidden forms of sex that the laws in each county, state or the entire USA forbids in the laws. A visiting 17-year old boy and 16-year old girl can have legal sex in Sweden, but not when they return to USA.

When it comes to downloading software, this gets little murky. A PRG could be "scrambled" so that it doesn't look like the original at all. Then a downloader can unscramble it to assume the form of the original program, and no laws have been broken.

> >which claims to be the copyright owner. The swedish publisher claims that
> >FSB cannot just assume copyright over someone else's work and that by the
> >author's death the copyright belongs to no one, since AH has no heirs.
>
> 'Assuming copyright' does indeed seem like a rather strange practice.

If I remember right, the Free State of Bavaria confiscated all the property of Adolf Hitler that was on her territory, like the house in the mountains on the border to Austria. The book Mein Kampf was written while AH sat in prison, also in Bavaria. Later it was published several times in Germany and abroad, but it is doubtful whether FSB really has the legal copyright in this case.

Most likely is that FSB assumed the copyright to be able to supress the further spread of the book, which has prooved to be true in the swedish case.

A wellmeaning but stupid decision in my opinion. The brittish queen had read Hitler's book during the Chamberlain journeys to Germany ("Peace in our time!") and became convinced that the writer must be a madman or utterly evil individual. She, for one, didn't turn nazi...

Well, it seems we lost ourselves a bit here...

The most reasonable solution for URA would be to create merely a patch program. This would mean that you'd have to provide your GDOS on your own. Ronald's program would then grab this file and "redo" it. The resulting file would be the patched, enhanced GDOS.

And no copyright problems.

MG

923. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtprfk.1xygq921611ei0N@pm-d20.rhein-main.de>
Source record: 76987

Phantomm <phantomm@kih.net> wrote:

> Hmmm..thats interesting. I wonder what the differences are between
> the CT2B with the patch board and the ones without the patch board?

Yes, iï¿½m too..
Must bee new. I know only boards with that smal patch board.
(Also on that smal boards are the jumpers no 1 and 2..)

> Can you tell me what U62, U63, U67 and U68 are for on a stock Falcon?

> Also what does the CT2B modification of U62 and U63 do exactly?
> U67 and U68 have no modification, but they have to be removed.
>
> Anything you can tell me about the Patch board would help me
> understand what all this is for.

All four chips are PALs, bus emulation. Modifying some signals for
accessing the old falcon cpu. With a "new" cpu on ct2 board all these
chips are not used. Centek only use two sockets to pick up some signals
from mainboard.

> ok, I had some time last night to look at the SCSI problem.
> I shortened the DMA wire as much as possible. This did not
> solve the problem.
> Also, I went thru all 4 SCSI drives. I disconnected the First
> SCSI drive from the cable and tried it with the 540meg SCSI,
> the CDRom and the CDR. This also did not help. Got the exact
> same results. I also disconnected all SCSI drives except for the
> CDR and I did get it to boot once.
>
> Also, I disconnected the CDR and the CDRom and tried it with
> just the SeaGate 1gig and Or just the Conner 540meg SCSI.
> This also did not help.
>
> Also, I tried messing around with the Termination on the last
> and first SCSI drive in the Chain. This also did not help.
>
> I find it hard to believe that all my SCSI drives are not
> compatible. So it may be the length of my SCSI main cable.
> Now I have all drives back in the original setup which works
> fine in standard Falcon Mode.

Wow, thatï¿½s a lot. Maybee all what you can do..

> Is there any other modification that is done with the CT2B that
> would cause the SCSI drives not boot/work in Turbo modes?

Try to replace the resistor on SDMA (DMA-Modification) with a variable
resistor of 470R, justify this variable resistor as long if you have the
best scsi access. If you have scsi access well, remove variable resistor
use an ohm meter to check resistors value between contacts if you used
Notify the value, replace variable resistor with the value what you got
from your ohm meter...

68R, what centek deliver, must bee not good for all machines.

Try to experiment with this value of 68R -+

Do not reduce the resistor down to < 50R, machine like to stuck..
SDMA with no clock doasnï¿½t work.

No more ideas left in the moment..

> The resistors at R221 and R222 have to be removed and these
> were already removed because I had a Nemesis buffer installed.
> I removed the Nemesis buffer. Also with the Nemesis buffer
> modification I had to remove R216. With the CT2B the docs says
> to add a resistor at R216 and one comes with the CT2B. I did
> solder this resistor at R216. The docs say without this resistor
> the CT2B may not work correctly.

Eh.. iï¿½m not the mainboard developer.. :)

These three resistors does not more as to split the clock for three
areas in any falcon. Falcon mainboard generate 32Mhz master clock and
put it thrue L102 into the COBEL chip, COMBEL reduced the clock to 16Mhz
and deliver this signal thru a zero ohm bridge to our thre resistors.
One for SDMA/SCSI/SOUND, second for FPU, third for CPU/Bus.
Thatï¿½s all. (Description in DOITF030)

Resistors reduce the power source for the main line (16Mhz COBEL output)

Also you can shorten any one of this resistors (normaly 33 R each)
without any risk of damage. The only risk is to drop down 16Mhz main
clock, machine stuck without clock.

CENTEK use this point to take/deliver clock signals to/from the
mainboard. Same as all other accellerators too.

Same as any "ClockPatch" doing. Pick up clock from mainboard, stabilize
it, deleay it, put it back to the mainboard.

(Mainly for the bullshit SDMA circuit)(The main bottleneck in this nice
machine and the manager of all SCSI trouble..)

All other parts normaly works well without any pig pack ttl chip..
Normaly..

But some falcons..

>
> Do any of these resistors have anything to do with the SCSI in
> Turbo Modes?

Yes, look to the SDMA part. Below the SDMA comes the SCSI chip in this
nice atari development..

> About the only thing I know to do now is to get a shorter SCSI
> main cable. Unless there is some other modification that effects
> the SCSI in Turbo Modes that I can look at.

You try it, so i think you have all done.

> Also, I don't have the latest version of HD Driver. Could that
> have anything to do with it?

Normaly not, more for IDE. Latest HDDriver contains the best routines
for newer IDE device. (Hope thatï¿½s correct, Uwe correct me if iï¿½m
wrong)

> I'll have to check my settings in HD Driver and make sure they
> are correct. What SCSI ID number should the Falcon be? I think
> the CT2B software sees the Falcon as a ID of 7.

Quit that, thatï¿½s o.k
ID7 for the falcon (host) Other IDs are ok for any other device.

> Also should I have SCSI bus Arbitration set on in HD Driver?

Hm.. good question, you have devices they need that?
Arbitration is on on my chain.

> Is there any settings in the CT2B configuration setup that would
> affect the working of the SCSI in Turbo Modes?

No.

> From what I am seeing it is almost like the SCSI drives are being
> accessed to Fast and the information is getting scrambled, when I
> try to use them in Turbo Modes. But not sure if this is correct or
> not. I know that in normal Falcon mode when booting, the slowest part
> is when HD Driver accesses the SCSI drives. It takes awhile before
> they are recognized. This also may mean the my main SCSI cable is

Yes, SCSI is the slowest bus on the hole falcon. SDMA chip quit his
job with more as fucking 1.8KB/Sec. transfer rate..
Also Falcon SCSI canï¿½t work faster anytime.

If you got scrambled informations in turbo mode, try to use cecile as
test. If you got the same results, try to prepare the SDMA modification
as i describe upper. After that, try again.

Also i seeï¿½n that some people put cecile.prg into the autofolder on c:/
Thatï¿½s not necessary, cecile comes out of the flash an pick up
automatically all connected devices, IDE and SCSI.

Some people with scrambled informations in turbo mode does ecactly the
same :)

With "cecile" switched on in setup, all hard drive things done, no more
drivers needet. If you swiched to "external" HDDriver.sys must bee
present on IDE0, first partition, root. Maybee drive c:/

Boot sequence -> Floppy disk (if itï¿½s on) IDE, last SCSI

> Also, the last time I installed the Flash update, I was in normal
> Falcon mode, But not sure if I had the SCSI drives connected or not.
> If I had the SCSI cable off and installed the Flash. Would this
> cause a problem when trying to use the SCSI in Turbo Modes?

Thatï¿½s ok. No further results. Devices must bee not connected if you put
in a new flash. The one and only is to watch the settings.
Recheck your settings after flashing.

Use the same settings as before.

(Mostly you have nothing to do, put in the new flash.bin, restart,
thatï¿½s all, not effects to any device) (Als long i do that here)

> Also, I tried Apex version 2.41 and I can now use it in 640 x 400/480?

Hm, i have to try that..
I start apex allways in 256 colors, apex switched to other resolutions.
But apex 2.41 it is fast :)

Good joice to test the modified (fast) :) DSP..
(Spray mode)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

924. Re: SV: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtpudk.9i9wzqsopytcN@pm-d20.rhein-main.de>
Source record: 76988

> Ball bearings.

Ah, thank you..

Must have use the wï¿½rterbuch (dictionary) here.. :)
Learning by doing.. :)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

925. Re: STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e5d9625dd2d0@oden.se>
Source record: 76989

Hi Tony,

on Mon 21-06-1999 01:34 Tony Cianfaglione wrote:

> STinG connects fine, starting CAB works well until I enter the first
>url for the Internet. When I first start CAB, it loads a special small
>html file I have on the A:\ drive disk which is fine. So far so good -
>I'm am successfully online with PPP on a 1040 STf and CAB is running.
>
> Entering the first url:
>
> http://www.chebucto.ns.ca/ (our freenet homepage)
>
> with the images turned off, the page loaded is only 1400 bytes total.
>I had set the disk ram, per your instructions, at 1 mb (the smallest
>setting there is, unfortunately - any way around this limitation) and
>saved the settings. I get the same result as before.

I assume you mean "disk cache" above, not "disk ram" as you wrote.
(Mainly because the latter makes no sense. ;-) Or in other words
that you set the cache size in the right half of that dialog to 1MB,
and the one in the left half to zero.

It is also this dialog that you will need to reenter now and then to free
the disk cache space that has been used up, using the "Free cache" button
in the right half of the dialog.

> The page loads and the words "Formatting text..." appear in the url
>header and the A:\ drive starts running with a 'chip-chip, chip-chip'
>sound as if it were looking for something.

Hmm, you may be right...

> I'm stuck at this point but I am so close.
>
> Any ideas?

Yes, but it assumes you have forgotten something...

As you will need to use a disk cache on the floppy disk, you must also
tell CAB not only its size, but also its location. I suggest that you
create a folder named "WEBCACHE" on the floppy, enter the CAB menu
command "Options"/"Paths", and click the field labeled "Cache folder".

That will bring up the file selector which you should use to select the
newly created folder "A:\WEBCACHE\". CAB will then start to create lots
of subfolders in that folder and once it has done this (drive goes quiet)

the cache should be ready for use. But don't forget to save settings too before you proceed, so that the cache location is not forgotten by CAB.

This is the same stuff you must have done when installing CAB on hard disk too, but it is usually only needed once, which is why it may have slipped your mind on this new installation.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

926. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376e5d9625dd2d1@oden.se>
Source record: 76990

Hi Johan,

on Mon 21-06-1999 08:28 Johan Klockars wrote:
>In article <376bf2c87da2dae@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>...
>>I still don't see the point of most 'screenblasters' etc, as Videl Inside
>>could provide 960x720 without any new clocks at all, provided that a good
>
>Well, the 50MHz pixel clock you get with something like the hardware
>version of BlowUP is a lot higher than the normal 32MHz.
>That means you'll get a lot less flicker at the same resolutions.

I know, but that means accessing the screen data at a much higher rate, thus increasing the percentage of time that Videl blocks ST-RAM, and that is of course the main problem with maintaining effective CPU speed on a normal Falcon. Of course, some of these units may also accelerate Videl, and that would make it a different story, but unless they do that I see them as more or less useless.

>>and flexible Multisync monitor was used, and to use higher rez on a Falcon
>>with safety you must have a real accelerator anyhow.
>
>The resolution in itself is no problem for the Falcon, but if you're
>using an 8 or 16 bit mode things can of course slow down a lot.

The real problem is X_resolution times Y_resolution times bitplanes, so there is no reason to isolate the bitplanes in taking the blame. Each of the factors is equally responsible, but it is very common for people to forget that going from 4 to 8 bitplanes inevitably doubles Videl load.

>I never had any problems whatsoever on my unaccelerated Falcon using
>1008x608x4bit (at something like 55-60Hz, IIRC).

I agree, and as I stated myself, I used 960x720x4bit at 75 Hz interlaced. If you calculate the effective loads of our respective resolutions you will find that they were very close to each other.

>>>Yes, NVDI should give more speed.
>>
>>It does do that as well, but for a CT2B owner NVDI is mainly
>>important because of its ability to turn off the blitter.
>>That must be done for the system to work well with FastRAM.
>
>As was said in another thread recently, you can get around that by
>patching things a bit. This was done in the AB040 Toolkit, but
>apparently Centek seems it's a good idea to force people to buy NVDI

>(but see below).

I think they just didn't want to have to implement a proper 'software'
blitter, so they just skipped it, keeping their patches to the bare
minimum needed to complete the TOS 7.x boot.

>As Ronald said in that other thread, it looks like the blitter simply
>doesn't work at 25MHz, though, so such patching might not help.

I'm not sure why you say the chip runs at 25MHz here, unless it is the
old habit of halveing the Videl frequency. I consider it incorrect
though, as the physical clock signal is 50MHz, just as it is 32 MHz
on a normal Falcon.

Be that as it may, I do believe the blitter has very serious problems
at the CT2 turbo speeds, even without any FastRAM present.

>>>Well, I've went as far as to try and boot into Tos 7.x but
>>>didn't have NVDI installed so no blitter control. It would
>>>do the Ram and Fast Ram testing and etc. But I think it will
>>>Bomb if NVDI isn't installed to control the Blitter.
>
>If you don't have NVDI, why not give fVDI a try?
>It will solve your blitter problem and doesn't cost anything.

Those are very strong arguments in fVDI favour of course.
Especially for CT2 users, where the blitter problem is fatal,
whereas it is only an 'inconvenience' for some other accelerators.
(With more extensive TOS patches as you mention above.)

>For now, only the monochrome and 16 colour drivers are really usable,
>but there is a 16 bit one as well. For 256 colours you'd have to
>write your own, or convince someone else that it's needed.

Is there a particular problem with 256 colour mode ?
I'd say just about every Falcon user would find it 'needed'.

Even now, with my CT2, it is inevitably the bitplane mode I will use
for my main work resolution, as the 16 bit mode will not work in the
highest resolutions (not just due to Videl load, but to other limits).
My new work resolution, achieved by Videlity, is 1280x960x8bit at 61 Hz,
displayed on my (recently repaired) 19inch multisync monitor.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

927. Re: Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7kln3d$4n0$1@jair.pressenter.com>
Source record: 76991

On 20 Jun 1999 20:14:39, JLensbo wrote:
>Does *anyone* have a Syquest removable drive hooked to their ST?? I just came
>into a couple that have 44 meg removables and one 200 meg removables. The 44's
>work fine, but I'm having trouble with the 200.
> I hooked it to my hard drive with a SCSI cable... the ID was fine and it was
>seen on bootup. My hard drive is a 105 meg partitioned as drives C, D, E and F.
>I installed a drive G - hoping it would show the Syquest - but when I clicked
>on it it said "drive not found".
> I put in my ICD disk thinking I needed to format the thing, then read the docs
>that I might format the WRONG drive... I certainly don't want to reformat my
>hard drive by mistake!
> Can someone H-E-L-P???
>
>Signed,
>Desperate in Delaware
>
>.

Well, I'm not an expert, but I do have two syquest drives hooked to
my system. Depending on the software you are using (TOS and hard
disk driver), the size of the 200 meg might be a problem. Certainly,
the drive needs to be partitioned in an Atari compatible format.
Until that is done there is no way for your software to "find" it. I
don't think you need to do a low level format, just a repartioning.

You should try and partition based on the SCSI ID number of the 200
meg syquest. As long as you are sure what that number is,
there should be no danger of trashing your boot drive.

--Terry Kelly

928. Re: STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990621130640.12962C-100000@halifax.chebucto.ns.ca>
Source record: 76992

Hi Ronald,

On Mon, 21 Jun 1999, Ronald Andersson wrote:

> I assume you mean "disk cache" above, not "disk ram" as you wrote.
> (Mainly because the latter makes no sense. ;-) Or in other words
> that you set the cache size in the right half of that dialog to 1MB,
> and the one in the left half to zero.

I meant disk cache (ooops on me) but it is the right hand selection.

> It is also this dialog that you will need to reenter now and then to free
> the disk cache space that has been used up, using the "Free cache" button
> in the right half of the dialog.

> > The page loads and the words "Formatting text..." appear in the url
> >header and the A:\ drive starts running with a 'chip-chip, chip-chip'
> >sound as if it were looking for something.
>
> As you will need to use a disk cache on the floppy disk, you must also
> tell CAB not only its size, but also its location. I suggest that you
> create a folder named "WEBCACHE" on the floppy, enter the CAB menu
> command "Options"/"Paths", and click the field labeled "Cache folder".

I already have this; it's called 'CACHE' and has subdirectories of A
through Z in it. There is also a file called NEWCACHE and something else,
the name escapes me right now. I can make a new one just in case and
delete the old CACHE directory.

> This is the same stuff you must have done when installing CAB on hard
> disk too, but it is usually only needed once, which is why it may have
> slipped your mind on this new installation.

I remembered it from the HD install. I may copy everything over to a new
disk in case the floppy is trashed from repeatedly shutting off the power
to get out of the hung session. After 15 minutes of 'chip-chip chip-chip',
it can't find what it's looking for so I have to power down to break the
deadlock.

I'll try the Free Cache button again before entering the first URL so that
I have maximum disk cache. I'll report my progress.

---

929. Re: WTB: Dreadnot?

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7klpji$r65$1@news.campuscwix.net>
Source record: 76993

```
On 21 Jun 1999 06:47:21 , Derryck Croker wrote:
->On 17 Jun 1999 15:51:11 , DarkChyld wrote:
->>
->> Hi. I remember an older game that was released in the UK but never
->> made over into the US. IIRC, it was called "dreadnots" (sp?)
->
->It would be "Dreadnaught(s)", but I don't know where you could get it from I'm
->afraid.
->
->Rgds, Derryck

Hi Derryck! Thanks for the info, I thought the way I spelled it
didn't look quite right <smile>. Hmm...I was afraid of that. Guess
I'll just have to hope that some individual who owns it pops up
and wants to sell it. Oh well. See ya later. ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

930. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-21 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906211845550.110-100000@online.no>
Source record: 76994

On Mon, 21 Jun 1999, Richard Davey wrote:

> Odd Skancke wrote:
>
> > Ok, I fail to see what is so funny about this idea. Could you explain,
> > Tony?
>
> Oh God no, please don't ask that!
> Just take it that the "God" has spoken and leave it be.. please.. life will be so
> much easier!
>

Oh yeah.. sorry! Tony, ignore my question please.

Odd Skancke - ozk@atari.org

931. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7knuk3$1k3$1@news6.svr.pol.co.uk>
Source record: 76795

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
news:376F7815.D87C7BFD@directprovider.REMOVETHECAPITALS.net...
>
>
> Nato Gambassi a crit :
> >
> > Is it possible play the original ST games????
> > How???
>
> You mean with an emulator ? Just convert them to disk image files.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==========
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

No need to covert them to disk images just use tos box 1.08
you can read Atari disks.

Daz (Borg1101) Cool@Borg1101.FreeServe.Co.UK

932. Atart ST Img Files > Normal Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7ko0fh$51l$1@news8.svr.pol.co.uk>
Source record: 76796

HI, all

I need help, I had a game call Rainbow Island on my Atari.
years ago but I lost it. Now I have downloaded and ST img file for
an emulator so that I can play my old best game, but it's not as good as
playing it on the Atari it doesn't seem right so I saw wondering if there
was a program that turns the ST img files back to there normal
self's.

Daz (Borg1101) Cool@Borg1101.FreeServe.Co.UK

933. IDE on TT?

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ko3bj$h9p$1@zingo.tninet.se>
Source record: 76797

Is the STBook/Falcon IDE interface foreseen in the TT TOS?
They say TOS 2.06 is a trimmed down version of 3.06, and since 2.06 looks
for IDE drives to boot from, well, maybe the 3.06 does too?

MG

934. Re: Atart ST Img Files > Normal Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376F99A6.9D7FBD8B@directprovider.REMOVETHECAPITALS.net>
Source record: 76798

```
Darren Brown a ï¿½crit :
>
> HI, all
>
> I need help, I had a game call Rainbow Island on my Atari.
> years ago but I lost it. Now I have downloaded and ST img file for
> an emulator so that I can play my old best game, but it's not as good as
> playing it on the Atari it doesn't seem right so I saw wondering if there
> was a program that turns the ST img files back to there normal
> self's.

Hi,

1) This is piracy
2) This has been explained many, many times
3) It's in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

935. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtrgbd.1x3d46zesqz2eN@pm-d09.rhein-main.de>
Source record: 76799

> At least for the installation method, though I guess the main CT2 board
> is identical. (I certainly hope it is, or we're 'gropin in the darkness'.)

Yep, so it is. I think thatï¿½s the point they never sell ct2 boards to
people how was not like to use the fitting service.. :->

Module is missed.. :)

> The CT2B kit I received did contain a small extra board, and the mounting
> of it is clearly described both in the 8 page (A5 format) manual, as well
> as in the corresponding files on the diskette supplied in the same kit.

Yep, so all the rest have to solder the socked..
The point for the fitting service, no new manual.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

936. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtrgkg.18l41vvkad03kN@pm-d09.rhein-main.de>
Source record: 76800

Ronald Andersson <dlanor@oden.se> wrote:

> German: English: Swedish:
> ------- -------- --------
> Lager Bearing(s) Lager
> Kugellager Ball bearing(s) Kullager
>
> As you can see, swedes (and other nordics) will understand the german words
> here, being so similar to our own, but english speakers will probably need
> their own words to be used to have a chance at getting it.

Eh, suprise suprise .) In swedish looks like the same :) Great.
Thank you.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

937. Re: TT Centurbo? Why Centek did not beg

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtrgpc.pbvsn71xrjwnqN@pm-d09.rhein-main.de>
Source record: 76801

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

> On 17 Jun 1999 15:36:41 , Robert Schaffner wrote:
>
> >Also i still use v 1.99 of ct2 (A) flash, canï¿½t install 2.01
> >Latest putflash dosanï¿½t accept latest .bin file. (equal witch language)
>
> I couldn't use that patch file either.

Suprised.. :) I think i was stupid to do that..

But it works for "B" boards, last week i fit one here.
Looks like it doasnï¿½t work only for "A" boards.
Tss..

Older boards.. forgotten island !? :->

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

938. Re: SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376fb16422b9d01@oden.se>
Source record: 76802

Hi Martin,

on Tue 22-06-1999 01:29 Martin Graiter wrote:
>Ronald Andersson <dlanor@oden.se> skrev i
>
>> For example, if I have free ISP accounts in
>> other countries I am still, as every swedish citizen, bound by swedish law
>> too in what I do on those accounts.
>
>I believe you're not. In Sweden the law affects residents, permanent or
>temporary. Tourists for instance, must abide the laws just like anyone else.

Of course, but they must also obey the laws of their nation. Like I said,
they are covered by two sets of laws. One local set which applies immediately
and one which can only apply when they get back home again. Some nations
even keep spies here to keep track of whom they want to punish for political
reasons when/if they go back home. (Sounds weird, but it is a fact.)

>The swedish citizenship affects you only in some very special cases when
>you're outside your own country. If you should betray your country is one
>example, should you commit war crimes or crimes against humanity is another.
>Otherwise, swedish jurisdiction is powerless abroad.

I never said our government had the power to enforce any legislation abroad,
but that doesn't mean they can't hold citizens responsible for breaking the
laws if is something they 'care' about. Which usually means that it has to
be something associated with vote-gaining publicity, but also anything that
is important to other nations that our politicians need to 'trade influence'
with. That is where copyrights and patents can get involved.
(Though that would hardly apply to TOS software of course.)

>> It also stretches to all citizens of the country, wherever they are.
>> (Though it is then often difficult and impractical to enforce.)
>
>As I said... This hasn't to do with practicality, it has to do with
>territorial limitations of the state's power. A swedish person who steals a
>car in the USA will not be punished for this in Sweden, even if there is
>waterproof evidence against him.

You are wrong. There are no territorial limits to the jurisdiction of a
government over its citizens as long as they do remain citizens. But there
are definite territorial limits to what that government is allowed to do as
long as the citizen stays in foreign territory. And it is mostly a question
of practicality that prevents repercussions for petty crimes when citizens
do go home again. Putting it differrently, "Why should anyone care ?".
If no one presses charges there won't be any prosecution, even for serious

crimes committed at home. I've heard of several such cases.

>> That is correct, but by my own evaluation my changes are not extensive
>> enough to entitle me to copyright the altered version. Consequently I
>> will not do so, even if some idiotic legislation does grant me that right
>> in spite of all ethics. I do have some standards of my own after all.
>
>As I mentioned before, you can well have a program that can be used as a
>tool for each one to patch his own GDOS.

That is a possibility, but doing that right would be too bloody complex.
I would never feel satisfied with such a patchwork, so I am not motivated
to go that route.

----- snip ----- re: heavily patched KAOS TOS 1.4

I know, I tried it for a while as well, though I didn't bother to translate
it into swedish. It had some nice features, but there were some problems
with compatibility as I recall, possibly because too many programmers still
did not access things in a sufficiently TOS-independent manner.

>Since I owned the TOS chips I could do whatever I wanted with them. Even
>make copies. Remember that it's the ownership rights that are the backbone
>of the Roman law, and consequently the laws of all european countries.

I know. A murderer can get out in less than a year, but someone who gets
caught evading taxes or something similar will do serious time for it.

Of course, in the days of roman power there was no crime you couldn't buy
yourself off punishment for, though it was more expensive if the crime was
of an economic nature. I've read some collections of Cicero's letters to
his various friends and associates, and it was almost nauseating how much
they took heavy graft and bribery for granted. Many were even proud of it !

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

939. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376fb16422b9d02@oden.se>
Source record: 76803

Hi Johan,

on Mon 21-06-1999 23:41 Johan Klockars wrote:
>In article <376e5d9625dd2d1@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

----- snip ----- re: the need for a software blitter on Falcons with FastRAM
>
>The AB040 patches actually do not implement a software blit. Instead it
>copies the data to ST-RAM and then lets the blitter do it's job from
>the new address.
>Somewhat surprisingly, this seems to work rather well.

I see, but as I've said before, I doubt that blitter can be reliable at
50 MHz, so that would probably not work well for a CT2.

>I'm pretty sure the blitter is running at 25MHz. My Falcon docs seem
>to have disappeared (I think I lent them to someone a year or two ago...),
>though, so I can't check it.
>The old Mega/STE blitter certainly ran at 8MHz and I _really_ think the
>Falcon just doubled that.

Well, that depends on how you mean it of course, but in this case there is
no separate blitter chip in the machine. Instead the blitter function is
distributed over other chips. I haven't seen any definite spec's on this,
but simple logic reveals some things that must be true given Falcon design.

The only chip with direct access to DRAM address lines is Combel, so part
of the blitter must reside there, but it is only Videl that has direct access
to the DRAM data lines, so it should contain the rest of the blitter. Both of
those chips are clocked at 50 MHz by a CT2.

My conclusions are also partly confirmed by the Falcon service guide, which
refers to "halftone RAM" as being "Internal RAM in BLIT portion of COMBEL".

Hmmm, I can't find any verification that the BLIT logical operations are
performed in VIDEL, as they really ought to be, and that explains why the
Falcon blitter is not so fast as it should be. COMBEL must fetch data via
VIDEL, perform the operations, and then store data via VIDEL again, and in
all this COMBEL must act as a bus master, locking out the CPU. This means
that to properly lock out a 50 MHz CPU it needs signal speed sufficient to
manage the bus arbitration in time to prevent access conflicts. Failure to
do this fast enough could explain why blitting fails even in ST-RAM at the
turbo speeds.

>But physical clock signals are really rather irrelevant without further
>information. They get divided and multiplied all over the place and
>for busses it's much worse than that (bus width, multi-clock protocols,

>handshaking, double edge triggering).

That is true, but in speaking of 'clocks' those are what we have.
Speaking of 'effective speed' is something else of course.

>>>For now, only the monochrome and 16 colour drivers are really usable,
>>>but there is a 16 bit one as well. For 256 colours you'd have to
>>>write your own, or convince someone else that it's needed.
>>
>>Is there a particular problem with 256 colour mode ?
>
>Not apart from a chronical lack of time on my part.
>(8 bit is also more of a pain to program for since you easily run
> out of registers.)

Actually I have worked on such code a bit, in adapting the ColorTOS
program (on my homepage) for various resolutions. This did involve
modifying some of the VDI functions that draw on the screen. And it
was a bit awkward in the higher modes, although I could simplify it
some since the icon source data only had 4 planes. Only destination
data could be in 8bit or 16bit formats.

The work I did on screen emulation filters for my LaceScan project is
also related to this kind of work, although that was much simpler in
nature.

>Earlier I almost never used any graphics modes besides 1008x608x4bit
>and 1024x768x1bit, so naturally most of my device driver development
>was focused on creating good ones for monochrome and 16 colour modes.
>Nowadays I use 1024x768x16bit on my Eclipse/RageII instead, and guess
>what driver I work on then? ;-)
>
It is only natural to look to your own needs first, and take the rest
later.

>>I'd say just about every Falcon user would find it 'needed'.
>
>I certainly didn't, and if others do they should contact me.

I agree, so they should, but I know from experience how hard it can be
at times to get any feedback just by waiting for mail. In most cases
people never do mail their feedback to the author, even though they do
talk a lot about it in other media, such as newsgroups ;-)

>NVDI (which isn't at all bad at most things) was just too painfully
>slow in Falcon 8 bit mode,

On an unspeeded Falcon it naturally was, as that loaded Videl twice as
bad as the 4 bit resolutions did. With an accelerator, however, the
8bit resolutions are the most useful ones Videl can offer.

>and in 16 bit there were no usable resolutions.

That has little to do with NVDI itself, since it is not a resolution enhancer, such as Videlity. The strength of NVDI's drivers is that they are compatible with any resolution using the same bitplane methods. Thus NVDI is fully compatible with all VIDEL-based resolution enhancers that I know of, such as Videlity, Videl Inside, etc. And they can give quite useful 16bit resolutions.

I would not call either 768x576 or 640x480 useless, and though some may fail to get the former, all accelerator users should be able to get the latter resolution in 16bit Hicolour mode. But again, an accelerator is needed to make efficient use of such resolutions.

NB: I am speaking of uninterlaced VGA resolutions here. Anyone who can stand some interlace flicker can get similar Hicolour resolutions just by using Videlity or VI2 with a PAL monitor or TV. No accelerator is needed for that, as interlace and PAL timing cuts Videl load to one quarter of what it would be in a similar uninterlaced VGA resolution.

>>Even now, with my CT2, it is inevitably the bitplane mode I will use
>>for my main work resolution, as the 16 bit mode will not work in the
>
>If you want reasonable graphics in windows, I guess 16 colours are
>stretching the limits, even at high resolution. That's one of the
>reasons why it took me so long to get around to implementing windowed
>image display in MGIF (it's coming now (once I find some time), though).

I can understand that. I haven't worked much on real dithering, but I do understand the kind of difficulties involved.

>>My new work resolution, achieved by Videlity, is 1280x960x8bit at 61 Hz,
>>displayed on my (recently repaired) 19inch multisync monitor.
>
>Well, while you're waiting for the Eclipse to be released (should be
>any week now), perhaps you could write an eight bitplane fVDI driver? ;-)

I am seriously considering it, but it is a matter of getting into your way of doing things, with a minimum of docs. I was disappointed to find only source code for graphics cards on your site. It would be much more useful to have the 4bit VIDEL driver as an example, as that is a more familiar resolution to me.

I have now made some rather extensive tests of fVDI with the 4bit VIDEL driver.

My intention was of course to test the 1bit driver too, but I never got it to work. fVDI never did switch to a monochrome resolution, but stayed physically in my boot resolution, which is 640x480x4bit, and then it is no wonder that the driver only produced garbage pixels, and only on a small part of the screen. So, the remainder of the tests had to be made with the 4bit driver.

At first I experienced bombs on every boot, not when fVDI started, but a bit later when it was time to launch desktop. I managed to 'backtrace' the code to the triggering function calls, and noted that these where a pair of calls like v_show_c(1,1) and v_show_c(1,0). This appears to be how desktop does activate the mouse cursor after the rezswitch is completed.

The strange part of this was that the code bombed because the mouse draw
routine attempted to store pixel data at address $00E1C744, which is in the
TOS ROM area !!! But investigation soon showed that this was only because
that area does come immediately after the normal screen area.

Surely this must have happened occasionally on your system too !?!
Unless the AB hides it, like the CT2 would in TOS 4.x mode, if I had not
installed a small utility that fixes the write protection of ROM in PMMU.
(Perhaps you need to test that on your system.)

The problem appears to be that the mouse handler part of your driver does not
initialize the mouse coordinates. On further reboots I managed to trace into
your mouse drawing code, and saw how it fetched a Y-coordinate of 845 and did
use this value without checks or limitations to calculate the pixel address.
As the vertical resolution was only 480 pixels this inevitably lead to using
an address beyond the screen, in the TOS ROM area, for drawing the mouse.

All the figures match for producing the access address that caused the bombs,
so there is no doubt about the facts here. You need to init the mouse handler
better, and that needs to be done at each rez change, as even after an original
init the coordinates may need to be limited after switching to a lower rez.
(I had to do the same in my LaceScan drivers on ST's once upon a time...)

I used the 'triple switch' method to activate the old mouse drivers of TOS,
as described in the FVDI.SYS file, and proceeded to test other things.
Now the boot could complete and desktop appeared, and this worked correctly,
so that it is now verified that fVDI can do this job for a CT2-Falcon.

I also tested using some non-standard system font sizes, and that too did
work, although it naturally had some inevitable negative effects on the
formatting of dialogs, since text character cells are used in calculations
of GEM for such things.

I also tested that it was still possible to use my VDIFont tools to override
the system font of fVDI (for more flexibility), and that too worked fine.

When used with NVDI, however, that appeared to take over the font handling
completely, and when used 'below' NVDI I am not even certain that any of
the fVDI code was still in use. I had no indication of it anyway. With
fVDI used 'above' NVDI I did get higher speed in program launching, and in
some other operations that affect windows, but like I said earlier, the
special system font was lost in this mode too. (But VDIFont still worked.)

So far so good, or at least as good as expected, but now we come to more
negative results...

I tried combining fVDI with Videlity, trying them in both of the possible
relative positions, and neither worked properly. Apparently fVDI does not
allow more than a single resolution per driver, unlike NVDI, for fVDI now
drew 'two desktops side by side' in the bottom quarter of the screen.

As Videlity had set 1280x960x4bit that bottom quarter is exactly what would
have been the proper screen area in a resolution of 640x480x4bit, which thus
seems to be all that this fVDI driver will allow. That is a serious drawback.

I don't see why the driver can't adapt to the real screen base and size as
set up by Videlity. There are plenty of other drivers around that can do so.
(Those of NVDI, those of MagiC's VDI, and of course those of normal TOS.)
This is something that you will need to improve.

Well, that's all for now then...

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

940. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kob3a$hsi1@news.ajou.ac.kr>
Source record: 76804

On 21 Jun 1999 11:22:43 , Ronald Andersson wrote:
>Hi Phantomm,
>
>on Sat 19-06-1999 23:42 Phantomm wrote:
>>On 19 Jun 1999 18:48:47 , Ronald Andersson wrote:

>
>No, I haven't used any hardware to boost resolution alone. I never saw the
>point in it, as I have had access to decent resolutions anyhow through VI2.
>Recently I switched to Videlity though (now freeware), and it does seem to
>have all the capabilities that VI2 had, although organized differently.
>
>I suppose some of the hardware for resolution boosters may actually be some
>limited kind of accelerator, boosting the Videl+Combel clocking, but I still
>never used any of them, so that's just a guess.
>
According to the docs, the SB II software was written by the authors
of NVDI. And if you use SB II with NVDI then SB II will be even
faster.

I do think the hardware does provide a increase or boost so the rest
of the system is not slowed down if higher resolutions.
I see no point of the hardware if it didn't. As you point out
there are software only solutions to get higher resolutions.
Most of the default VGA/SVGA resolutions seem to not be in interlaced
mode. The Desktop Icons in 800x600 256colors are as large as in
640x480. 1280x960 in 16colors seems to be the only default res, that's
in interlaced mode. The Icons are much smaller in that res. but not
as small as one might expect.
Most of the software only solutions I have seen put 800x600 in a
interlaced mode, thus decreasing the desktop Icon size.

Is it possible with software only to get 800x600 in 256colors
in a standard resolution not using Interlace?

I did find it a bit hard to configure new resolutions with SB II.
But the hardware/software supports just about any type of monitor
even RGB.
There is also BlowUp that has hardware similar to SB II, but I have
never tried that one.

>
>That sounds very odd to me. I never had such problems. At very high
>resolutions I naturally had to use low baudrates, but not in 'TT-high'.
>
>

>ST-Low should never be necessary just to get a decent baudrate.
>If that is the case then the system is very very sick...
>
I don't think that my Falcon was sick in any way. I have heard from
other Falcon owners that also could not do 57600 in 640x480.
Also have heard from some Falcon owners who could go higher than
57600 without any modifications.
My Falcon has always had a Excellent Sound System without any
modifications. I get excellent results with D2D recording.
No Clicks or BassBoost in the Audio. Also everything else has
worked great with this Falcon. I just happen to have one that
did not like 57600 in normal VGA resolutions.
There may be slightly different Falcons produced that had abit
slower modem port speed.
AFAIK, the modem port on all Falcons are buggie, We have always
need software patchs such as HSmodem to do higher port speeds.
So it could be that my HSmodem settings aren't what they should
be in order to do 57600 or higher with the stock software.

Now with the CT2B installed I can easily do a port speed of
230400. I bet it would go even higher if possible.
This just goes to show how good this CT2B I have is.

>
>A screen blaster may be able to increase system speed slightly, by
>increasing the Combel+Videl clocking, but they certainly can't multiply
>that clock by 4 (to 128 MHz!!!) which is what your example implies.
>Something is very wrong in this comparison. I strongly suspect that
>the higher rez used interlace, as opposed to the lower one, and that
>further differencies in scanrates also existed.

The 1280x960 16colors I got with SB II was indeed a interlaced mode
as far as I know. Also this is about the only default res in SB II
that is in interlaced.

>
>The mystery here is not that your system worked as it did in the higher
>rez however, but rather why it worked so horribly bad at lower rez.
>With proper use of interlace and multisync resolution timing I have
>been able to use 960x720 without experiencing any problems with serial
>rates of 76800 BPS. I avoided higher rez to avoid serial problems.
>Now (of course) the CT2 has removed that limitation as well.

Can you use 640x480 in interlaced Mode? If so I did not know that
was possible. I thought that 640x480 was a standard non-interlaced
resolution.
I have asked many times in the past about getting 57600 or higher
in stock standard 640x480 or higher. Most said that I needed a
accelerator to do this.
Again the problem with the port speed at 640x480 with the stock
Falcon could be due to HSmodem settings not as good as they should
be.

If you have a HSmodem configuration that will do 57600 or better
in 640x480 or higher resolutions on a standard Falcon. Then I'd
like to try it here and see if indeed my Falcon will do this.

>
>Of course. AFAIK 56K is still the fastest modulation speed for ordinary
>telephone networks. ISDN is a bit faster of course (dual 64K BPS lines),
>but it is still a bit too expensive for me. But the higher rates can be
>used partly to make modem compression efficient, and partly for higher
>speeds on local networks.

Can you get a working port speed of 230400 with you CT2B?

>
>You still haven't got the picture. Just turning the blitter off
>is no good, because you must then have software that can do the
>corresponding work.
>
>Falcon TOS does not have any software routines that can replace
>the work done by the blitter. There is no 'software blitter'
>like there was in all earlier TOS. The only way to get one is
>to have some software that implements one, and the only software
>known to do that is NVDI.
>
>Apparently fVDI should also make the system work without accessing
>the blitter, although I have still not had time to test this properly.
>
>AFAIK no other software than these two can do the job right.

I do understand that more is needed than to just turn off the
Blitter. I would like to have a program that does what NVDI
does to allow the CT2B to work correctly with TOS 7.X without
all the other features of NVDI. If such a program was made, I
feel that it could me more easily tuned for TOS 7.X and maybe
give even better results than NVDI. And if I want or need the
other features of NVDI then fine, that would be another option
since it works correctly, at least thats what I've been told.

I don't mean to Knock NVDI, I have used it before. I just
don't like the idea of having to install a program such as
NVDI just to use one of its functions. Even though it is a
important function. I like options and more than one way
of doing things. Thats why I enjoy using Atari machines.
I'm sure lots of folks use NVDI and all of its features
and find it very useful. Personally at the moment, I'd
rather have another program for the CT2B TOS 7.X mode.
If one doesn't come about, then I'll probably have no
choice than to use NVDI.
fVDI may also work, thats something I will try as I go
along. But I need access to all color modes, Including
256colors.

>
>Nope, control is not enough. It must replace it with software
>routines that do the same job, as well as ensure that the blitter
>is not 'turned on' again (enabled for use by TOS that is).

ok, I didn't word it right then. A simple program or patch that
controls the Blitter and replaces the Blitter with software
routines that do the same job, as well as to insure that the
Blitter is not turned on again. For use with a CT2B in TOS 7.X

>>
>>I suppose so, but at the time it worked great as it is set now.
>>So, I didn't bother trying to fix something that worked.
>>But, now I'll have to check into that. I'll probably
>>start with the CT2B wire and make sure its short and not
>>over a chip and etc.

****
I went thru all the SCSI stuff, including changing the SCSI
drives around, messing with the termination, I even shorten
the DMA wire, None of this helped at all. I then put the
SCSI drives back in the working configuration like they were.

But this time I installed Cecile on the IDE Drive C boot partition.
Guess What?
The Falcon booted up the First time I tried it, in Turbo Mode
using Cecile instead of HD Driver v.7.71. All SCSI Drives
came alive very Fast. No problems at all. This was with this
long 5foot SCSI main cable.

Since most of the documentation of Cecile is in French, I was uneasy
about installing it. I should have did this days ago. I knew it
was something simple. Apparently something in HD Driver is either not
set right or it is not compatible with my CT2B board.

Cecile has a nice configuration setup that is in English however.
I've not tried the Fastest ATA IDE settings yet, but will soon.

Now what I really need is some English docs on Cecile or any info
about it.
I have several IDE partitions over 800megs. AFAIK they seem to work
fine. But I need to confirm that CECILE does support partitions
of 800megs or more for IDE and SCSI hard drives.
If anyone can help or give any info on Cecile, it is much needed.

>
>Apparently Centek have modified the CT2 installation procedure since
>I got my CT2 kit, as discussed in another post. Apparently you had to
>install wires directly in some sockets instead, to achieve the same
>connections as performed by the 'MODULE' board of my own CT2, and as
>also used with the earlier revision A (if I am correctly informed).

I'm not sure if there is any main board differences. But everyone
said that HD Driver would work in Turbo Modes. It sure will not here.

I've tried about everything I know of trying to get it to.
Do you have HD Driver.SYS in the root directory or the Auto Folder?

Thanks,
phantomm@kih.net

941. Iomega ZIP for STe

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Pascal LOUIS <plouis@fr.oracle.com>
Message-ID: <7kob9sjuu1@inet16.us.oracle.com>
Source record: 76805

I'd like to connect my Iomega ZIP (100Mb cartridge, PARALLEL PORT) on a
ATARI STe 1 Mb. Does anybody know where I can get hold on the driver ?

thanks,

pascal.

942. Re: Atart ST Img Files > Normal Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <376FB8F8.966F76F5@kaliba.net>
Source record: 76806

Darren Brown wrote:
> playing it on the Atari it doesn't seem right so I saw wondering if there
> was a program that turns the ST img files back to there normal
> self's.

http://st2disk.atari.org
or http://makedisk.atari.org

Cheers,

Rich

943. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <376FB94F.AACD3BDF@kaliba.net>
Source record: 76807

Darren Brown wrote:
> No need to covert them to disk images just use tos box 1.08
> you can read Atari disks.

And pray the disk doesn't use any enhanced formatting techniques or even
TOSBOX will throw a wobbley.

Cheers,

Rich

944. Newsie Lock-ups

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930065307.13554@www.remarq.com>
Source record: 76808

```
Newsie will lock up my machine doing this operation.
Connect to a news host
Select new group from drop down menu
Pop-up menu comes up to select either "new" or (I assume)
"last"
Do not select "new" or "last", but click outside the pop-up
menu on the desktop.
Machine locks up at this point.
This Falcon has a NOVA card installed, if it make any
difference.
Anyone else duplicate this?

Mike
.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****
```

945. GEM has gone into GPL

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <7kol0u$185$1@nickel.uunet.be>
Source record: 76809

http://www.devili.iki.fi/cpm/gemworld.html

946. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7koofcusf1@news7.svr.pol.co.uk>
Source record: 76810

```
Richard Davey <rich@kaliba.net> wrote in message
news:376FB94F.AACD3BDF@kaliba.net...
> Darren Brown wrote:
> > No need to covert them to disk images just use tos box 1.08
> > you can read Atari disks.
>
> And pray the disk doesn't use any enhanced formatting techniques or even
> TOSBOX will throw a wobbley.
>
> Cheers,
>
> Rich

Good Point

Daz(Borg1101) Cool@Borg1101.FreeServe.Co.UK
```

947. Re: Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7koq6tlst1@news6.svr.pol.co.uk>
Source record: 76811

Hi

>Does *anyone* have a Syquest removable drive hooked to their ST?? I just came
>into a couple that have 44 meg removables and one 200 meg removables. The 44's
>work fine, but I'm having trouble with the 200.

I did have a 44meg one, but couldn't get it working:-(

Another member of WRAG has it now, and he got it working on his system.

> I hooked it to my hard drive with a SCSI cable... the ID was fine and it was
>seen on bootup. My hard drive is a 105 meg partitioned as drives C, D, E and F.
>I installed a drive G - hoping it would show the Syquest - but when I clicked
>on it it said "drive not found".

You have got them with different ID's havn't you?

> I put in my ICD disk thinking I needed to format the thing, then read the docs
>that I might format the WRONG drive... I certainly don't want to reformat my
>hard drive by mistake!
> Can someone H-E-L-P???

When it comes to formating the syquest make sure that you are formating
the correct drive by its ID number, as each drive should have a different
number.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

948. Re: BBS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7koq71lst2@news6.svr.pol.co.uk>
Source record: 76812

On 20 Jun 1999 21:07:32 , Martin Holmes wrote:
>I am looking for a BBS connection in the UK
>Are there any left?
>

Yes there is mate.....

Not many though.....

Heres some from the current NeST Nodelist for you to try

Hub,100,<Fortress>,Plumstead_London_UK,Kevin_Osborne,44-181-244-9825,9600,V34,VFC,V32T,H16
,V32B,HST,V42B,MNP,CM,XA

153,Athena_BBS_Line_1,Kent,Rory_Street,44-1959-565920,9600,V32T,H16,V32B,HST,V42B,XA,CM
154,Athena_BBS_Line_2,Kent,Rory_Street,44-1959-563968,9600,V32B,V42B,MNP,XA,U1700:0800

Hub,100,The_Druid,Prestatyn_Wales_UK,Peter_Carr,44-1745-887326,9600,V32B,MNP,V42B,CM,XA
201,Keith's_Point,Derby,Keith_Jackson,44-1332-662988,9600,XA,CM,H16,V34,V32T,VFC

Bfn Ste

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

949. Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7koq75lst3@news6.svr.pol.co.uk>
Source record: 76813

Hi All

I am having something very weird occur with the latest version of Sting in that when it is installed and I am using any software or even just opening windos for any of my drives, the window opens but display a blank window, and the the ST locks up.

Does anyone happen to know why its doing this?

In the meantime I'm back using Sting 1.08

Also I notice that the latr version doesn't have the modules for the midi port or the centronics port, are they no longer supprted or do you use the files from 1.08 to utilise these ports?

Any help would be most appreaciated.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

950. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: menethoran@aol.com
Message-ID: <19990622161858.01395.00004245@ng-ch1.aol.com>
Source record: 76814

Can I buy your broken falcon? What is wrong with it?

951. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376f7d342c68d1e0@lvdi.net>
Source record: 76815

On Tue 22-06-1999 01:21, Joe M. Villarreal TOS'd the following:

>You need to get version 2.7. It's quite a bit faster than 2.5.

In what way? Considering the idiotic way it uses the RAM cache (or more accurately, _doesn't_ use it), I think it's actually SLOWER than 2.5. The only reason I use 2.7 is for the cookies (though it does have other advantages over 2.5).
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

952. Re: UVK 2000 update, now shareware, Cha

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7korq9$20n$1@news7.svr.pol.co.uk>
Source record: 76816

On 20 Jun 1999 11:35:48 , James F. Haslam wrote:
:>On 18 Jun 1999 17:34:12 , Steve Sweet wrote:
:>>On 5 Jun 1999 18:26:45 G, "Bengy Collins" wrote:
:>
:>>:>You can grab the latest version of UVK full version directly off MagiC
:>>:>Online in the Misc. Section. Currently MagiC Online is hosting the archive
:>>:>until the authors webpage, http://uvk.atari.org becomes active.
:>>
:>>I fetched that when you announced it and noted the 'not tested under
:>>magic' proviso, and sure enough it explodes under Magic/Jinnee.
:>>
:>>8~(
:>

:>That's odd, Steve. It's fine on my Falcon under MagiC/MagXdesk. Perhaps it
:>doesn't like Jinnee?

Hm!, wonder if ive got a corrupt copy, i hope not, ive hatched it
into FAN. 8~\

:>Since when did you get Jinnee, btw?

2 days before the last meet??

:>At the last Cheshunt meeting, I'm sure you still had MagXdesk??

It would have been difficult to tell the difference in passing as i'd
created an almost identical looking desktop.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

953. Re: UVK 2000 update, now shareware, Cha

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7korqb$20n$2@news7.svr.pol.co.uk>
Source record: 76817

```
On 20 Jun 1999 11:35:48 , James F. Haslam wrote:
:>On 18 Jun 1999 17:34:12 , Steve Sweet wrote:
:>>On 5 Jun 1999 18:26:45 G, "Bengy Collins" wrote:
:>
:>>:>You can grab the latest version of UVK full version directly off MagiC
:>>:>Online in the Misc. Section. Currently MagiC Online is hosting the archive
:>>:>until the authors webpage, http://uvk.atari.org becomes active.
:>>
:>>I fetched that when you announced it and noted the 'not tested under
:>>magic' proviso, and sure enough it explodes under Magic/Jinnee.
:>>
:>>8~(
:>
:>
:>That's odd, Steve. It's fine on my Falcon under MagiC/MagXdesk. Perhaps it
:>doesn't like Jinnee?

Reading your reply prompted me to re-try the software, and it
worked....

Dont ask???.... 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

954. Re: FREE Atari Catalogs by E-Mail, FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7korqc$20n$3@news7.svr.pol.co.uk>
Source record: 76818

On 20 Jun 1999 11:35:46 , James F. Haslam wrote:
:>On 17 Jun 1999 22:09:40 , Benjamin Smith wrote:
:>
:>Hi Ben!
:>
:>>Have you hugged your Atari today?
:>
:>I hug my Falcon *every* day!
:>
:>.....it's when I reach around my Desktopper and huge monitor to switch it
:>on!!! ;-))))

:> (I haven't fitted the front on/off switch in the Desktopper!)

Get to it man, and fit that through IEC socket as well.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

955. Re: Iomega ZIP for STe

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7kornpptn1@news8.svr.pol.co.uk>
Source record: 76819

Pascal LOUIS <plouis@fr.oracle.com> wrote in message
news:7kob9sjuu1@inet16.us.oracle.com...
> I'd like to connect my Iomega ZIP (100Mb cartridge, PARALLEL PORT) on a
> ATARI STe 1 Mb. Does anybody know where I can get hold on the driver ?

Sorry, you can't, the ST parallel port has signals missing.

956. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: roger.carr@zetnet.co.uk
Message-ID: <376ff4cd$0$1783@znews.zetnet.co.uk>
Source record: 76820

On 21 Jun 1999 17:35:28 , Roger Carr wrote:
>Does anyone know a vfat-friendly version of STZIP?
>
>Using STZIP.PRG v2.6, I tried unsuccessfully to unzip a number of
>files in a folder which had the 'blank' character in the first eight
>letters of its zipped long-filename.
>

Thanks for all your replies. For the record - I succeeded, using
unzip.ttp v5.13 - Thanks Jim for pointing me to that - I found it on
F.6321 on the Floppyshop Gold CD.

Ronald wrote:

>Yep. The best way to deal with this kind of situation is to unpack
>the files to a VFAT or other 'longname' filesystem. Under MagiC...

I was using a VFAT partition under MagiC, but STZIP v2.6 wouldn't cut it.

Terry wrote:

>ZIP20 is, sort of. Unfortunately, all files it extracts has the read-
>only flag set, so you can't move or delete them without changing the
>flag on each file.

I don't know if this is a 'feature' of the zipping program, but using
the unzipper this didn't happen. I dropped the zipped file onto
unzip.ttp, and the inflated folder containing all the files appeared
right next to the unzipper. I moved it out without getting a word of
complaint.

This unix port gets my vote! Thanks to Harald!

Roger Carr

957. Re: Iomega ZIP for STe

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <376ff7cf$0$129@news.zetnet.co.uk>
Source record: 76821

```
Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7kornp$ptn$1@news8.svr.pol.co.uk...
>
> Pascal LOUIS <plouis@fr.oracle.com> wrote in message
> news:7kob9s$juu$1@inet16.us.oracle.com...
> > I'd like to connect my Iomega ZIP (100Mb cartridge, PARALLEL PORT) on
a
> > ATARI STe 1 Mb. Does anybody know where I can get hold on the driver
?
>
> Sorry, you can't, the ST parallel port has signals missing.
>
>
>
there is a German device to do this ,sadly it costs more than the zip
drive itself!!
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/
```

958. SCSI HD on ST?

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Steve <Steve@sprigo.demon.com.uk>
Message-ID: <49165296AC%Steve@sprigo.demon.com.uk>
Source record: 76822

Hi,
A bloke I work with has an ST and would like to connect a HD. I believe that the ST has a very basic SCSI I/F (please correct me if I'm wrong). I've had a quick look at his handbook but cannot work out what the 'Chip select' pin is.

Any help would be greatly appreciated.

--
,_, ,_,
(o.o) (~ (~ (o.o)
{'"'} _)teve _)pry E-mail steve@sprigo.demon.co.uk {'"'}
"-"--"-"-
This is an example taglines file for ZapEmail. You should replace this with a suitably-formatted file of your own.

959. Re: Attention Atari Users and Programme

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: atari@bright.net
Message-ID: <7koue9$io1$1@cletus.bright.net>
Source record: 76823

On 22 Jun 1999 18:40:55 , Tony Greenwood wrote:
>Hey! atari@bright.net (Lonny Pursell)
>
>>This way we don't get boring 320x200 lowrez games that have to
>
>BORING ?????
>
>>be patched for every known TOS version. :-)
>
>I don't know of a compiler that makes games that need to be patched...
>ho wait.. lets go back about 5 years.. they had to be patched then..
>
>But not for a couple of years now... Do try and keep up ..

Keep up? <hehe> I'm so far past the original ST modes I simply cannot
run such old stuff on my gfx card. Not to mention under MiNT+N.Aes...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

960. Re: STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <930087643.15470.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 76824

Tony Cianfaglione wrote in message ...
> I finally have it working well.
>
> I refresh CAB immediately before proceeding with the first offsite URL
>by freeing the disk cache and then doing it every 5 sites I visit.
>
> I also created a fresh new disk and put the files there as I think I
>may have trashed the first one by powering down when it was locked up.
>
> I plan on doing demos for our club members this fall at upcoming
>meetings. I will do a Falcon and STf demo to illustrate the setups for
>both so that anyone with an ST, regardless of the power and the ram, can
>access the local PPP service.

Just a suggestion: have you thought of writing a step-by-step guide to the
1040 setup, listing pitfalls etc and putting it up on a web site? I'm sure
this would be a valuable addition to existing information on getting Ataris
connected to the web.

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

961. FS:More Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7kovkeqdl2@ns1.thpl.lib.fl.us>
Source record: 76825

Alfa Data two button Atari/Amiga mouse yes a switch to go back and forth between Amiga/Atari platform. This is a very nice mouse not to be confused with the el cheapo original atari mouse. this is an IBM type mouse. $20.00 includes shipping to anywhere in the US by priority mail e-mail please and prepay by money order. thanks sfpu@scfn.thpl.lib.fl.us

962. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FDr0tn.MFp@cix.compulink.co.uk>
Source record: 76826

In message <7k7v2n$b96$1@nnrp02.primenet.com>, svenhard@primenet.com said:

> I need to know what kind of cable I need to hook a modem to an Atari
>Falcon. I tried one from Radio Shack that looked like if had the right
>connections, and the plugs fit on both ends, but I couldn't get it to work.

It would help if you had said what make and model of modem you are
using. I would have thought that a standard PC-type cablwe should work
with most models. Do the lights on the modem work when you fire up your
comms program? If not, you may have the wrong modem port set.
You also need to watch the modem-to-phone cabling: There are two way
of wiring what appears to be the same plugs. I had problems when I
switched from a Sportster to an Accura - the leads looked the same so
I kept the old one, but found it didn't work. Switching to the correct
lead fixed things!

Regards, /Peter/

963. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FDr0to.MGA@cix.compulink.co.uk>
Source record: 76827

In message <3767a5f24913c33@oden.se>, dlanor@oden.se said:

>Do this to make sure that CAB itself will run properly, then install
>various CAB.OVL versions until you find one that works.

Sounds like a goo diea. BTW, can you tell me just what the overlays
actually do? And why 'overlays'?

Regards, /Peter/

964. Re: SCSI HD on ST?

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7kp32cntk1@news4.svr.pol.co.uk>
Source record: 76828

Steve <Steve@sprigo.demon.com.uk> wrote in message
news:49165296AC%Steve@sprigo.demon.com.uk...
> Hi,
> A bloke I work with has an ST and would like to connect a HD. I believe
that
> the ST has a very basic SCSI I/F (please correct me if I'm wrong). I've
had
> a quick look at his handbook but cannot work out what the 'Chip select'
pin
> is.
>
> Any help would be greatly appreciated.
>
> --
> ,_, ,_,
> (o.o) (~ (~ (o.o)
> {'"'} _)teve _)pry E-mail steve@sprigo.demon.co.uk {'"'}
> "-"--"-"-
> This is an example taglines file for ZapEmail. You should replace this
with a
> suitably-formatted file of your own.

Your going to have a bit of a problem you might as well just buy the "Link
2" from ICD it's about $99
and a ICD DMA cable which is also about $29.99.
Then you need an external SCSI box with it's own power supply.

Daz (Borg1101) Cool@Borg1101.FreeServe.Co.UK

965. Re: IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7kp3epatt1@as102.tel.hr>
Source record: 76829

TOS 3.06 can boot from IDE disc (ID 0 only), but I don't know where to find
IDE controller for TT.

Routines in TOS 3.06 for booting IDE disc is same as in TOS 2.06

Vuk

966. Re: Calamus 98 and Pagestream 2.2se on

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <376fb4c8968630@ford-trucks.com>
Source record: 76830

on Tuesday 22-06-1999 05:01, Steve Hammond wrote:

>SL 99 with the built in emulator does not use the Windows drives - at
>least the demo that Invers just put up does not.

I don't know from any kind of personal experience. However, I can quote directly from the latest invers mailing with regards to the WSL99 Windows Pack:

The most important fact is that you can finally use the latest version of Calamus, take profit from our great variety of optional modules, and of course use your Windows system printer drivers.
~~~ ~~~~ ~~~~~~~ ~~~~~~ ~~~~~~~ ~~~~~~~

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Better clean death than dirty life. -- Frank Herbert
~~~

967. Re: TT/CaTTamaran problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <37704A5A.561@worldnet.att.net>
Source record: 76831

Vuk,

When I installed my CaTT several years ago, I found that the PLCC FPU wasn't up to running at 50 MHz. I got another that was rated at 40 MHz (instead of the standard 33) and that solved the problem.

Another solution might be to cut the vanes in the case out around the fan. This increases airflow to keep things cool.

One more option is to buy a replacement power supply from Best Electronics in California. I believe you'll get a bit more power (which may be necessary, since the CaTT pulls extra current on the 5V line) and the fan moves a little more air.

Also, make sure you have the latest drivers.

Good luck,

Dan

Vuk wrote:
>
> I have TT revision J, and CaTTamaran don't work in it.
> Well, works 2-3 minutes, then crashes.
>
> I think crashes is caused when TT trying to call bconstat (TRAP #13)
> or event_multi. However, when I tried to use fan (I mean BIG fan,
> fan for hair) those problems don't appear.
>
> So: should I use some fan or I doing something wrong?
>
> I have CPU on motherboard (right side) and in CaTTamaran docs it's named
> as newer board, and I connected CaTTamaran properly.
> TT had two wires extra, on chip 74AC244, one is connected to R888,
> and another to R887, so I had to remove those one leads to R888, because
> CaTTamaran use it.
>
> Anyone can help me to make this CaTTamaran works ?
>
> Vuk

968. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199906220000.a19590@lu.maus.de>
Source record: 76832

Hello "Nato,

n> Is it possible play the original ST games????
Some yes, most not.

n> How???
Install PaCifiST on your PC (http://pacifist.fatal-design.com/), not
TOSBOX
as someone mentioned here before (also watch out for a VESA driver for
your
graphics card if you have games with "tricky" graphic routines).

n> I have a lot of original games
If you have, you should be allowed to load the cracked versions of these
games from the web (AFAIR are there some at Fatal Design), because if the

original games are copy protected with a floppy based protection (most
are),
there is no(!) way to use them with a PC.

If they aren't protected or just protected with handbook queries, you can

read the games directly within PaCifiST or (more stable/compatible and
much
faster) convert them to a image file with appropriate ST or PC tools (i.e.

MAKEDISK for DOS at http://www.fatal-design.com/makedisk/).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

969. Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Josh Renaud <kirkman@bbs.galilei.com>
Message-ID: <37706956.0@news.primary.net>
Source record: 76833

I have an iMac, and I really want to transfer my ST disks onto the iMac, so that I can get at text files, stories, and documents I've created over the years, and play my favorite games... Unfortunately, Dust, a disk-image utility for Macs, doesn't seem to read my imation SuperDrive.

Is anyone aware of newer or more compatible Mac software, or maybe even of a totally different solution?

--Josh

970. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376fffe032ca0e92@lvdi.net>
Source record: 76834

On Tue 22-06-1999 20:40, Roger Carr TOS'd the following:

>I don't know if this is a 'feature' of the zipping program, but using
>the unzipper this didn't happen. I dropped the zipped file onto
>unzip.ttp, and the inflated folder containing all the files appeared
>right next to the unzipper. I moved it out without getting a word of
>complaint.

I just tried that on my Falcon with MagiC 5.11, and sure enough it
set the read-only flag on all extracted files. Others have
complained about the same thing, so I know it's not unique to my
system.

My unzip.ttp file size is 103,678 bytes. Does that match yours?
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

971. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <376fffe032ca0e93@lvdi.net>
Source record: 76835

On Wed 23-06-1999 01:17, Joe M. Villarreal TOS'd the following:

>Cab 2.7 saves to the disk cache faster quite a bit faster than 2.5.

Perhaps, but that is more than offset by it ignoring the RAM cache.
It's downright annoying to have a 6 meg RAM cache, only to watch it
load the same graphics over and over and over again from disk,
rather than using the RAM cache. V2.5 was much more efficient in
that area.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

972. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37707369.26506E01@jps.net>
Source record: 76836

Wrong post to reply to. Not sure who has a broken falcon.

Menethoran wrote:
>
> Can I buy your broken falcon? What is wrong with it?

973. Re: Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37707414.D533316E@jps.net>
Source record: 76837

Don't forget to add a serial chip upgrade for your web surfing ;)

Nicholas Bales wrote:
>
> Doctor Clu a ï¿½crit :
>
> <snip>
>
> >
> > I was thinking of doing the sony drive 1.44 upgrade, and I figured you
> > could add an internal hard drive. What else can be done?
>
> Right, you could do that. However, an IDE board must be attached to the
> 68K processor, which has probably already been hacked to hell, so I
> wonder if you'll physically have room to do that. The HD floppy drive
> modification should be ok, whether you get an AJAX chip depends on how
> confident you want to be in your ST's future reliability. You can also
> upgrade to TOS 2.06 (which is strongly advised anyway for an IDE board)
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

974. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199906222052.a40110@wun.maus.de>
Source record: 76838

Hallo Ronald!

RA>I think you and I agree on this, and for this case it does mean that,
RA>unless we get contrary information from the AMC_GDOS copyright holder,
RA>I can't spread my modified version at all.

But you could spread a diffy file, so that others would be able to do the same modifications to their copy as you did, couldn't you?

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

975. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906222158.a13243@su2.maus.de>
Source record: 76839

Hi Louis,

L>It might help to "shorten" the name, omitting blanks or even to a 8+3
L>name.
how may he do that the long-named files being compressed?

TAR is able to handle long file names, but sometimes I face problems
when extracting files with long names that are identical up to the
first 11 (8.3) characters... :-)

If someone is interested in TAR (a TOS-adaptation of the Unix TAR) I
could provide it.

Peter

976. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906222147.a13242@su2.maus.de>
Source record: 76840

Hi Roger,

RC>Any comments, please?
there is a second (independent from STZIP) ZIP package named ZIP20
with two different programs named /ZIP/ and /UNZIP/.

As I don't know if this package is able to handle long file names,
please do regard this hint as a suggestion only.

Me personally, I avoid long file names if I can for not to run into
troubles like those you just described.

If I'm wrong with ZIP20, you'll have to look for a friend with an IBM
compatible. Sorry!

Sometimes, ZIP20 is even capable to extract archives that STZIP
refuses to extract or where it complains about chechsum errors.

Peter

977. Re: TT/CaTTamaran problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199906222202.a13244@su2.maus.de>
Source record: 76841

Hello Vuk,

V>Anyone can help me to make this CaTTamaran works ?
bad news: I due my TTM195 monitor (TT high b/w) to the fact that its former owner was in no case able to get his CaTTamaran run in the right (stable) way!

And further on: My second TT that I bought for spare parts reasons came with a CaTTamaran, too. But I never dared to install that accelerator. So it will be waiting until the very last day.

So sorry,

Peter

978. ATARI ST con Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Paolo <gidilago@tin.it>
Message-ID: <7kmgri$4vt$1@nslave1.tin.it>
Source record: 76914
Cross-posted to: alt.music.midi,comp.sys.atari.st,it.arti.musica.strumenti,it.comp.musica.midi,tin.it.annunci.computer.vendo,tin.it.annunci.varie.vendo

```
Vendo ATARI 1040ST con:
Monitor
2 Mouse e mousepad
Cubase (+ manuale)
un altro sequencer che non ricordo (+manuale)
Manuali dell' Atari
Dischettini con utility midi varie (gestione dati e parametri di tastierame
vario)
```

Il tutto a 200.000 che un prezzone!
considerate l'eccitante ipotesi di strapazzare la vostra tastiera.....anche
la + pacco senza uno straccio di basi con l'atari pu suonare come vi pare!
non effettuo spedizione.....abito a Milano!

```
se siete interessati....
gidilago@tin.it
```

979. Re: WTB: Dreadnot?

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kmjo3$cn6$1@news.campuscwix.net>
Source record: 76915

On 21 Jun 1999 18:27:37 , Steve Stupple wrote:

->Hi
->
->I am looking out for it for you;) You never know what's going to be
->around the corner;)
->
->ATB
-> Steve

Hi Steve. Thanks-I really appreciate that! ;-)))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

980. Monthly winners!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kmjuh$cn6$2@news.campuscwix.net>
Source record: 76916

Its that time once again! (thunderous drum-roll please-if you don't mind) The Winners at the DarkForce! BBS this month are as follows:

1) Gamer (Edward Baiz) : 1 6 month/3 volume subscription to Atari Computing!

2) Dr. Clu (Greg Goodwin) : ST-Plus Fanzine!
3) Centurion (James W. krych) : ST-Plus Fanzine!
4) Bill F (Bill Freeman) : ST-Plus Fanzine!
5) Starchyld (Chris Hall) : ST-Plus Fanzine!

Congratulations to all our lucky winners. Don't forget-you too could be a winner if you call our BBS at least one time each month. All it takes is that one call, and it does not matter how long you stay on. Good luck to all of next months' callers! ;-)

PS You must take a permanent password when you call for the first time! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

981. Re: Attention Atari Users and Programme

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <l0Bb3.5179$NA2.373119@news1.telusplanet.net>
Source record: 76917

```
>
> Maybe there should be some limits put on the programming language used for
> this? How about only asm, c, modula, and pascal?
>
> This way we don't get boring 320x200 lowrez games that have to
> be patched for every known TOS version. :-)

Lp,
LOL..
I know you're not reffering to STOS or anything :-)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--
```

982. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <uyBb3.378$W3.5152@typ21b.nn.bcandid.com>
Source record: 76918

On 21 Jun 1999 16:12:18 , Doctor Clu wrote:
>Having fun with the internet surfing scene and was curis if anyone has
>a version of Cab 2.0 or greater that they'd like to sell?
>
> Thanks,
>
> Doctor Clu
>
>--
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>.

Greg,

You need to get version 2.7. It's quite a bit faster than 2.5. Version 2.0
is very slow compared to 2.7.

983. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906220326400.89-100000@online.no>
Source record: 76919

On Mon, 21 Jun 1999, Tony Greenwood wrote:

> Hey! Odd Skancke <oskancke@online.no>
> >On Mon, 21 Jun 1999, Richard Davey wrote:
> >
> >> Odd Skancke wrote:
> >>
> >> > Ok, I fail to see what is so funny about this idea. Could you explain,
> >> > Tony?
> >>
> >> Oh God no, please don't ask that!
> >> Just take it that the "God" has spoken and leave it be.. please.. life will be so
> >> much easier!
> >>
> >
> > Oh yeah.. sorry! Tony, ignore my question please.
> >
>
> Bhhaaaaaa what a sheep you are.. try standing up for yourself.. or do
> you simply fall over and do everything your told to do.... bhaaaaa
>

Ok, I'm a sheep. Happy now?

Odd Skancke - ozk@atari.org

984. FS: ST Parts

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7kmmj3bke7@ns1.thpl.lib.fl.us>
Source record: 76920

ST line Keyboard very good condition.............15.00.
ST line 1.44 mb diskdrive (only reads 800K).....get rid of that old sloppy slow diskdrive and put a good one in this one is quiet and fast....$13.00
ST line power sy internal.....................13.00

all prices include shipping to anywhere in the United States by parcel post. e-mail please and thanks sfpu@scfn.thpl.lib.fl.us

985. MailBox for Mailing List e-mail in Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kmopg$h8m1@news.ajou.ac.kr>
Source record: 76921

Hi folks,

I'm trying to figure out the best way to create a mailbox or folder
for incomimg e-mail from a mailing list.

I would like for all the mailing list mail to go into a seperate
folder or area from my everyday e-mail.

Any ideas on how to do this in Newsie?

Thanks,
phantomm@kih.net

986. SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kmrfd$c2p$1@zingo.tninet.se>
Source record: 76922

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:376e280a58adb96@oden.se...

> For example, if I have free ISP accounts in
> other countries I am still, as every swedish citizen, bound by swedish law
> too in what I do on those accounts.

I believe you're not. In Sweden the law affects residents, permanent or
temporary. Tourists for instance, must abide the laws just like anyone else.
The swedish citizenship affects you only in some very special cases when
you're outside your own country. If you should betray your country is one
example, should you commit war crimes or crimes against humanity is another.
Otherwise, swedish jurisdiction is powerless abroad.

> It also stretches to all citizens of the country, wherever they are.
> (Though it is then often difficult and impractical to enforce.)

As I said... This hasn't to do with practicality, it has to do with
territorial limitations of the state's power. A swedish person who steals a
car in the USA will not be punished for this in Sweden, even if there is
waterproof evidence against him.

> That is correct, but by my own evaluation my changes are not extensive
> enough to entitle me to copyright the altered version. Consequently I
> will not do so, even if some idiotic legislation does grant me that right
> in spite of all ethics. I do have some standards of my own after all.

As I mentioned before, you can well have a program that can be used as a
tool for each one to patch his own GDOS. It would be like the KAOS people in
Germany did when they offered their TOS 1.4 patcher, which greatly
refurbished the Atari product. It never worked on the swedish version of TOS
1.4, so I remember I had to buy a German TOS from a company in Kiel. After
the patching procedure I hacked into it and translated everything to
Swedish. The result was a really, really patched TOS...

Since I owned the TOS chips I could do whatever I wanted with them. Even
make copies. Remember that it's the ownership rights that are the backbone
of the Roman law, and consequently the laws of all european countries.

MG

987. SV: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kmrff$c2p$2@zingo.tninet.se>
Source record: 76923

Robert Schaffner <doitarchive@atari-computer.de> skrev i
diskussionsgruppsmeddelandet:1dtpudk.9i9wzqsopytcN@pm-d20.rhein-main.de...
>
> > Ball bearings.
>
> Ah, thank you..
>
> Must have use the w�rterbuch (dictionary) here.. :)
> Learning by doing.. :)

It would be strange if a person from G�teborg didn't know the word for ball bearings in several languages. Here is the home of SKF, Svenska Kullager Fabriken. And Volvo, another known product from G�teborg, means "I'm rolling" in Latin...

MG

988. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376f044e212a244@oden.se>
Source record: 76924

Hi Roger,

on Mon 21-06-1999 17:35 Roger Carr wrote:

>Does anyone know a vfat-friendly version of STZIP?

AFAIK STZIP is no longer supported, and v2.6 is the latest one.
But there are ways of getting around some of these problems.

>Using STZIP.PRG v2.6, I tried unsuccessfully to unzip a number of
>files in a folder which had the 'blank' character in the first eight
>letters of its zipped long-filename.
>
>All I ended up with was the empty folder, with its name truncated at
>the blank. I was then returned to STZIP's main screen with no error
>message.

I assume that you attempted to unpack to a disk with normal FAT system.
For that kind of operation this sort of result is common, when files
have been packed from a 'longname' filesystem.

Of course, my assumption may be wrong, and then most of the stuff
below is just a load of hogwash, as far as you are concerned... ;-)

>I ran the Check procedure from the main screen, which reported all
>files present with no inflation errors.

That is probably true then. The problem is not with the archive format,
but in the use of filenames that are illegal on the destination drive.
So that limitation is what we need to get around.

>Any comments, please?

Yep. The best way to deal with this kind of situation is to unpack the
files to a VFAT or other 'longname' filesystem. Under MagiC you can
even do this to floppy, and in fact I now always define B: as VFAT but
not A:, so I can use the same physical drive for both types, simply by
accessing it either as A: or B: (my falcon only has one floppy drive).

But if you have plenty of RAM, then a much faster way is to unpack the
archive to a ramdisk using a longname filesystem. XFS drivers for such
ramdisks exist both for MiNT and MagiC.

Finally, you may decide to make one of your harddisk partitions into
some kind of 'longname' filesystem, and again there are several ways
to do it, both under MiNT and MagiC.

Unpacking the 'weirdly' named files should not be any problem when the
filesystem allows this weirdness, and you can then rename the files to
more normal names and copy them in that renamed form to normal partitions.

The only problem is if the 'weird' names of files and folders are for
some reason required by the software itself. If that is the case you
will need to install them in original form on a longname filesystem.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
---

989. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376f044e212a245@oden.se>
Source record: 76925

Hi Julian,

on Mon 21-06-1999 18:20 reschke@muenster.de wrote:
> dlanor@oden.se (Ronald Andersson) wrote:
>>
>> I am not going to 'explain' why XBRA protocol is required for all
>> vector bending yet again. This has been done sufficiently often
>
>And you don't need to. I am *very* aware of it, being the one who
>documented and published it first (based on previous proposals of Moshe
>Braner which lacked the famout XBRA string).

I knew that you are well aware of XBRA importance, though I do not have
any direct memories of its introduction as I was then working in other
fields. In fact you and I have discussed these needs before, in other
contexts, and I know that you are no more likely to omit XBRA use from
your 'vector benders' than I am myself. We simply don't do that.

But I was not just speaking to you here, but also emphasizing how very
important it is never to skimp on using XBRA for those who are not yet
fully aware of it.

>> One typical situation where it is very important, is when several
>> \AUTO\ TSRs exist and the ones booted later need to detect presence
>> of the others that implement some VDI or AES enhancements. Linking
>> in a GDOS without XBRA can then prevent proper recognition of some
>> installed enhancement.
>
>I am not aware of any program which would need to do this. The GEM trap
>historically never was XBRA friendly, and if a program which hooks into
>this trap needs to find out about other's, it should use the cookies
>that they install.

What you say is true, but some programs don't use cookies, and the fact
that Atari themselves were not fully consistent in implementing XBRA,
as they really should have done even for TOS itself, that is no excuse
to omit it in any other program. (Whether it is GDOS or any other.)
There is never anything to be gained by omitting XBRA for vector bending.

As for being aware of the programs that might need it, there must be
loads of programs that neither you nor I have ever tested. There is
no chance ever of any single programmer being aware of all of them,
or their needs, so lack of such awareness has no relevance.

>> For such a case the fact that TOS will break the chain towards the
>> end of the boot sequence lacks importance, as the existence of the

>> chain up to that moment has already had its needed effect. There
>> are of course other more complex examples too, but this fairly
>> simple one should suffice.
>
>Actually you can inquire which version of GDOS is installed by calling
>trap #2 with a special opcode.

Certainly, but that was never my point. The need for XBRA seldom has
much to do with the program in which it is needed. It is there so as
to avoid interfering with the use other programs may need to make of
the XBRA chain.

Most TSR programs simply link in and then stay there until RESET, never
again accessing the chain except for the direct link used to jump through
the vector 'below' itself. Such simple usage does not even require XBRA
in itself, which is why some even think (mistakenly) that it is not needed.
But if those don't have XBRA, then the other programs that do need more
advanced use of XBRA chains are blocked, and can't do their work properly.
(Again, Julian, this info is mainly directed at others.)

----- snip ----- re: GDOS copyright issues

I think you and I agree on this, and for this case it does mean that,
unless we get contrary information from the AMC_GDOS copyright holder,
I can't spread my modified version at all.

>> I suppose it can be useful even without XBRA, although in a limited
>> way, as there are many situations where extra breaks in XBRA chains
>> will cause trouble.
>
>How about finally giving a real world example? Which auto folder
>program requires that the GDOS in use is using XBRA to change the GEM
>trap????

Come on. I have tried hundreds of programs that I never kept installed,
not because of any fault in them, but merely because they did not suit
my tastes. I do remember seeing these problems in some, but I am not
going to even try to dig them up again. That would be a waste of time.

You yourself know very well that broken XBRA chains can have this effect,
and though you believe that none of the programs using this vector would
suffer such problems, you also know that some might exist that do.

My whole point is that with XBRA present in GDOS as well, the risk of
any such problems will be reduced, that's all.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/
----

990. WTB: Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Frank@datast.net
Message-ID: <7kn4aq$up9$1@nnrp1.deja.com>
Source record: 76926

looking for Cubase 3.01 for the Atari ST.

Make offer.

Frank.Rothkamm
.
.
+---+

Flux Records + 7215 Willoughby 204 + LA CA 90046

+---+

/////----------------\\\\
|||// \\|||
http://www.thing.net/~flux
||||\ /|||
\\\\\----------------////

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

991. TT/CaTTamaran problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7kn2upnoa1@as102.tel.hr>
Source record: 76927

I have TT revision J, and CaTTamaran don't work in it.
Well, works 2-3 minutes, then crashes.

I think crashes is caused when TT trying to call bconstat (TRAP #13)
or event_multi. However, when I tried to use fan (I mean BIG fan,
fan for hair) those problems don't appear.

So: should I use some fan or I doing something wrong?

I have CPU on motherboard (right side) and in CaTTamaran docs it's named
as newer board, and I connected CaTTamaran properly.
TT had two wires extra, on chip 74AC244, one is connected to R888,
and another to R887, so I had to remove those one leads to R888, because
CaTTamaran use it.

Anyone can help me to make this CaTTamaran works ?

Vuk

992. Re: Calamus 98 and Pagestream 2.2se on

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: shammond@loop.com
Message-ID: <hMEb3.191$ij.12206@news2.randori.com>
Source record: 76928

On 20 Jun 1999 23:38:56 , J�rgen Nyberg wrote:
> On 20 Jun 1999 10:00:42 , Pat & Anna wrote:
> >
> >You don't need GEMulator or MagiPC with the latest Calamus 99 (when it
> >becomes available in English - soon?). Order the Windows compatible mode
> >and the package includes its own version of GEMulator or Magic or whatever
> >the shell is that allows Calamus to run under Windows and use Windows
> >printer drivers.
> >
> > Pat
> >
> Hi Pat
>
> If i�m not mistaken it has a inbuilt version of STEmulator for PC.
>
> Cheers J�rgen
>
SL 99 with the built in emulator does not use the Windows drives - at
least the demo that Invers just put up does not. Acessing the print
dialog pulls up the familiar driver (TOS) window with the Atari print
drivers listed. On my 350 mHz K6II (128megs) and a 4 meg graphics board, SL99 in
emulation mode feels about as fast (maybe a little faster) than SL 98
on my TT with a 64 bit Nova Card with 2 megs of memory.

Steve

993. Re: BBS

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7knc74$or6$1@news8.svr.pol.co.uk>
Source record: 76929

```
On 20 Jun 1999 21:07:32 , Martin Holmes wrote:
>I am looking for a BBS connection in the UK
>Are there any left?

The Fortress BBS is one of the best known, it's connected to Fidonet,
TurnoNet and the main Atari network NeST.

0181 244 9825 (Plumstead, London)

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

994. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7knc75$or6$2@news8.svr.pol.co.uk>
Source record: 76930

```
On 20 Jun 1999 22:43:17 , Trevor Spencer wrote:
>
>As they seem to be coming down in price I'm thinking of buying a flatbed
>scanner but it is to use with the Atari as well as son's laptop.

Try Nima's web site http://www.magma.ca/~nima and check out which scanners
his drives support.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

995. games questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <7knhjg$3gr$1@nnrp1.deja.com>
Source record: 76931

Hi, ST friends,

just a few of questions about games for Atari ST.

Which (war) strategy games, round-type (like Panzer General) or
real-time (like Dune 2) was ever released for Atari ST ?????????
(btw: was Dune or Dune 2 released for ST also ?????)

Also, I know that Gobliins and Gobliins II was released for ST. But what
about Gobliins III ????? Was it released for ST also as for PC and Amiga
?

Let me know.....

Thanks,

Dalibor

Dalibor

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

996. Re: Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <376F369D.5D25@ooc.de>
Source record: 76932

Terence Kelly wrote:

> my system. Depending on the software you are using (TOS and hard
> disk driver), the size of the 200 meg might be a problem. Certainly,

There is no TOS version that doesn't allow partitions of at least 256
MByte. Even TOS 1.00 supports partitions with a capacity of 256 MByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

997. Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <376F2E1E.781E@geocities.com>
Source record: 76933

I recently bought a computer for a former member of AUNT for a
reasonable price. Though it was a 1040St, I knew the computer had one
really nice thing about it... an AdSpeedST chip.

I bought it, used it for a while, and recently when deciding to change
out the floppy drives with one less flakey, I would then learn how
unique the computer was.

Opening up the computer revealed a snow scene of dust. The computer
looked ancient. There was a dual battery setup strapped to the
shielding with electrical tape, and the leads from the battery ran to
the underside of the keyboard.

"What the ...."

Looking inside the computer revealed a mess of wires. Examining the
underside of the keyboard, I found it was a "time saver". The batteries
were so old they had eaten through their battery case they were held in,
but luckily not beyond they packaging tape they were wrapped in.
I found the AdSpeedST chip... bit ole huge sucker. I was thinking of
putting it in another machine, but after seeing the wire mess from it, I
decided quickly against it.
Then there was the 4 meg upgrade.. another fine wirey mess.

I looked at the 1040ST, and then at the insides of a Mega ST 4 in
package condition... and fell in love with the 1040ST. :)

So, now I have this computer that has been hacked to hell, and already
has a decade of use (and I will probably use it for a while till I save
up for .. oh.. an Atari Milan?) :) ...

.... what I'm curious though is what other upgrades can I add to this
machine to make it an even more wirey hacked up mess?

I was thinking of doing the sony drive 1.44 upgrade, and I figured you
could add an internal hard drive. What else can be done?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

998. Re: MailBox for Mailing List e-mail in Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7knm88sga1@news6.svr.pol.co.uk>
Source record: 76934

Phantomm <phantomm@kih.net> wrote in message
news:7kmopg$h8m1@news.ajou.ac.kr...
> Hi folks,
>
> I'm trying to figure out the best way to create a mailbox or folder
> for incomimg e-mail from a mailing list.
>
> I would like for all the mailing list mail to go into a seperate
> folder or area from my everyday e-mail.
>
> Any ideas on how to do this in Newsie?

Look in the KILLFILE supplied with Newsie for examples. Basically you just need to identify some unique string in the header and tell Newsie to direct such messages into a separate mailbox.

999. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7knm89sga2@news6.svr.pol.co.uk>
Source record: 76935

Joe M. Villarreal <jmv@odsy.net> wrote in message
news:uyBb3.378$W3.5152@typ21b.nn.bcandid.com...
> On 21 Jun 1999 16:12:18 , Doctor Clu wrote:
> >Having fun with the internet surfing scene and was curis if anyone has
> >a version of Cab 2.0 or greater that they'd like to sell?
>
> Greg,
>
> You need to get version 2.7. It's quite a bit faster than 2.5. Version
2.0
> is very slow compared to 2.7.

... and you can get a demo version of 2.7 (with English RSC) from the ASH
ftp site. Like other demos it will not manipulate the hotlist .. but you can
always make your Homepage=Hotlist and then manage the H-list using your
earlier CAB.

1000. Re: Retired FoReM SysOps!

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: rber123@aol.comy2k
Message-ID: <19990622064919.12265.00002422@ng-cq1.aol.com>
Source record: 76936

I'm here due to forced retirement

1001. Re: games questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <376F6E66.AE5D8C89@kaliba.net>
Source record: 76937

dalibor5561@my-deja.com wrote:

> Which (war) strategy games, round-type (like Panzer General) or
> real-time (like Dune 2) was ever released for Atari ST ?????????
> (btw: was Dune or Dune 2 released for ST also ?????)

No, Dune/2 never made it to the ST.
(no surprise there)

As for other strategy games or war games, well.. there were quite a lot!
Carrier Command, Battle Command, Laser Squad, etc etc.

> Also, I know that Gobliins and Gobliins II was released for ST. But what
> about Gobliins III ????? Was it released for ST also as for PC and Amiga
> ?

Nope. Gobliins 3 didn't make it either.

Cheers,

Rich

1002. Re: Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7knrdd$hi8@newsops.execpc.com>
Source record: 76938

THnx for all the advice......after much debate i've made up my mind and am getting a mega st2......it's coming with a registered copy of SMPTEtrack with manual.....i'm also picking up a sm124, and a copy of cubase 2.0......(at first he thought it was 3.11) i'm not sure of the difference, but i'm still gonna pick it up regardless.....this whole little edeavor is gonna be a little pricey but i don't mind....i've allready finalized everything out of angst really, so no going back on my word........i have a feeling i won't regret it though........now about upgrading the memory.......and the monochrome monitor and a hard drive......

1003. Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Nato Gambassi <nato@datalogic.es>
Message-ID: <7knrbv$s6r$1@diana.bcn.ttd.net>
Source record: 76939

Is it possible play the original ST games????
How???

I have a lot of original games

Renato

1004. Re: Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7knrt2$tl2$1@news3.infoave.net>
Source record: 76940

put in tos 2.06 with a mulit tos board (so you can also use an
older version of tos. That will add about another 50 wires

Doctor Clu wrote in message <376F2E1E.781E@geocities.com>...
>I recently bought a computer for a former member of AUNT for a
>reasonable price. Though it was a 1040St, I knew the computer had one
>really nice thing about it... an AdSpeedST chip.
>
> I bought it, used it for a while, and recently when deciding to change
>out the floppy drives with one less flakey, I would then learn how
>unique the computer was.
>
> Opening up the computer revealed a snow scene of dust. The computer
>looked ancient. There was a dual battery setup strapped to the
>shielding with electrical tape, and the leads from the battery ran to
>the underside of the keyboard.
>
> "What the ...."
>
> Looking inside the computer revealed a mess of wires. Examining the
>underside of the keyboard, I found it was a "time saver". The batteries
>were so old they had eaten through their battery case they were held in,
>but luckily not beyond they packaging tape they were wrapped in.
> I found the AdSpeedST chip... bit ole huge sucker. I was thinking of
>putting it in another machine, but after seeing the wire mess from it, I
>decided quickly against it.
> Then there was the 4 meg upgrade.. another fine wirey mess.
>
> I looked at the 1040ST, and then at the insides of a Mega ST 4 in
>package condition... and fell in love with the 1040ST. :)
>
> So, now I have this computer that has been hacked to hell, and already
>has a decade of use (and I will probably use it for a while till I save
>up for .. oh.. an Atari Milan?) :) ...
>
> .... what I'm curious though is what other upgrades can I add to this
>machine to make it an even more wirey hacked up mess?
>
> I was thinking of doing the sony drive 1.44 upgrade, and I figured you
>could add an internal hard drive. What else can be done?
>
> Doctor Clu
>
>--

> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

1005. Re: Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376F75D4.3304F806@directprovider.REMOVETHECAPITALS.net>
Source record: 76941

Doctor Clu a ï¿½crit :

<snip>

>
> I was thinking of doing the sony drive 1.44 upgrade, and I figured you
> could add an internal hard drive. What else can be done?

Right, you could do that. However, an IDE board must be attached to the
68K processor, which has probably already been hacked to hell, so I
wonder if you'll physically have room to do that. The HD floppy drive
modification should be ok, whether you get an AJAX chip depends on how
confident you want to be in your ST's future reliability. You can also
upgrade to TOS 2.06 (which is strongly advised anyway for an IDE board)

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1006. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <7ko0at$7r7$1@nnrp1.deja.com>
Source record: 76942

In article <7knrbv$s6r$1@diana.bcn.ttd.net>,
"Nato Gambassi" <nato@datalogic.es> wrote:
> Is it possible play the original ST games????
> How???
>
> I have a lot of original games
>
> Renato
>
>
I think no problem there.

Use program as "Makedisk" and create disk image for emulator.
(...but not works for 100%)

Dalibor

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1007. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376F7815.D87C7BFD@directprovider.REMOVETHECAPITALS.net>
Source record: 76943

Nato Gambassi a ï¿½crit :
>
> Is it possible play the original ST games????
> How???

You mean with an emulator ? Just convert them to disk image files.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1008. Re: Not in dyer need but would like some Advice....

Newsgroup: comp.sys.atari.st
Date: 1999-06-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376F7B34.25E52BA8@directprovider.REMOVETHECAPITALS.net>
Source record: 76944

amfreq a ï¿½crit :
>
> THnx for all the advice......after much debate i've made up my mind and am
> getting a mega st2......it's coming with a registered copy of SMPTEtrack
> with manual.....i'm also picking up a sm124, and a copy of cubase
> 2.0......(at first he thought it was 3.11) i'm not sure of the difference,

It's an earlier version, with a few less options, but quite powerful. It
might not have scoring capabilities, and I beleive the MIDI resolution
to be slightly lower.

> but i'm still gonna pick it up regardless.....this whole little edeavor is
> gonna be a little pricey but i don't mind....i've allready finalized
> everything out of angst really, so no going back on my word........i have a
> feeling i won't regret it though........now about upgrading the
> memory.......and the monochrome monitor and a hard drive......

2 Megs are fine for what you plan to do, and upgrading would mean
getting a 3rd party expansion board which would probably cost more than
you will want to pay for only 2Megs more. The ST series can only handle
4Megs anyway. 2 are plenty.

You don't want to upgrade the monitor. The monochrome monitor is the
best you can get. Colour screens give a lower resolution and are not
suited for serious work like MIDI stuff.

All of this, and how to connect a hard drive is widely explained in the
Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1009. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kr543$j3k1@news.ajou.ac.kr>
Source record: 76745

On 23 Jun 1999 02:49:51 , Ronald Andersson wrote:
>Hi Phantomm,
>
>on Tue 22-06-1999 15:45 Phantomm wrote:
>>On 21 Jun 1999 11:22:43 , Ronald Andersson wrote:

>
>Of course it will, as NVDI has much faster routines than normal VDI has,
>but that does not answer the question of whether or not SB itself does
>accelerate any of the Falcon clocks, except for the pixel clock. And,
>of course, just speeding up a pixel clock will actually make the system
>slower when that pixel rate is used.
>
I really have no documentation that states SB II accelerates any of
the Falcon clocks. So I really don't know. But it sure does
accelerate something.

If I get time, I'll try to run NemBench with the SB II and see if that
shows anything.

>
>Right. And yet that is exactly what some sources are saying. That some
>of the hardware resolution expanders affect only the pixel clocks.
>I have no direct experience of such hardware myself, but I would
>definitely advice anyone not to invest in such a resolution expander
>without first checking how it will affect ST-RAM access for the CPU.
>Why pay good money to get a slower system ?
>
>
>>Most of the default VGA/SVGA resolutions seem to not be in interlaced
>>mode. The Desktop Icons in 800x600 256colors are as large as in
>>640x480. 1280x960 in 16colors seems to be the only default res, that's
>>in interlaced mode. The Icons are much smaller in that res. but not
>>as small as one might expect.
>>Most of the software only solutions I have seen put 800x600 in a
>>interlaced mode, thus decreasing the desktop Icon size.
>
>I have no idea what you are talking about here...
>
>A good multisync monitor should produce exactly the same screen scaling
>for 800x600 uninterlaced VGA as for 800x600 interlaced PAL signals, and
>that means that all objects should be identical in size. The only real
>difference is that the latter mode would flicker quite a lot, due to the
>interlace effect at this relatively low screen refresh rate.
>(Interlace flicker frequency = half the refresh frequency.)

Let me ask you this, when you were using CentScreen with your CT2B
and changed from 640x480 into a resolution of around 800x600. Did
your desktop Icons for your drives and programs decrease in size?
Also, didn't the Standard Atari Font also decrease in size?
But you got a larger desktop area to work with.

When I do the above with my CT2B using Centscreen the font and desktop
icons decrease in size. And my desktop space is larger.

Now when using ScreenBlaster II when I would switch from 640x480 into
800x600 the font and Icon size was exactly the same as the ones in
640x480. Only the desktop size changed. I did get more room.
Only when I went into a resolution like 1280x960 did my
font and desktop Icon size decrease in size. Thats one reason I
didn't use 800x600 very much was due to the large Icon and Font
size. There is probably a way to change this with the SB II software
as it has lots of options, but thats the way it was with the default
setup.

>>Is it possible with software only to get 800x600 in 256colors
>>in a standard resolution not using Interlace?
>
>Yes, that is possible, using the undivided 32 MHz pixel clock, since
>800 such pixels use the same time as 625 pixels at 25 MHz pixel clock.
>Thus line format fits in a standard VGA line. The increased number
>of lines (as compared to 640x480) will lower the vertical rate to appx
>48 Hz, but that can be compensated for by cutting the line length a bit,
>to achieve a vertical rate of 50 Hz, which should be enough for such an
>uninterlaced mode. (Flickers less than 100Hz interlaced.)
>
>But getting the system as a whole to run with this is another story,
>as such massive VIDEL loading is bound to make the system very slow.
>Hmmm, I think I'll make some small experiments here...
>----- some small experiments later -----
>Yes, the Falcon can run such a resolution even in unspeeded mode, but
>ST-RAM access speed is down to 50% of the Nembench reference value,
>so the system is very slow. If the cache is disabled even very simple
>operations, such as moving mouse into a menu, can cause lockup.
>
>I recommend using the same resolution with interlace instead, and with
>somewhat lenghtened blanking intervals, both horizontally and vertically.
>This way a very low-flicker interlaced 800x608 can be achieved, with a
>half-frame frequency of appx 75 Hz. Blanking intervals do not cause any
>VIDEL load at all, so adding some 'blank' time on each line decreases the
>risk of CPU lockup due to inability to service time-critical interrupts.
>Adding whole blanking lines also gives CPU full access to ST-RAM in those
>lines (unless SDMA needs it), thus reducing total VIDEL load even further.

Ok, From what I can tell from the resolution listing in the SB II
docs, SB II ran 800x600 in Non-interlaced mode. It could do this
in 16colors as well as 256colors. Both were very usable, but I did
noticed a bit of a slow down if 256colors were used in this mode.

However, it was still quite useable. And the main reason I did not
use that res was due to the large Font and Icon sizes. They
were just too large for my taste.

Apparently I've never seen 800x600 in interlaced mode with SB II.
According to the SB II resolution listing, 800x600 in 256colors is
done in 35 KHz Hor. and 55Hz Vert.

There are a couple more 800x600 resolutions with different Hor/Vert
settings to choose from. But none were in Interlaced mode IIRC.

>
>All screen enhancers for Falcon should support all its monitor types,
>and all the ones I have used do so. Videlity is the one with the best
>user interface, and it has very good consistency in how it reacts to
>changes made. Neither Videl Inside nor CentScreen can compete with
>it on that front.

I'll have to try Videlity and see if I like the results.

>
>The 'sickness' may not have been due to hardware, but could also be
>due to some unsuitable software, or some bad configuration settings.
>
>
>>Also have heard from some Falcon owners who could go higher than
>>57600 without any modifications.
>
>That honestly should be considered the normal case. Those who can't
>should continue looking for the reason why.
>

>
>An original Atari Falcon always has the bass boost, as well as the
>silly microphone level inputs. That is not something that can vary
>'of itself', but requires exchange of components to be fixed. C-Lab
>as well as some retailers do that for all machines to be sold. That
>is why there can be such differencies even for new machines, as some
>retailers simply sell them in unmodified state.

I sure have the stock microphone input/output connectors, but really
no Bass Boost that I am aware of. I have seen other Falcons audio
hardware and mine differs somewhat. The audio has always been clear,
free of any clicks or noise. I do quite abit of D2D recording.
I get nothing that I would consider as a Bass Boost in my recordings
with the Stock Falcon. But since then I added a Nemesis buffer which
put a resistor and inductor on the DMA, which changed the output
slightly. But not in a bad way.
Now with the CT2B installed this also has put a resistor
on the DMA, I've not fully tried all my Audio software yet to see
if this has made any differences.
>

>

>
>No that is impossible. The speed is crystal controlled, and any
>deviation at high rates would lead to the same percentual deviation
>at lower frequencies too. Such a machine could not function reliably
>for serial communication with any other machine as all speeds would
>be equally mismatched.
>

>
>That has always been due to unoptimized programming in TOS,
>so that is not a hardware issue.

Are you sure there is no hardware bug with the Modem port on the
Falcon?
What about the Modem port that isn't physically there?
And the Modem port really being Modem port 2. Wasn't this
due to a Hardware bug?

And software patchs where needed to fix this. That was always my
understanding of the problem.

>Now you're talking my language again... ;-)
>Yes, in many cases this is the sort of thing to look for.
>And since most users only have one computer, the other critical
>component in their serial connections is the modem itself.
>It too must be set up correctly for efficient handshaking.
>
>
>

>
>Any logical resolution can be implemented through a multitude of
>differently timed video signal setups. The normal VGA standard
>for 640x480 resolution is uninterlaced, but that is no reason
>not to implement an interlaced signal for the same resolution.
>
>It will then no longer use the standard VGA timing, but may still
>suit a multisync monitor, or even a PAL monitor or TV. For the
>latter types interlace is actually required for any resolution
>which is that high. (Their uninterlaced limit is appx 300 lines)
>

>
>>Again the problem with the port speed at 640x480 with the stock
>>Falcon could be due to HSmodem settings not as good as they should
>>be.
>
>Indeed, or problems with setting RTS/CTS in CPXs, or problems setting
>up the modems to be used.
>

>
>I can send them to you if you wish, but it is not certain that they
>will match how you wish to use the ports. One difference you may try
>at once is to ensure that your buffers are big enough to let ports
>have a big margin for handshake responses. I always set reception
>buffers to a size of 16384 bytes (==16K), and transmission buffers
>to a size of 4096 bytes (==4K). This ensures that even long delays
>in handshake checks allows RTS/CTS to halt a data stream without any
>buffer overflow, and also allows Midi and Modem 1 to function fairly
>well without any handshaking. They may lose some packets, but TCP
>protocol can deal with that automatically.
>
>Posting the modules publicly is not an option, as that would be a form
>of split distribution of the HSModem package contrary to Harun's wishes.

I also use larger buffers in my HSmodem setup. If you can and don't
mind, e-mail me your DCC and SCC auto programs. I'll try them here
in standard mode and see what happens.

>>
>I think so, but it is hard to test such things properly. My TT030 is
>not fast enough to test this thouroughly.

>
>It is true. NVDI does solve the problem, and it is only parts
>of it that are needed. But those parts are not collected in one
>program, as NVDI uses loadable drivers for various bitplane modes.
>

>
>I quite agree. Even though I do intend to use NVDI in all my
>normal boot setups, I also want to have 'close to clean' boot
>setups for testing purposes, and then it is not appropriate to
>boot NVDI's 'super-GDOS' with speedofonts, truetypefonts, etc.
>That is one of the reasons I am interested in using both NVDI
>and fVDI, as the latter may give the ability to use 'cleaner'
>test setups (but it is still in an early development stage).
>

>
>I can confirm that fVDI does work with CT2, but support for
>most bitplane modes is still missing, and that includes the
>8bit mode which is required for 256 colours.

Good. I'm glad it does indeed work. Can you tell if there is
any kind of increase/decrease in speed. What I'm really asking
here is only regarding the blitter control and the software
thats used by both fVDI and NVDI that allows TOS 7.X to work.

>
>Quite correct. That is what I call a 'software blitter', and it
>has existed in all Atari TOS before the Falcon. I have urged Centek
>to make one, instead of relying on other software, but instead the

>patches they make simply try to skip past many operations that do
>use the blitter. Thus their code consciously avoids many blitter
>jobs, rather than trying to implement them in software.
>
>
>----- snip ----- re: Cecile works for your SCSI drives, but not HDDriver ?!?
>
>That is a bit odd. Here I never got any use out of Cecile that I
>could not also get out of HDDriver 7.51 . And Cecile completely
>lacks the generic SCSI driver that HDDriver has, which is needed
>by some of the CD-ROM BOS drivers for BetaDOS (or MetaDOS).

Yes this is odd, Also I find that ExtenDos Gold reports a error when
booting in Turbo Modes. Drive not responding or something like that.
Not sure if this is due to Cecile or not?

However when Cecile Boots, it correctly access each hard drive and
the CDrom and CDR drives. It displays the correct name and info on
each one.

>
>HDDriver being 'Not set right', or possibly having been corrupted, is
>what I guess at. I have seen no trace of any problem I can blame
>HDDriver itself for. It appears fully compatible to CT2 here.

Thats what has me confused here. I'm still going to get a shorter
Main SCSI cable and see if that makes any difference.
I have tried re-installing HD Driver and different settings.
None of this has helped.

>
>>Cecile has a nice configuration setup that is in English however.
>>I've not tried the Fastest ATA IDE settings yet, but will soon.
>>
>>Now what I really need is some English docs on Cecile or any info
>>about it.
>
>Be prepared to wait...
>Most Centek staff are not very good at english.
>I can't help you either, as I don't use Cecile myself.
>

>HDDRIVER.SYS can only work in the harddisk root directory, and it should
>not just be placed there by normal copying, as that does not ensure that
>the bootsector needed to load it properly is also installed. This should
>only be installed (or removed) by HDDRUTIL.
>
>The only case when you should ever boot HDDRIVER from an AUTO folder, is
>when you boot it from a diskette, and then the proper filename is not
>HDDRIVER.SYS, but HDDRIVER.PRG, as that is required for AUTO programs.
>Normally this is only done when first installing HDDriver on a new
>harddisk, or to recover from disk crashes, though I also sometimes do it

>in debugging various things.

Thats what I thought, but wanted to check for sure, since I've tried just about everything I can think of trying to get it working with the SCSI drives in Turbo Modes.

Also wanted to ask about some settings with NVDI and the CT2B.
In either TOS 4.X Turbo or TOS 7.X Turbo, What would you recommend the settings be in the NVDI Compatibility CPX for things like Tos Compatibility and Line-A. Should these be checked with the 'X' or not?

And in the System information CPX, should the Cache and 16Mhz be checked with the 'X' or not?

Thanks for your help,
phantomm@kih.net

1010. Re: North American N.AES dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kr630$70$3@news.campuscwix.net>
Source record: 76746

On 23 Jun 1999 14:21:36 , Theo Hopman wrote:
->Title says it all, really. Are there any dealers in North America who
->carry N.AES? I'm getting tired of some aspects of Geneva, and N.AES seems
->to be the best non-Magic solution.
->
->In the short term, can anyone recommend a decent Tos-in-a-window solution
->that a) multitasks (so don't say TOS2GEM) and b) doesn't require MiNT and
->c) works with Geneva? GenevaTOS is irritatingly slow, and missing
->essential features like (easy) clipboard support. I might be willing to
->forgo requirement b, since Geneva is half-decently fast under MiNT, but
->TosWin2 requires AES 4.1 (why, I don't know...), so I can't use the best
->Tos-in-a-window program I've found.
->
->THeo
->
->.

This has got to be one of my personal pet peeves. Why Woller won't
appoint a US distributor for N.aes is beyond me. N.aes is one of the
essential ingrediants to a solid working MiNT setup, and US users
are being denied it. Kent at Systems For Tomorrow has stated that
he has been trying to get it for a long time now.

Its no wonder that MagiC's popularity, both among users and developers
is growing. Are you listening Woller? Wake up!!! ;-|

Can't help you with the TOS-in-a-window question, sorry...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1011. Re: New Milan Special Report

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kr68h$70$4@news.campuscwix.net>
Source record: 76747

On 23 Jun 1999 16:45:17 , "Bengy Collins" wrote:

<snip>

Here is the question of the hour...will US buyers be able
to get their hands on this machine, or will we be ignored
as usual? Thanks...

Sorry if I sound bitter-I just can't understand in todays
world economy, why vendors can't get the goods that are
wanted... ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1012. eBay:big fat Jaguar package (15 games,2 pads,...) & Jag S-Video cable

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: jasonbar@flow.ucsb.edu
Message-ID: <7kr8q9$4c7@flow.ucsb.edu>
Source record: 76748
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st

Howdy

I have 2 Jaguar auctions up on eBay. Please check them out:

1-Big Jag package (console, a/c adapter, 2 joypads, jaglink, tv switchbox,
rca hookups, 15 games).

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=121859661

2-Jag S-Video tv hookup cable

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=121861873

Thanks
-Jason

1013. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kras9$6b0$1@nyheter.chalmers.se>
Source record: 76749

In article <7kq3t3pes1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <37705860280f2c0@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>Hi Phantomm,
>>
>>on Tue 22-06-1999 15:45 Phantomm wrote:
>>>On 21 Jun 1999 11:22:43 , Ronald Andersson wrote:
...
>>>I do understand that more is needed than to just turn off the
>>>Blitter. I would like to have a program that does what NVDI
>...
>>It is true. NVDI does solve the problem, and it is only parts
>>of it that are needed. But those parts are not collected in one
>>program, as NVDI uses loadable drivers for various bitplane modes.
>
>Actually, those drivers don't contain any blitting code, AFAICR
>(I'll check it when I get home).

I have now checked the NVDIDRV4.SYS and NVDIDRV8.SYS files and neither
contains any blit code.

However, I did find blit code in the OFF*.NOD/ODS files, so I guess
NVDI doesn't have it built in after all.
(It's strange that I never thought about those files before.
This certainly explains why I couldn't get NVDI to work under PaCifiST...)

Anyway, if someone were willing to hack around a bit, it might just
be possible to do a software blitter by calling the appropriate
routines in the correct NOD/ODS file.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1014. Re: IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7krbmn$99s$1@snipp.uninett.no>
Source record: 76750

Martin Graiter <graiter@starmail.com> wrote:

> Exellent! The IDE controller can be made or adapted from the ones for the
> ST.

Please let me know if you intend to make one, I'm very interested. It
really doesn't matter if you can boot from it or not, but it would be nice
to be able to connect a cheap CD-R and perhaps a 13Gb disk...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1015. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7krc4f$bi7$1@news6.svr.pol.co.uk>
Source record: 76751

On 23 Jun 1999 15:48:32 , Martin-Eric Racine wrote:
>> >The best way to deal with this kind of situation is to unpack
>> >the files to a VFAT or other 'longname' filesystem.
>>
>> I had a similar problem a few months ago, and IIRC I unzipped to a
>> partition with a MagiC handled longname filesystem and all was okay.
>
>On MiNT 1.15, either unpack to the new FN ramdisk or to VFAT.
>It works rather well and handles long filenames.

Going back to what I said, I tried an experiment today, and found
that running under MagiC a ZIP file containing long filenames brought
MagiC crashing down whilst trying to extract using STZIP. Swopping to
TOS everything worked okay, although, obviously, the file names were
shortened to 8+3. I'll carry on playing!

;-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1016. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: tkross@oio.net
Message-ID: <930166738.509.59@news.remarQ.com>
Source record: 76752

On 19 Jun 1999 18:48:15 , Ronald Andersson wrote:
>Hi Terry,
>
>on Fri 18-06-1999 14:59 Terry & Karen Ross wrote:
>>On 18 Jun 1999 05:24:16 , Ronald Andersson wrote:
[snipped entire mess & rune list]

Thanks Ronald, that was just what I needed. Guess I'll be playing
it on my STe anyway, since the monitor on my TT is about to go. Only
lasts about 10 minutes at a time.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

1017. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <37713e3d$0$121@znews.zetnet.co.uk>
Source record: 76753

On 17 Jun 1999 06:49:47 , Uwe Seimet wrote:
>Peter Slegg wrote:
>
>> Exactly what formats are supported on the ST platform at the moment?
>
>What exactly do you mean with "format"? HDDRIVER supports TOS compatible
>GEM and BGM partitions. With additional software like FreeMiNT or MagiC
>DOS compatible partitions and FAT32 partitions are also supported. And
>Minix and Linux ext2 partitions are supported with FreeMiNT. Note,
>however, that those partitions are handled by the filesystem drivers
>that come with FreeMiNT. HDDRIVER directly supports GEM and BGM, other
>filesystems require the appropriate file system drivers.
>

I should have said "which media are supported?" such as CD, CD-R,
CD-RW, DVD-ROM, DVD-RAM etc. I was curious which of the newer
media where usable on the Atari. From your comments, I gather that
HDDriver provides the low level support for most of the media in
either IDE or SCSI versions and extra high-level drivers are needed
for the -ROM media.

Spin and ExtenDOS support CD-ROM but it there any support yet for
DVD-ROM yet ?

>> Any chance of adding Firewire support??
>
>You have such a device connected to your Atari?

No, not yet ;-) I would like to put a Firewire card into my Milan
and be able to access my Digital video camera. I have been reading
about Firewire on the Apple, Adaptec and Sederta web sites. These
companies all produce firewire cards but they only have drivers for
PC and Macs. Sederta offer a software development kit but it is quite
expensive.

regards,

Peter.

1018. Re: Attention Atari Users and Programme

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: atari@bright.net
Message-ID: <7krfh0$69s$1@cletus.bright.net>
Source record: 76754

On 23 Jun 1999 11:21:59 , Tony Greenwood wrote:
>Hey! atari@bright.net (Lonny Pursell)
>>>>be patched for every known TOS version. :-)
>>>
>>>I don't know of a compiler that makes games that need to be patched...
>>>ho wait.. lets go back about 5 years.. they had to be patched then..
>>>
>>>But not for a couple of years now... Do try and keep up ..
>>
>>Keep up? <hehe> I'm so far past the original ST modes I simply cannot
>>run such old stuff on my gfx card. Not to mention under MiNT+N.Aes...
>
>Then why on earth did you feel the need to tell everyone that the
>software needed patches when it does not..
>
>My comments to try and keep up.. I was not referring to your setup or
>hardware.. but to your blatantly untrue so called facts.
>
>Maybe you where just following the crowd eh?.....Bhaaaaaa

If I did that I'd have a crap pc by now with a so-so emulator... lol !

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

1019. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37712339.42B9AD9D@ping.be>
Source record: 76755

Mike Kerslake a *crit :

>>I personally use a Microtek E3 with my Falcon, and it's fine. The

> quality is fine for web pages, and most print applications, so unless
> you really want high resolution quality, a s/h or stock clearance E3
> might be an economical way of getting into flatbed scanning?

I also use one ... on my TT ...
The E3 is really a bargain ... if you can yet find one of them ...
Try to buy the Macintosh version otherwise you'll have to pay the added scsi
interface delivered for PCs.
I suppose you also drive it with the marvellous ScanX PRO from Nima Montaser ?

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1020. stf on the hi-fi

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: ethhoack ethandphi exbeess <ethh@enemy.org>
Message-ID: <377146B7.4B7C0450@enemy.org>
Source record: 76756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.hardware

hi all,

i need to plug an atari 1040stf on the hi-fi, but it has no jacks like
the ste does.

so i've been thinking, is there a way i can hack my st peritel cable to
get stereo jacks ?

any help will be appreciated.

--
ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

1021. Atari Falcon for Sale :USA

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: fletch@fast.net
Message-ID: <fletch-2306991757360001@ras01-465-phl.fast.net>
Source record: 76757

Atari Falcon030 4mb / 160mb HD
Atari Mouse
Wizztronics memory upgrade (unpopulated)
BlowUp030 video cable
3 video Adapters (ST,VGA, Composite)
Falcon Speed 286 PC emulator (No software)

5 CD-ROMS: All things Falcon, Crawly Crypt, Gemini Atari, Die Zweite
Atari, Linux/68k
Applications: Calamus Sl, ImageCopy 4, Magic, Ease, PhotoShowPro, Extendos
Pro, Audio CD Master, Mustek Scanner Driver, Speedo GDos, AtariWorks,
Multitos, More!

Games:Transarctica, Rock-N-Roll Clams, LLamazap.

Many original manuals, original box, and Atari Falcon full color sales brochure!

Currently up for at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=121062248

The bidding is currently at $177.50. 5 days to go on auction.

1022. Re: WTB: Omniswitch

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <s81tAHAZlVc3Ewzi@steverosie.demon.co.uk>
Source record: 76758

On Wed, 23 Jun 1999 at 06:04:14 a message from Randall W. Bender was
created on the subject of WTB: Omniswitch.
>Looking for an OmniSwitch manufactured by Talon Technologies.
>
>Replay via email please to rbender@peganet.com
>

Is this the operating system switcher for the 8-bits?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1023. Re: CT2B TOS 4.X Turbo Mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kro6u$j2u1@news.ajou.ac.kr>
Source record: 76759

On 23 Jun 1999 13:42:22 , Mikey wrote:
>
>Fast ram has been around for the Falcon for quite a while now (since
>1992).
>It has, and likely will, always require the use of NVDI because of the
>blitter. As no one has fixed this problem in this amount of time, it
>likely won't be. If you run your Falcon with fast ram installed, and
>do not use NVDI, your asking for trouble, and I don't mean just
>crashes. No buffer mod in the world will save your SCSI data.
>
>Mike
>

Hi Mike,

Well NVDI is installed now. Works well but still hope something
else will come about.
BTW here is the results of NemBench.
This was done in 640x480x2 in Tos 7.04 Turbo Mode.
No FPU installed at the moment. Soon. ;)

NemBench v2.1 - precision CPU/FPU profiler.

Integer multiply (16bit) -> 1.921 Mips (~313%)
Integer divide (16bit) -> 1.135 Mips (~313%)
Linear (stalled) integer -> 24.975 Mips (~313%)
Interleaved (piped) integer -> 24.975 Mips (~313%)

16bit read (100% hit) -> 24.630 MByte/sec (~313%)
16bit write (100% hit) -> 20.161 MByte/sec (~335%)
32bit read (100% hit) -> 49.261 MByte/sec (~313%)
32bit write (100% hit) -> 40.322 MByte/sec (~604%)

Linear 32bit read (ST-Ram) -> 10.224 MByte/sec (~192%)
Linear 32bit write (ST-Ram) -> 11.477 MByte/sec (~177%)
Linear 32bit copy (ST-Ram) -> 5.728 MByte/sec (~177%)

Linear 32bit read (FastRAM) -> 32.483 MByte/sec (~611%)
Linear 32bit write (FastRAM) -> 38.721 MByte/sec (~600%)
Linear 32bit copy (FastRAM) -> 13.855 MByte/sec (~429%)

How do these results look?

Are there any other programs like NemBench I can use to
see what I've got with the CT2B?
phantomm@kih.net

1024. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9906232326001.116-100000@tampa1-024.southeast.net>
Source record: 76760

And in the System information CPX, should the Cache and 16Mhz be
checked with the 'X' or not?

From centek doc which you've missed somewhat:

Don't use si.cpx

So, you know what to do.

1025. Re: stf on the hi-fi

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3771B90F.D6A5C2C@jps.net>
Source record: 76761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The ST monitor jack has a mono audio pin (normally goes to the speaker
in the SC/SM monitors). This can be fed by a y-splitter to a stereo.

ethhoack ethandphi exbeess wrote:
>
> hi all,
>
> i need to plug an atari 1040stf on the hi-fi, but it has no jacks like
> the ste does.
>
> so i've been thinking, is there a way i can hack my st peritel cable to
> get stereo jacks ?
>
> any help will be appreciated.
>
> --
> ethh
> 2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
> C5 55
> http://torpedoes.enemy.org

1026. How to transfer a download a compressed D/L from a Mac to a ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Fibrillation <fibrillation@mindspring.com>
Message-ID: <7ks7u2$1t4$1@nntp6.atl.mindspring.net>
Source record: 76762

Hi all.

I found something on the web for my Atari and downloaded it to my mac. It's stuffed in the standerd mac way but it won't allow me to decompress it in order to put on a Dos floppy for transfer to get it to my 140 ST.

Any suggestions ?

Be well,

-arik-

1027. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3771766680992d3@lvdi.net>
Source record: 76763

On Thu 24-06-1999 00:26, Joe M. Villarreal TOS'd the following:

>You'll need to clear the RAM cache whenever it gets close to full. I have it
>set to 9 megs at the moment, but I've tried different settings. I always
>clear the RAM cache whenever graphics from a previous page start to load from
>disk instead of the cache.

I understand that, but it happens when I first start CAB and I'm
using a 6 meg RAM cache. For example, I can go to www.reel.com
as soon as I load CAB (which I often do). It uses many of the same
graphics on every single page, yet CAB 2.7 always insists on loading
them from disk, even the background image that never changes. Even
if I reload the same page using ^L or Alt-B from the next page, it
still reloads all the graphics.

That's not to say it doesn't ever use the RAM cache. It does, but
not nearly as much as it should. Not even close to 50% of the time
it can, I'd say. And I won't even get into the way it uses RAM,
which quickly leads to memory so fragmented, my 6 meg cache is
virtually useless after awhile (of course 2.5 was no better in that
area).

Needless to say, I find the RAM cache implementation by far the most
annoying thing about CAB 2.7. The thing is slow enough loading
graphics and formatting pages without repeating tasks it doesn't need
to. Makes me wonder who was doing the beta testing.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

1028. Re: **** Re-furbished computer plastic ???? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7kt15d$nb2$1@news7.svr.pol.co.uk>
Source record: 76764

Martijn <martijn.kruger@solvay.com> wrote in message
news:01bebd63$8775aa40$3f8ffb96@we0w3622.DUPHAR.SOLVAY.COM...
> Hi there old computer-lovers!
>
> I have a rather general question, so I post it in several newsgroups!
> I am a collector of old machines, and recently I obtained some old
> commodores,
> including a 128D. Sadly, the plastic case of this machine has turned
yellow
> as a Brazillian banana.
>
> Is there any way to clean or polish this color away with e.g. a solvent
> like toluene or acetone?

Yes. But avoid things like toluene or acetone which are too vigorous for normal cleaning.

I have done a number of refurbish jobs and have found that kitchen surface cleaners are ideal. Here in the UK they are called "Mr. Muscle" or "Jif" but, basically they are a laminates cleaners which usually comes in a spray pack. These cleaners will strip off most of the rubbish - if there are any patches of dirt remaining just go over them again applying local rubbing pressure. They will leave the surfaces very clean and, thus, susceptible to staining/sweat marks so, as soon as the surface is dry, after rinsing in clean water, spray with a silicone based polish. This will protect the surface against further marking.

Naturally, it is best to do this job with the machine totally stripped down so that you are only processing the plastic and can stop worrying about the PCBs etc.

1029. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199906230000.a21751@lu.maus.de>
Source record: 76765

Hello Richard,

r> I'd have to disagree re: more compatible for *games*. WinSTon can run a
r> lot of games far better than PaCifiST, but then PaCifiST can run a lot
Anyway: No way to run original games
with floppy protection. :-/

But thanks for the "update"! :-)

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1030. Re: Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7l0v73kni1@plutonium.compulink.co.uk>
Source record: 76766

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:376F2E1E.781E@geocities.com...
> I was thinking of doing the sony drive 1.44 upgrade, and I figured you
> could add an internal hard drive. What else can be done?

Definitely a serial port upgrade, if you choose the veroboard DIY version
there's lots of wires to install :-)

--
Regards

Joe
joe@inactive.cix.co.uk

1031. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7l0v74kni2@plutonium.compulink.co.uk>
Source record: 76767

Spencer Davies <spencer@SPAMTHISmaelstrom.freeserve.co.uk> wrote in message news:376d44a4.2282762@news.freeserve.net...
> On 18 Jun 1999 23:37:50 GMT, davidjames@zetnet.co.uk (David James)
> wrote:
> >I've only been able to get gemlator to work with TOS 2.06
> Well Gemulator Pro is meant to work with TOS 3.06.
>
> And on this point does anyone have a utility which will allow me to
> dump the TOS from my TT to give it a try under Pro?
There's normally a TOS Dump utility included with Gemulator along with instructions...

--
Regards

Joe
joe@inactive.cix.co.uk

1032. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kp98fkcv1@nyheter.chalmers.se>
Source record: 76842

In article <376fb16422b9d02@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Mon 21-06-1999 23:41 Johan Klockars wrote:
>>In article <376e5d9625dd2d1@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>>(8 bit is also more of a pain to program for since you easily run
>> out of registers.)
>
>Actually I have worked on such code a bit, in adapting the ColorTOS

;-)

>>>I'd say just about every Falcon user would find it 'needed'.
>>
>>I certainly didn't, and if others do they should contact me.
>
>I agree, so they should, but I know from experience how hard it can be
>at times to get any feedback just by waiting for mail. In most cases
>people never do mail their feedback to the author, even though they do
>talk a lot about it in other media, such as newsgroups ;-)

I know...

>>NVDI (which isn't at all bad at most things) was just too painfully
>>slow in Falcon 8 bit mode,
>
>On an unspeeded Falcon it naturally was, as that loaded Videl twice as
>bad as the 4 bit resolutions did. With an accelerator, however, the
>8bit resolutions are the most useful ones Videl can offer.

I had an AB040 for quite a while before getting my Eclipse and I didn't
use the 8 bit modes, anyway.
Naturally, the processor wan't burdened by the grahics mode, but all
screen operations took 'ages'. I couldn't live with two times slower
screen updates, but it depends on what you're doing of course.

With the fVDI shadow buffer things would be a lot better on an AB040
(no reads from ST-RAM). It's very noticeable in 16 colour mode.

>>and in 16 bit there were no usable resolutions.
>
>That has little to do with NVDI itself, since it is not a resolution

Of course not.

I've played around a good deal with my BlowUP Hard II, though, and the
only decent 16 bit mode I could get was 480x480 (this is on a standard
30kHz and up multisync monitor, and only counting non-interlace modes).

>I would not call either 768x576 or 640x480 useless, and though some may

But neither of those modes is available on a setup such as mine.
You need at the very least a Nemesis or a 15kHz monitor.

>>If you want reasonable graphics in windows, I guess 16 colours are
>>stretching the limits, even at high resolution. That's one of the
...
>I can understand that. I haven't worked much on real dithering, but I do

You can get very good image quality with 16 colours in high resolution,
but you have to be able to select those 16 colours yourself.

>>Well, while you're waiting for the Eclipse to be released (should be
>>any week now), perhaps you could write an eight bitplane fVDI driver? ;-)
>
>I am seriously considering it, but it is a matter of getting into your

:-)

>way of doing things, with a minimum of docs. I was disappointed to find
>only source code for graphics cards on your site. It would be much more

There is no source code for graphics cards there, since I'm not sure
yet if those can be released (NDA's).
The example 16 bit driver is entirely software based (and very old).

>useful to have the 4bit VIDEL driver as an example, as that is a more
>familiar resolution to me.

Since fVDI is (or rather will be) under the GPL, you can have the entire
source tree (except the mach64 driver, for now) if you like.

>I have now made some rather extensive tests of fVDI with the 4bit VIDEL driver.

:-)

>
>My intention was of course to test the 1bit driver too, but I never got it to
>work. fVDI never did switch to a monochrome resolution, but stayed physically

No, currently fVDI always stays in the resolution you started it in.

As I said in an earlier article (not in this thread), it's easiest to
test fVDI by starting it from the desktop and then you can of course
be in whatever graphics mode you like.

>At first I experienced bombs on every boot, not when fVDI started, but a bit

A little while ago there was a note in the documentation saying that
booting wasn't really supported in the normal Atari modes. I think I've
removed most of that text now, though, since it seemed to work last time
I tested it.

Again, testing of fVDI really should be done from the desktop, unless
you want to run below NVDI.

>later when it was time to launch desktop. I managed to 'backtrace' the code
>to the triggering function calls, and noted that these where a pair of calls
>like v_show_c(1,1) and v_show_c(1,0). This appears to be how desktop does
>activate the mouse cursor after the rezswitch is completed.

Ah!

It's, unfortunately, really troublesome booting under a debugger on the
AB040. I've only found a single debugger that can do it at all, and then
only without caches and FastRAM. It still usually crashes in some strange
way before I'm finished with what I'm doing.

>The strange part of this was that the code bombed because the mouse draw
>routine attempted to store pixel data at address $00E1C744, which is in the
>TOS ROM area !!! But investigation soon showed that this was only because
>that area does come immediately after the normal screen area.
>
>Surely this must have happened occasionally on your system too !?!

I've only booted in the bitplane modes once or twice since that mouse
code went in. Apparently I was lucky.

>Unless the AB hides it, like the CT2 would in TOS 4.x mode, if I had not

Due to the way the mouse routines currently work, even the non-movement
functions have to supply a coordinate. They do this by fetching from the
main workstation struct, which normally is perfectly fine (it is updated
when the mouse movement vector is executed).
Unfortunately, I forgot to set an initial value on startup. :-I

>The problem appears to be that the mouse handler part of your driver does not
>initialize the mouse coordinates. On further reboots I managed to trace into

The bitplane mouse routines are very new...

>your mouse drawing code, and saw how it fetched a Y-coordinate of 845 and did
>use this value without checks or limitations to calculate the pixel address.

Ooops!

No checks are really needed since the mouse is limited to the coordinates
found among the LineA variables.
Naturally, that doesn't cover a redraw before the first move, though...

>better, and that needs to be done at each rez change, as even after an

fVDI doesn't know about resolution changes at all yet. Mainly because
it can still only load one driver.

>I used the 'triple switch' method to activate the old mouse drivers of TOS,

Until very recently that was the only way.

>so that it is now verified that fVDI can do this job for a CT2-Falcon.

:-)

>When used with NVDI, however, that appeared to take over the font handling

Yes, that is the main thing NVDI does for screen drivers when it's 'on top'.
The fonts are rendered into a monochrome buffer which is then passed
to fVDI for mono-expand blitting.

This is very fortunate since it would otherwise be impossible (or at least
very difficult) to use the NVDI vector font support on graphics cards.

>completely, and when used 'below' NVDI I am not even certain that any of
>the fVDI code was still in use. I had no indication of it anyway. With

When fVDI is 'above' NVDI, it doesn't let the latter do much at all.
Currently it passes the palette handling and in your case the mouse through.

With fVDI 'below', it can indeed be a bit difficult to see anything,
but you will currently, for example, not get any filled circles, there
will only be solid lines and in 16 colour mode the text and icons will be
monochrome. If any of those things look normal, you didn't set things
up correctly. ;-)

>I tried combining fVDI with Videlity, trying them in both of the possible
>relative positions, and neither worked properly. Apparently fVDI does not
>allow more than a single resolution per driver, unlike NVDI, for fVDI now
>drew 'two desktops side by side' in the bottom quarter of the screen.

That is not the problem. fVDI is perfectly happy with any resolution.
However, I've not yet spent the time figuring out when those resolution
enhancers actually do their thing and/or what to do about it.
fVDI simply assumes that the mode set when it's started is the one that
will be used when the workstation is opened.
It would probably be enough to check the LineA variable at the v_opnwk,
but for that to do any good fVDI would have to be able to deal with more
than one device driver.

>As Videlity had set 1280x960x4bit that bottom quarter is exactly what would
>have been the proper screen area in a resolution of 640x480x4bit, which thus

I'm not sure I've _ever_ run fVDI in 640x480x4bit.
My normal 1008x608 is just fine, as is any other mode (as long as it is
selected before fVDI starts).

>I don't see why the driver can't adapt to the real screen base and size as
>set up by Videlity. There are plenty of other drivers around that can do so.

If Videlity had changed the mode before fVDI was started, as is the case
when you run fVDI from the desktop, this will work perfectly fine.

Naturally, I will add the little LineA check sooner or later (if noone
else beats me to it ;-).

Many thanks for the comments, not to mention finding that bug! ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1033. laserjet 5l driver for either calamus or Pagestream (both pref)

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kp93r$s2v$1@nnrp02.primenet.com>
Source record: 76843

Hello,

Im wondering if anyone has specific drivers for the laserjet 5l I am
using the laser jet 4 driver however it does not allow legal printing
and it will not 4 color seperate on legal since it wont print the last
3 inches.
If anyone can help me please do. 2 freinds have been working with me on
this but to no avail.
the programs Im concerend about are
Pagesream 2.2se
Calamus 98

Gene

1034. Re: Retired FoReM SysOps!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990622202507.18855.00003238@ng37.aol.com>
Source record: 76844

>
>I'm here due to forced retirement

Don't despair... we'll get you back up and running!

1035. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <ZAWb3.5833$jK5.621811@typ11.nn.bcandid.com>
Source record: 76845

On 22 Jun 1999 11:35:10 , Terry May wrote:
>On Tue 22-06-1999 01:21, Joe M. Villarreal TOS'd the following:
>
>>You need to get version 2.7. It's quite a bit faster than 2.5.
>
>In what way? Considering the idiotic way it uses the RAM cache (or
>more accurately, _doesn't_ use it), I think it's actually SLOWER than
>2.5. The only reason I use 2.7 is for the cookies (though it does
>have other advantages over 2.5).
>--
>Otagger 1.23: Terry May - Las Vegas NV
>The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/
>.

Cab 2.7 saves to the disk cache faster quite a bit faster than 2.5. The Hotlist also loads faster than in 2.5. I also get less crashed than I did with 2.5.

1036. Re: FREE Atari Catalogs by E-Mail, FTP

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990622214658.06498.00002547@ng-fo1.aol.com>
Source record: 76846

Are Desktoppers still available? If so, where and how much do they cost?
Thanks,
Sam

1037. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906230427010.91-100000@online.no>
Source record: 76847

On Tue, 22 Jun 1999, Tony Greenwood wrote:

> >PersighettiHey! Odd Skancke <oskancke@online.no>
>
> > Ok, I'm a sheep. Happy now?
>
> That reads like you are a happy sheep... Ho well.. so long as you have
> done as you where told and stopped thinking and posting for yourself
> then feel free to call yourself a sheep..

Whatever...

>
> However when you have enough brains and balls to think for yourself
> and not let others tell you what to do then please do pop back...
> Bye.....
>

Ok, I will.... but who will tell me when I start growing balls and manage
to think for myself?

Odd Skancke - ozk@atari.org

1038. Re: Falcon030 EMULATOR!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7kph6k$91fg$1@spnode25.nerdc.ufl.edu>
Source record: 76848

Sorry , I would not sale my Falcon ...it is the best off all :)
I already ordered the SDMA and scsi chips .

Raymond

1039. Is ExtenDos Gold Compatible with CT2B Turbo Modes?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kpfuq$hsi3@news.ajou.ac.kr>
Source record: 76849

Hi Folks,

Is any one using any version of ExtenDos Gold in
any of the 2 Turbo Modes of a CT2B?

I am getting a error drive not responding message in
both Tos 4.0X Turbo and Tos 7.x Turbo.

Normal Falcon Mode works fine.

phantomm@kih.net

1040. CT2B TOS 4.X Turbo Mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7kpg8g$ht37@news.ajou.ac.kr>
Source record: 76850

Hi folks,

The CT2B docs state that it is possible to use Tos 4.X Turbo without something like NVDI or fVDI.

Has anyone found that with NVDI installed that Tos 4.X Turbo is more stable?

Been playing around in Tos 7.X Turbo. WOW, I thought Tos 4.X Turbo was Fast! Tos 7.X really Rocks!
;)

phantomm@kih.net

1041. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37705860280f2c0@oden.se>
Source record: 76851

Hi Phantomm,

on Tue 22-06-1999 15:45 Phantomm wrote:
>On 21 Jun 1999 11:22:43 , Ronald Andersson wrote:
>>
>>I suppose some of the hardware for resolution boosters may actually be some
>>limited kind of accelerator, boosting the Videl+Combel clocking, but I still
>>never used any of them, so that's just a guess.
>>
>According to the docs, the SB II software was written by the authors
>of NVDI. And if you use SB II with NVDI then SB II will be even
>faster.

Of course it will, as NVDI has much faster routines than normal VDI has,
but that does not answer the question of whether or not SB itself does
accelerate any of the Falcon clocks, except for the pixel clock. And,
of course, just speeding up a pixel clock will actually make the system
slower when that pixel rate is used.

>I do think the hardware does provide a increase or boost so the rest
>of the system is not slowed down if higher resolutions.
>I see no point of the hardware if it didn't. As you point out
>there are software only solutions to get higher resolutions.

Right. And yet that is exactly what some sources are saying. That some
of the hardware resolution expanders affect only the pixel clocks.
I have no direct experience of such hardware myself, but I would
definitely advice anyone not to invest in such a resolution expander
without first checking how it will affect ST-RAM access for the CPU.
Why pay good money to get a slower system ?

>Most of the default VGA/SVGA resolutions seem to not be in interlaced
>mode. The Desktop Icons in 800x600 256colors are as large as in
>640x480. 1280x960 in 16colors seems to be the only default res, that's
>in interlaced mode. The Icons are much smaller in that res. but not
>as small as one might expect.
>Most of the software only solutions I have seen put 800x600 in a
>interlaced mode, thus decreasing the desktop Icon size.

I have no idea what you are talking about here...

A good multisync monitor should produce exactly the same screen scaling
for 800x600 uninterlaced VGA as for 800x600 interlaced PAL signals, and
that means that all objects should be identical in size. The only real
difference is that the latter mode would flicker quite a lot, due to the
interlace effect at this relatively low screen refresh rate.

(Interlace flicker frequency = half the refresh frequency.)

>Is it possible with software only to get 800x600 in 256colors
>in a standard resolution not using Interlace?

Yes, that is possible, using the undivided 32 MHz pixel clock, since
800 such pixels use the same time as 625 pixels at 25 MHz pixel clock.
Thus line format fits in a standard VGA line. The increased number
of lines (as compared to 640x480) will lower the vertical rate to appx
48 Hz, but that can be compensated for by cutting the line length a bit,
to achieve a vertical rate of 50 Hz, which should be enough for such an
uninterlaced mode. (Flickers less than 100Hz interlaced.)

But getting the system as a whole to run with this is another story,
as such massive VIDEL loading is bound to make the system very slow.
Hmmm, I think I'll make some small experiments here...
----- some small experiments later -----
Yes, the Falcon can run such a resolution even in unspeeded mode, but
ST-RAM access speed is down to 50% of the Nembench reference value,
so the system is very slow. If the cache is disabled even very simple
operations, such as moving mouse into a menu, can cause lockup.

I recommend using the same resolution with interlace instead, and with
somewhat lenghtened blanking intervals, both horizontally and vertically.
This way a very low-flicker interlaced 800x608 can be achieved, with a
half-frame frequency of appx 75 Hz. Blanking intervals do not cause any
VIDEL load at all, so adding some 'blank' time on each line decreases the
risk of CPU lockup due to inability to service time-critical interrupts.
Adding whole blanking lines also gives CPU full access to ST-RAM in those
lines (unless SDMA needs it), thus reducing total VIDEL load even further.

>I did find it a bit hard to configure new resolutions with SB II.
>But the hardware/software supports just about any type of monitor
>even RGB.

All screen enhancers for Falcon should support all its monitor types,
and all the ones I have used do so. Videlity is the one with the best
user interface, and it has very good consistency in how it reacts to
changes made. Neither Videl Inside nor CentScreen can compete with
it on that front.

>>That sounds very odd to me. I never had such problems. At very high
>>resolutions I naturally had to use low baudrates, but not in 'TT-high'.
>>
>>
>>ST-Low should never be necessary just to get a decent baudrate.
>>If that is the case then the system is very very sick...
>>
>I don't think that my Falcon was sick in any way. I have heard from
>other Falcon owners that also could not do 57600 in 640x480.

The 'sickness' may not have been due to hardware, but could also be
due to some unsuitable software, or some bad configuration settings.

>Also have heard from some Falcon owners who could go higher than
>57600 without any modifications.

That honestly should be considered the normal case. Those who can't
should continue looking for the reason why.

>My Falcon has always had a Excellent Sound System without any
>modifications. I get excellent results with D2D recording.
>No Clicks or BassBoost in the Audio.

An original Atari Falcon always has the bass boost, as well as the
silly microphone level inputs. That is not something that can vary
'of itself', but requires exchange of components to be fixed. C-Lab
as well as some retailers do that for all machines to be sold. That
is why there can be such differencies even for new machines, as some
retailers simply sell them in unmodified state.

>Also everything else has
>worked great with this Falcon. I just happen to have one that
>did not like 57600 in normal VGA resolutions.
>There may be slightly different Falcons produced that had abit
>slower modem port speed.

No that is impossible. The speed is crystal controlled, and any
deviation at high rates would lead to the same percentual deviation
at lower frequencies too. Such a machine could not function reliably
for serial communication with any other machine as all speeds would
be equally mismatched.

>AFAIK, the modem port on all Falcons are buggie, We have always
>need software patchs such as HSmodem to do higher port speeds.

That has always been due to unoptimized programming in TOS,
so that is not a hardware issue.

>So it could be that my HSmodem settings aren't what they should
>be in order to do 57600 or higher with the stock software.

Now you're talking my language again... ;-)
Yes, in many cases this is the sort of thing to look for.
And since most users only have one computer, the other critical
component in their serial connections is the modem itself.
It too must be set up correctly for efficient handshaking.

>Now with the CT2B installed I can easily do a port speed of
>230400. I bet it would go even higher if possible.
>This just goes to show how good this CT2B I have is.

Any good accelerator should have this effect, though the exact
degree varies with acceleration speed.

----- snip ----- re: more on differencies between our pre-CT2 systems
>
>Can you use 640x480 in interlaced Mode? If so I did not know that
>was possible. I thought that 640x480 was a standard non-interlaced

>resolution.

Any logical resolution can be implemented through a multitude of
differently timed video signal setups. The normal VGA standard
for 640x480 resolution is uninterlaced, but that is no reason
not to implement an interlaced signal for the same resolution.

It will then no longer use the standard VGA timing, but may still
suit a multisync monitor, or even a PAL monitor or TV. For the
latter types interlace is actually required for any resolution
which is that high. (Their uninterlaced limit is appx 300 lines)

>I have asked many times in the past about getting 57600 or higher
>in stock standard 640x480 or higher. Most said that I needed a
>accelerator to do this.

For 640x480x4 bits...? Then they spoke nonsense !
Or perhaps they misunderstood and meant for 16bit Hicolour mode.
For that they are correct (except for interlaced PAL/TV modes).

>Again the problem with the port speed at 640x480 with the stock
>Falcon could be due to HSmodem settings not as good as they should
>be.

Indeed, or problems with setting RTS/CTS in CPXs, or problems setting
up the modems to be used.

>If you have a HSmodem configuration that will do 57600 or better
>in 640x480 or higher resolutions on a standard Falcon. Then I'd
>like to try it here and see if indeed my Falcon will do this.

I can send them to you if you wish, but it is not certain that they
will match how you wish to use the ports. One difference you may try
at once is to ensure that your buffers are big enough to let ports
have a big margin for handshake responses. I always set reception
buffers to a size of 16384 bytes (==16K), and transmission buffers
to a size of 4096 bytes (==4K). This ensures that even long delays
in handshake checks allows RTS/CTS to halt a data stream without any
buffer overflow, and also allows Midi and Modem 1 to function fairly
well without any handshaking. They may lose some packets, but TCP
protocol can deal with that automatically.

Posting the modules publicly is not an option, as that would be a form
of split distribution of the HSModem package contrary to Harun's wishes.

>Can you get a working port speed of 230400 with you CT2B?
>
I think so, but it is hard to test such things properly. My TT030 is
not fast enough to test this thouroughly.

>I do understand that more is needed than to just turn off the
>Blitter. I would like to have a program that does what NVDI
>does to allow the CT2B to work correctly with TOS 7.X without
>all the other features of NVDI. If such a program was made, I

>feel that it could me more easily tuned for TOS 7.X and maybe
>give even better results than NVDI. And if I want or need the
>other features of NVDI then fine, that would be another option
>since it works correctly, at least thats what I've been told.

It is true. NVDI does solve the problem, and it is only parts
of it that are needed. But those parts are not collected in one
program, as NVDI uses loadable drivers for various bitplane modes.

>I don't mean to Knock NVDI, I have used it before. I just
>don't like the idea of having to install a program such as
>NVDI just to use one of its functions. Even though it is a
>important function. I like options and more than one way
>of doing things. Thats why I enjoy using Atari machines.
>I'm sure lots of folks use NVDI and all of its features
>and find it very useful. Personally at the moment, I'd
>rather have another program for the CT2B TOS 7.X mode.

I quite agree. Even though I do intend to use NVDI in all my
normal boot setups, I also want to have 'close to clean' boot
setups for testing purposes, and then it is not appropriate to
boot NVDI's 'super-GDOS' with speedofonts, truetypefonts, etc.
That is one of the reasons I am interested in using both NVDI
and fVDI, as the latter may give the ability to use 'cleaner'
test setups (but it is still in an early development stage).

>fVDI may also work, thats something I will try as I go
>along. But I need access to all color modes, Including
>256colors.

I can confirm that fVDI does work with CT2, but support for
most bitplane modes is still missing, and that includes the
8bit mode which is required for 256 colours.

>ok, I didn't word it right then. A simple program or patch that
>controls the Blitter and replaces the Blitter with software
>routines that do the same job, as well as to insure that the
>Blitter is not turned on again. For use with a CT2B in TOS 7.X

Quite correct. That is what I call a 'software blitter', and it
has existed in all Atari TOS before the Falcon. I have urged Centek
to make one, instead of relying on other software, but instead the
patches they make simply try to skip past many operations that do
use the blitter. Thus their code consciously avoids many blitter
jobs, rather than trying to implement them in software.

----- snip ----- re: Cecile works for your SCSI drives, but not HDDriver ?!?

That is a bit odd. Here I never got any use out of Cecile that I
could not also get out of HDDriver 7.51 . And Cecile completely
lacks the generic SCSI driver that HDDriver has, which is needed
by some of the CD-ROM BOS drivers for BetaDOS (or MetaDOS).

>Since most of the documentation of Cecile is in French, I was uneasy
>about installing it. I should have did this days ago. I knew it
>was something simple. Apparently something in HD Driver is either not
>set right or it is not compatible with my CT2B board.

HDDriver being 'Not set right', or possibly having been corrupted, is
what I guess at. I have seen no trace of any problem I can blame
HDDriver itself for. It appears fully compatible to CT2 here.

>Cecile has a nice configuration setup that is in English however.
>I've not tried the Fastest ATA IDE settings yet, but will soon.
>
>Now what I really need is some English docs on Cecile or any info
>about it.

Be prepared to wait...
Most Centek staff are not very good at english.
I can't help you either, as I don't use Cecile myself.

>I'm not sure if there is any main board differences. But everyone
>said that HD Driver would work in Turbo Modes. It sure will not here.
>I've tried about everything I know of trying to get it to.
>Do you have HD Driver.SYS in the root directory or the Auto Folder?

HDDRIVER.SYS can only work in the harddisk root directory, and it should
not just be placed there by normal copying, as that does not ensure that
the bootsector needed to load it properly is also installed. This should
only be installed (or removed) by HDDRUTIL.

The only case when you should ever boot HDDRIVER from an AUTO folder, is
when you boot it from a diskette, and then the proper filename is not
HDDRIVER.SYS, but HDDRIVER.PRG, as that is required for AUTO programs.
Normally this is only done when first installing HDDriver on a new
harddisk, or to recover from disk crashes, though I also sometimes do it
in debugging various things.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1042. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <rPYb3.5272$NA2.387211@news1.telusplanet.net>
Source record: 76852

> Ok, I will.... but who will tell me when I start growing balls and manage
> to think for myself?

Tony will ofcourse, he's the one who knows everything..

Bengy

1043. UVK 2000 and Magic

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: karies@wxs.nl
Message-ID: <377065ab.1520272@news.wxs.nl>
Source record: 76853

What usually causes UVK 2000 to not work on a system is the system status screen. If you keep one of the SHIFT keys pressed during program load, until the main menu appears, you're safe. I don't recall which SHIFT key it is. Try either.
Richard Karsmakers (UVK 2000 author)

1044. Re: STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990623025942.683S-100000@halifax.chebucto.ns.ca>
Source record: 76854

I'll do that.

I did a bit more testing and now have it working so well from 2 - 720k floppies (1 for STinG 1.20 and 1 for CAB 1.5), that's it's scary. AND with full graphics!

Using graphics enabled, you need to flush your disk cache every 5 pages on average; with graphics disabled, it would be every 15 - 20 pages unless they are massively sized pages.

I'll post a URL for the instructions when they're done. They'll also be free to post on any other site in the event our site is down or hard to reach.

Tony

On Tue, 22 Jun 1999, John Whalley wrote:

> Just a suggestion: have you thought of writing a step-by-step guide to the
> 1040 setup, listing pitfalls etc and putting it up on a web site? I'm sure
> this would be a valuable addition to existing information on getting Ataris
> connected to the web.

1045. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990623030633.683T-100000@halifax.chebucto.ns.ca>
Source record: 76855

Make sure that you have all files from the previous version of Sting
removed before installing 1.20. Ronald mentioned that the program
implements TCP/IP differently than the earlier versions and are totally
incompatible with each other. Delete all the older files are start with a
clean install. Sting 1.20 works great.

On 22 Jun 1999, Stephen Barszczak wrote:

> I am having something very weird occur with the latest version of Sting
> in that when it is installed and I am using any software or even just
> opening windos for any of my drives, the window opens but display a
> blank window, and the the ST locks up.
>
> Does anyone happen to know why its doing this?
>
> In the meantime I'm back using Sting 1.08
>
> Also I notice that the latr version doesn't have the modules for the midi
> port or the centronics port, are they no longer supprted or do you use
> the files from 1.08 to utilise these ports?
>
> Any help would be most appreaciated.

1046. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990623031000.683U-100000@halifax.chebucto.ns.ca>
Source record: 76856

The overlays work in some way with the TCP/IP in Sting but eat ram which
is why Ronald suggested removing them while I was testing the basic setup.

On Tue, 22 Jun 1999, Peter A West wrote:

> In message <3767a5f24913c33@oden.se>, dlanor@oden.se said:
>
> >Do this to make sure that CAB itself will run properly, then install
> >various CAB.OVL versions until you find one that works.
>
> Sounds like a good idea. BTW, can you tell me just what the overlays
> actually do? And why 'overlays'?
>
> Regards, /Peter/
>
>
>

1047. WTB: Omniswitch

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <377078cd.17933457@news.peganet.net>
Source record: 76857

Looking for an OmniSwitch manufactured by Talon Technologies.

Replay via email please to rbender@peganet.com

1048. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Ludovic Hirlimann <fg024@cleveland.freenet.edu>
Message-ID: <7kq5fj$1ga$1@nnrp1.deja.com>
Source record: 76858

In article <37706956.0@news.primary.net>,
"Josh Renaud" <kirkman@bbs.galilei.com> wrote:
> Is anyone aware of newer or more compatible Mac software, or maybe even of a
> totally different solution?
Where the floppies formated with the ST ?
If so format some floppies, on the Mac or a PC and then (if you still have your st) copy your disk to the newly formated floppies.

Ludo
--
http://www.multimania.com/softkid

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1049. Re: Iomega ZIP for STe

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377086FC.B1A20B37@directprovider.REMOVETHECAPITALS.net>
Source record: 76859

Pascal LOUIS a ï¿½crit :
>
> I'd like to connect my Iomega ZIP (100Mb cartridge, PARALLEL PORT) on a
> ATARI STe 1 Mb. Does anybody know where I can get hold on the driver ?
>

This is in the Quick FAQ.

You can't, because of the Atari's parallel port lacking some signals.
You need a SCSI Zip drive and a SCSI host adapter.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1050. Re: SCSI HD on ST?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3770884D.1AD9B379@directprovider.REMOVETHECAPITALS.net>
Source record: 76860

```
Steve a ï¿½crit :
>
> Hi,
> A bloke I work with has an ST and would like to connect a HD. I believe that
> the ST has a very basic SCSI I/F (please correct me if I'm wrong). I've had
> a quick look at his handbook but cannot work out what the 'Chip select' pin
> is.

Check out the Quick FAQ.

The ST uses a standard called ACSI, which is not directly compatible
with SCSI. To use a SCSI drive, you need to use a SCSI host adapter
between the ST and the drive. These can be bought from Atari dealers.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1051. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377089DC.7C9C2808@directprovider.REMOVETHECAPITALS.net>
Source record: 76861

Peter A West a ï¿½crit :
>
> In message <3767a5f24913c33@oden.se>, dlanor@oden.se said:
>
> >Do this to make sure that CAB itself will run properly, then install
> >various CAB.OVL versions until you find one that works.
>
> Sounds like a goo diea. BTW, can you tell me just what the overlays
> actually do? And why 'overlays'?
>
> Regards, /Peter/

Well, originally, CAB was designed as an off line browser. This is why it needs a cache, and why it does not interface directly with STinG. It is the CAB.OVL's job to use the TCP/IP stack to retrieve the files and store them in CAB's cache so that they can be displayed. The OVL also does all the authentification stuff if required.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1052. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37708A5B.3DE87BA3@directprovider.REMOVETHECAPITALS.net>
Source record: 76862

```
Josh Renaud a ï¿½crit :
>
> I have an iMac, and I really want to transfer my ST disks onto the iMac, so
> that I can get at text files, stories, and documents I've created over the
> years, and play my favorite games... Unfortunately, Dust, a disk-image
> utility for Macs, doesn't seem to read my imation SuperDrive.
>
> Is anyone aware of newer or more compatible Mac software, or maybe even of a
> totally different solution?
>

If the disks have been formatted in 720K (double sided, double density)
mode from a TOS version above 1.04, then they should be directly
readable with PC Exchange. If not, then you'll need to go back to an ST
to transfer the files onto DOS 720K disks.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1053. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kpvva$1hju@enews4.newsguy.com>
Source record: 76863

On 20 Jun 1999 00:51:14 , Charles Silver wrote:

>Anytime you have problems like this it's a good idea to try a different
>OS. Switch back to single TOS and see what happens (Popwatch and CAB). I
>don't think Nemesis could be a problem, but you can turn that off with
>software.

Yes, I will do that tomorrow. It's just that everytime I boot up for the first time that day, I seem to forget to do my "CAB testing", and boot with Nemesis and run CAB. And as I've said, once I run CAB the first time, and it freezes, I can't make it do it again until the Falcon has been off for a while.

And yes I know about turning NEMESIS on/off with software ;^)

Thanks,

-Paul

--

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1054. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kpvvc$1hju@enews4.newsguy.com>
Source record: 76864

On 20 Jun 1999 01:43:30 , Pascal Ricard wrote:

>I've no problemo using STinG 1.20, Cab 2.7(e?), POPWatch and so on. My
>Falcon is not accelerated (except by use of the altarnative RAM
>provided by the Magnum board).

I never did either until recently. :^(

>Corrupted clusters ? You may try checking with Correct, Zorg, HPopt...

I use Diamond Edge very frequently, and that partition is ok. Plus, I've reinstalled POPwatch from different archives 3 times already, and even put it on different partitions as well. But I still get the occasional [immediate] "timeout error". It seems to happen randomly, as it'll be fine for days on end, then suddenly problems come up. And the next day, it's fine again.

-Paul

--

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1055. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kpvvg$1hju@enews4.newsguy.com>
Source record: 76865

On 21 Jun 1999 11:22:38 , Ronald Andersson wrote:

----- snip ----- re: strange problems with Popwatch and CAB

>I've been trying to think of what possible common factor those two clients
>could have, but I can't think of anything that they would share that would
>not also affect all other clients. Are these two the only ones you use ?

I also use NEWSie, occasionally aFTP or MGFTP, and I've used POPGEM every once
in a while.

>Several factors are common to both:
>
>1: Basic STinG configuration, mainly through DEFAULT.CFG, the CPXs, and
> through the DIAL.SCR . You may need to check these for any mistakes
> made or settings forgotten in switching to STinG 1.20 .

Well, if it was an error that happened ALL THE TIME, I would probably agree
with you, but it happens randomly (particularly with the POPwatch "timeouts"),
and for no apparent reason. It'll be fine for several days, then timeout like
crazy, then be normal the next day - all without me changing ANYTHING.

>2: DNS operations, which depend on a legal NAMESERVER, either from the
> DEFAULT.CFG or from DIAL.SCR, or even through PPP login directly from
> your ISP. Check settings against your account info.

I haven't changed these since setting them up, and I don't see them as being
the problem since 95% of the time, everything works great.

>3: DNS cache file. A corrupt one can have strange effects, and the best
> cure then is simply to erase CACHE.DNS and reboot. That will cause a
> message about the file being missing when STinG boots RESOLVE.STX, but
> a new CACHE.DNS will be created automatically.

Yes, I've had problems with the DNS cache before (particularly when I was still
using STinG 1.15), and I've done just what you said. However, this problem has
more or less gone away since I switched to STinG 1.20, and is therefore not
likely related to my POPwatch timeout problem.

Sometimes the timout is so quick that _I KNOW_ POPwatch hasn't even connected
yet. Basically, I'm connected with STinG, I load POPwatch, then click on
"connect" [in POPwatch] - and about 1/4 of a second after clicking, I get the
"-0015 user timeout expired" message. Sometimes it will happen as it's in the
process of connecting, sometimes in the middle of downloading an e-mail. All
randomly and intermittently. : -(

At that point I just use NEWSie to download my e-mail (which unfortunately, is
much slower). It can be very frustrating...

-Paul

--

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1056. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kpvv8$1hju@enews4.newsguy.com>
Source record: 76866

On 20 Jun 1999 14:43:23 , Robert Schaffner wrote:

>First word:
>CAB, equal witch release, runs fine on any atari hardware.
>I tested by my self: 520ST 4Meg, Nemesised Falcon, CT2 Falcon.
>All modes, or on naked hardware.

Yes, I've run CAB 2.5, and now 2.7 (both under STinG) and they've worked great 95% of the time.

>CAB must have access to his cache well, anytime. All pathes true?
>Othersides, your problem sounds like CAB.OVL doasn't connected to STinG.
>(The point of CAB freeze the machine)

All paths and settings are correct - and haven't changed. And the OVL isn't the problem, since everything works 95% of the time just fine. I only get the freeze up if it's the _very first time I load a page in CAB after turning on the Falcon_. CAB will connect to the host, begin loading the page, then about 10-20 seconds into it, BOOM! - frozen.

But as I said, once it freezes, and I reboot, I can use CAB without any problems for the rest of the day. It's almost as if CAB were a sleeping person, and when you first wake him up for the day, he's a little "out of it", and starts doing his work, but suddenly falls back to sleep. Then, you give him the "boot", and he wakes up again, and says "OH! Sorry about that, I guess I fell back to sleep, but I'm up now, so let's go!" (and then he performs his job just great without complaining or falling back to sleep for the rest of the "day").

*I know, it's kind of a silly analogy, but I think you see what I mean. : -)

>I don't know what it is. Can't see your installation :)
>Do you use an http proxy?
>Try to delete this setting.

No proxy. And I know it's not a problem with the settings, because after it freezes the one time, and I reboot, it works 100% ok.

>Reboot the machine, remove all other things. Try again only with StinG,
>CAB and all what you need for web access.

I'll try this.

>How is CAB cache? External SCSI device?
>That's ok and must bee work in the same way as internal IDE.
>If not, do you have DMA/SCSI trouble?

Yes, CAB cache is on an external SCSI partition. And the freezing up I'm
talking about is NOT the same type of freeze up caused by the Falcon SCSI bug
(where the HD "busy light" stays lit). This is just the software itself
locking up, the drives are not involved.

>Try in low mode, try again with nemesis OFF
>With nemesis OFF you must have a simple Falcons, same as without
>nemesis. If the problem also appears, have a look to your software
>installation. (I think that's it)

Yes, I will do that - but I have to wait until the Falcon has been turned off
for a while to try.

>Phone is fucking expensiv in germany.. ;/

I'm sorry to hear that! Here in California (USA) the call to my ISP is local,
and therefore free (with the exception of the small amount I pay each month for
the basic phone service). I guess we're pretty lucky over here when it comes
to phone costs (and gasoline!).

Thanks for your help.

-Paul

--

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1057. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kq3t3pes1@nyheter.chalmers.se>
Source record: 76867

In article <37705860280f2c0@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Phantomm,
>
>on Tue 22-06-1999 15:45 Phantomm wrote:
>>On 21 Jun 1999 11:22:43 , Ronald Andersson wrote:
...
>>I do think the hardware does provide a increase or boost so the rest
>>of the system is not slowed down if higher resolutions.

That's easy to check. Just run Nembench, GEMbench or something like that
in one of the normal graphics modes and see if you get better than 100%.

It isn't likely that an accelerator only speeds up the system when you're
using a higher pixel clock. That would be silly in the extreme.

>>I see no point of the hardware if it didn't. As you point out
>>there are software only solutions to get higher resolutions.
>
>Right. And yet that is exactly what some sources are saying. That some
>of the hardware resolution expanders affect only the pixel clocks.

Anything that is external, such as the BlowUP enhancer is limited to
changing the pixel clock. They _can't_ do anything to the bus.

I don't recall what the ScreenBlaster does.

>I have no direct experience of such hardware myself, but I would
>definitely advice anyone not to invest in such a resolution expander
>without first checking how it will affect ST-RAM access for the CPU.

It's obvious that ST-RAM access will be slower if you increase the video
load on an unmodified bus.

>Why pay good money to get a slower system ?

Because it's less money?
Because it's much easier to install?
Because it's more likely to work well?
(It seems most machines are fine at 20/40MHz or even 25/50MHz, but that's
not something that is guaranteed. If it had been, Atari would of course
have used a higher clock speed in the first place.)

>and all the ones I have used do so. Videlity is the one with the best
>user interface, and it has very good consistency in how it reacts to
>changes made. Neither Videl Inside nor CentScreen can compete with

I haven't used any of the above, but the BlowUP interface is fine with me.
I can modify any of the parameters at will while watching the effects it

has on the screen. There are frequency readouts and a 'panic' button.

>>I do understand that more is needed than to just turn off the
>>Blitter. I would like to have a program that does what NVDI
...
>It is true. NVDI does solve the problem, and it is only parts
>of it that are needed. But those parts are not collected in one
>program, as NVDI uses loadable drivers for various bitplane modes.

Actually, those drivers don't contain any blitting code, AFAICR
(I'll check it when I get home).

>and fVDI, as the latter may give the ability to use 'cleaner'
>test setups (but it is still in an early development stage).

It's not at an early stage. As I explained in my other message, most of
your problems have very simple reasons.
Just about every single program I've tried works with the bitplane
drivers, and on the Eclipse/RageII too as long as they don't try to do
direct screen accesses.

A few features are still missing, but filled circles/ellipses/pies, thick
lines and Bezier curves are coming soon.

>I can confirm that fVDI does work with CT2, but support for
>most bitplane modes is still missing, and that includes the

fVDI currently has accelerated support for exactly half of all possible
bitplane modes - monochrome and 16 colours. Different resolutions aren't
a problem, only how and when they are set up (as explained elsewhere).

One of the earliest releases actually had 2/8 bit drivers as well, but
those only accelerated lines and pixel set/get. That makes them too slow
for anything but experimenting, so for the time being I've removed them.

Cutting down the 4 plane driver to create a 2 plane one would of course
be rather easy. I've never used that graphics mode on my Falcon, though,
so it hasn't been a priority. Extending to 8 planes would take a bit
more work.

>>ok, I didn't word it right then. A simple program or patch that
>>controls the Blitter and replaces the Blitter with software
...
>Quite correct. That is what I call a 'software blitter', and it
>has existed in all Atari TOS before the Falcon. I have urged Centek

Yes, but then the system knew about it. If all the relevant VDI functions
actually call LineA you might get away with redirecting that, but if
the VDI has 'integrated' blitter support you'd have some major problems.

You're welcome to use the fVDI code as the basis for a software LineA
blitter if you like.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1058. Re: SCSI HD on ST?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7kq2v0$rm2$1@news3.infoave.net>
Source record: 76868

where can I get a printable version of the quick faq?

the page you link to is split up html pages

thanks in advance
mickster

Nicholas Bales wrote in message
<3770884D.1AD9B379@directprovider.REMOVETHECAPITALS.net>...
>
>
>Steve a crit :
>>
>> Hi,
>> A bloke I work with has an ST and would like to connect a HD. I believe
that
>> the ST has a very basic SCSI I/F (please correct me if I'm wrong). I've
had
>> a quick look at his handbook but cannot work out what the 'Chip select'
pin
>> is.
>
>Check out the Quick FAQ.
>
>The ST uses a standard called ACSI, which is not directly compatible
>with SCSI. To use a SCSI drive, you need to use a SCSI host adapter
>between the ST and the drive. These can be bought from Atari dealers.
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1059. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <3770A2DF.1FFA314@kaliba.net>
Source record: 76869

Oliver Schildmann wrote:
> read the games directly within PaCifiST or (more stable/compatible and
> much
> faster) convert them to a image file with appropriate ST or PC tools (i.e.

I'd have to disagree re: more compatible for *games*. WinSTon can run a lot of games far better than PaCifiST, but then PaCifiST can run a lot of demos, utils, etc. It doesn't hurt having them both installed!

> MAKEDISK for DOS at http://www.fatal-design.com/makedisk/).

Makedisk is at http://makedisk.atari.org/

(which is actually on the atari.org server, not fatal-design anymore, I had a big clear up).

Cheers,

Rich

1060. Re: SCSI HD on ST?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3770A1C4.FFD52717@directprovider.REMOVETHECAPITALS.net>
Source record: 76870

Mickey Johnson a ï¿½crit :
>
> where can I get a printable version of the quick faq?
>
> the page you link to is split up html pages
>
> thanks in advance
> mickster

There are only 5 HTML pages, so it shouldn't be too hard. You can also
get a plain ASCII version from :
ftp://ftp.sol.no/users/h/hallvart/atari/info/quickfaq.txt

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1061. Re: IDE on TT?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyzbte7700u.fsf@issan.cs.uni-dortmund.de>
Source record: 76871

"Martin Graiter" <graiter@starmail.com> writes:

|> Is the STBook/Falcon IDE interface foreseen in the TT TOS?
|> They say TOS 2.06 is a trimmed down version of 3.06, and since 2.06 looks
|> for IDE drives to boot from, well, maybe the 3.06 does too?

Yes, it does. DMAread/DMAwrite have code to look at the IDE hardware
addresses, but AFAIK you cannot get them to execute it (range checking is
reduced to the empty interval).

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

1062. Re: IDE on TT?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3770AC18.57CA@ooc.de>
Source record: 76872

Martin Graiter wrote:

> Is the STBook/Falcon IDE interface foreseen in the TT TOS?
> They say TOS 2.06 is a trimmed down version of 3.06, and since 2.06 looks
> for IDE drives to boot from, well, maybe the 3.06 does too?

No.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1063. **** Re-furbished computer plastic ???? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Martijn <martijn.kruger@solvay.com>
Message-ID: <01bebd63$8775aa40$3f8ffb96@we0w3622.DUPHAR.SOLVAY.COM>
Source record: 76873

Hi there old computer-lovers!

I have a rather general question, so I post it in several newsgroups!
I am a collector of old machines, and recently I obtained some old
commodores,
including a 128D. Sadly, the plastic case of this machine has turned yellow
as a Brazillian banana.

Is there any way to clean or polish this color away with e.g. a solvent
like toluene or acetone?

Let me know!

Martijn.

1064. SV: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kqfs5$71g$2@cubacola.tninet.se>
Source record: 76874

Ronald Andersson <dlanor@oden.se> skrev i
diskussionsgruppsmeddelandet:376fb16422b9d01@oden.se...

> Some nations
> even keep spies here to keep track of whom they want to punish for
political
> reasons when/if they go back home. (Sounds weird, but it is a fact.)

Hmm, not what we view as serious coutries...

> You are wrong. There are no territorial limits to the jurisdiction of a
> government over its citizens as long as they do remain citizens. But
there
> are definite territorial limits to what that government is allowed to do
as
> long as the citizen stays in foreign territory.

I think I know what you mean, but it's not what I was talking about.
Property laws and rights do not affect you abroad, and the jurisdiction is
constrained in territorial sense. Each county (l�n) has it's judicial
hierarchy etc. But all this is off the topic...

> That is a possibility, but doing that right would be too bloody complex.
> I would never feel satisfied with such a patchwork, so I am not motivated
> to go that route.

Really? As a non-programmer I imagined it would be just a string search and
replace business. I suppose it's easier from an armchair...

Well if you're curious enough you could always chance it. The likeliness of
getting sued is in the millionth of a percent. And you could always blame it
on others who persuaded you while you were lurking on Usenet...

:^)

MG

1065. IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kqfs4$71g$1@cubacola.tninet.se>
Source record: 76875

Vuk <vuk-@geocities.com> skrev i
diskussionsgruppsmeddelandet:7kp3epatt1@as102.tel.hr...

> TOS 3.06 can boot from IDE disc (ID 0 only), but I don't know where to
find
> IDE controller for TT.
>
> Routines in TOS 3.06 for booting IDE disc is same as in TOS 2.06

Exellent! The IDE controller can be made or adapted from the ones for the
ST.

Thanks.

MG

1066. WTB Atari joystick

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990623073639.20535.00000682@ng64.aol.com>
Source record: 76876

hi,
looking for an old joystick for the STf.
thanks,
james

1067. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7kqkif$r3o$1@news6.svr.pol.co.uk>
Source record: 76877

On 22 Jun 1999 02:37:42 , Ronald Andersson wrote:

>Yep. The best way to deal with this kind of situation is to unpack
the
>files to a VFAT or other 'longname' filesystem. Under MagiC you can
>even do this to floppy, and in fact I now always define B: as VFAT but
>not A:, so I can use the same physical drive for both types, simply by
>accessing it either as A: or B: (my falcon only has one floppy drive).

I had a similar problem a few months ago, and IIRC I unzipped to a
partition with a MagiC handled longname filesystem and all was okay.

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1068. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990623154710.7857A-100000@hal.fishpool.fi>
Source record: 76878

> >The best way to deal with this kind of situation is to unpack
> >the files to a VFAT or other 'longname' filesystem.
>
> I had a similar problem a few months ago, and IIRC I unzipped to a
> partition with a MagiC handled longname filesystem and all was okay.

On MiNT 1.15, either unpack to the new FN ramdisk or to VFAT.
It works rather well and handles long filenames.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1069. Re: CT2B TOS 4.X Turbo Mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930145342.360.69@news.remarQ.com>
Source record: 76879

Fast ram has been around for the Falcon for quite a while now (since 1992).
It has, and likely will, always require the use of NVDI because of the blitter. As no one has fixed this problem in this amount of time, it likely won't be. If you run your Falcon with fast ram installed, and do not use NVDI, your asking for trouble, and I don't mean just crashes. No buffer mod in the world will save your SCSI data.

Mike

On 23 Jun 1999 02:20:00 , Phantomm wrote:
>Hi folks,
>
>The CT2B docs state that it is possible to use Tos 4.X Turbo
>without something like NVDI or fVDI.
>
>Has anyone found that with NVDI installed that Tos 4.X Turbo
>is more stable?
>
>Been playing around in Tos 7.X Turbo. WOW, I thought Tos 4.X
>Turbo was Fast! Tos 7.X really Rocks!
>;)
>
>phantomm@kih.net

1070. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930145541.712.88@news.remarQ.com>
Source record: 76880

Are you using Newsie, and if so, are you sharing the cache folder
between it and CAB? Try putting the CAB cache folder on a different
partition than the Newsie work and cache folder for a while and see if
your problems go away.

Mike

On 23 Jun 1999 06:48:10 , Paul Nurminen wrote:
>On 20 Jun 1999 00:51:14 , Charles Silver wrote:
>
>>Anytime you have problems like this it's a good idea to try a different
>>OS. Switch back to single TOS and see what happens (Popwatch and CAB). I
>>don't think Nemesis could be a problem, but you can turn that off with
>>software.
>
>Yes, I will do that tomorrow. It's just that everytime I boot up for the first
>time that day, I seem to forget to do my "CAB testing", and boot with Nemesis
>and run CAB. And as I've said, once I run CAB the first time, and it freezes,
>I can't make it do it again until the Falcon has been off for a while.
>
>And yes I know about turning NEMESIS on/off with software ;^)
>
>Thanks,
>
>
>
>-Paul
>

1071. North American N.AES dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7kqqhg$jn9$1@testinfo.uoguelph.ca>
Source record: 76881

Title says it all, really. Are there any dealers in North America who carry N.AES? I'm getting tired of some aspects of Geneva, and N.AES seems to be the best non-Magic solution.

In the short term, can anyone recommend a decent Tos-in-a-window solution that a) multitasks (so don't say TOS2GEM) and b) doesn't require MiNT and c) works with Geneva? GenevaTOS is irritatingly slow, and missing essential features like (easy) clipboard support. I might be willing to forgo requirement b, since Geneva is half-decently fast under MiNT, but TosWin2 requires AES 4.1 (why, I don't know...), so I can't use the best Tos-in-a-window program I've found.

THeo

1072. SV: **** Re-furbished computer plastic ???? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kqr19aed2@cubacola.tninet.se>
Source record: 76882

Martijn <martijn.kruger@solvay.com> skrev i
diskussionsgruppsmeddelandet:01bebd63$8775aa40$3f8ffb96@we0w3622.DUPHAR.SOLV
AY.COM...

> Is there any way to clean or polish this color away with e.g. a solvent
> like toluene or acetone?

I use acetone for melting Atari plastic to liquid form, this is useful for fixing screw holes that have become too big. But I wouldn't recommend it for the purpose you want. The plastic would get dissolved and that's not what you want.

If I understand it right the yellowing of your case is due to the sunrays that have hit it during the years. Believe it's the same process that affects newspaper and magazine paper to turn yellowish. Nothing you can do about it.

Collectors of comic magazines put their magazines into black plastic pockets to avoid this effect.

MG

1073. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtv03y.1qcgr0c91yby8N@pm-d13.rhein-main.de>
Source record: 76883

> According to the docs, the SB II software was written by the authors
> of NVDI. And if you use SB II with NVDI then SB II will be even
> faster.

Yes, but that have nothing to do with the authors..
NVDI blast some routines (VDI ec.) thatï¿½s all :)

Same with SB3, Videlity or CENTScreen or what ever more.

> Is it possible with software only to get 800x600 in 256colors
> in a standard resolution not using Interlace?

I think no, a higher pixel clock is needet..
Needs an external software driven pixel clock oscillator.
(SB2, SB3) CT2 Board with.., or FX-Board with..

> I did find it a bit hard to configure new resolutions with SB II.
> But the hardware/software supports just about any type of monitor
> even RGB.
> There is also BlowUp that has hardware similar to SB II, but I have
> never tried that one.

Yes, somtime itï¿½s not easy to find nice resolutions, but it works.

> I don't think that my Falcon was sick in any way. I have heard from
> other Falcon owners that also could not do 57600 in 640x480.
> Also have heard from some Falcon owners who could go higher than
> 57600 without any modifications.

I think thatï¿½s mostly a question for what the installed..
With HSModem they got allways more as 57K6

Using here 115K2 with CT2/MagiC6

> My Falcon has always had a Excellent Sound System without any
> modifications. I get excellent results with D2D recording.
> No Clicks or BassBoost in the Audio. Also everything else has
> worked great with this Falcon. I just happen to have one that

Same as here.

> Now with the CT2B installed I can easily do a port speed of
> 230400. I bet it would go even higher if possible.
> This just goes to show how good this CT2B I have is.

Right, if modem or ISDN adaptor like this speed, use it.

> The 1280x960 16colors I got with SB II was indeed a interlaced mode
> as far as I know. Also this is about the only default res in SB II

> that is in interlaced.

Hm, used SB3 before CT2, never tried this resolution. Icons to smal :->

> I do understand that more is needed than to just turn off the
> Blitter. I would like to have a program that does what NVDI

Thatï¿½s a MUST while using CT2, specialy in turbo mode.
With blitter on, grazy display.

> But this time I installed Cecile on the IDE Drive C boot partition.
> Guess What?
> The Falcon booted up the First time I tried it, in Turbo Mode
> using Cecile instead of HD Driver v.7.71. All SCSI Drives
> came alive very Fast. No problems at all. This was with this
> long 5foot SCSI main cable.

Thatï¿½s it. Correct way. Same as here. Same with HDDriver.

> Since most of the documentation of Cecile is in French, I was uneasy
> about installing it. I should have did this days ago. I knew it
> was something simple. Apparently something in HD Driver is either not
> set right or it is not compatible with my CT2B board.

Install Cecile? For what?

On any ct2 machine i saw, cecile comes from the internal flash, scanned
all devices, finishd. Machine boot from c:/ ide.

> Cecile has a nice configuration setup that is in English however.
> I've not tried the Fastest ATA IDE settings yet, but will soon.

Yes, but you doasnï¿½t need that if your drives are running before CT2.
All devices, some older ones not, works in the same way as before.
No new driver installation needet.

(Only you have a brand new device)

> Now what I really need is some English docs on Cecile or any info
> about it.
> I have several IDE partitions over 800megs. AFAIK they seem to work
> fine. But I need to confirm that CECILE does support partitions
> of 800megs or more for IDE and SCSI hard drives.
> If anyone can help or give any info on Cecile, it is much needed.

Thatï¿½s a question for TOS. TOS 4.04 allows partitions sizes to a maximum
of 1024MB. Iï¿½m not sure cecile allows more as TOS.

> >Apparently Centek have modified the CT2 installation procedure since
> >I got my CT2 kit, as discussed in another post. Apparently you had to
> >install wires directly in some sockets instead, to achieve the same
> >connections as performed by the 'MODULE' board of my own CT2, and as
> >also used with the earlier revision A (if I am correctly informed).

Thank you. Add this to my archive.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1074. Re: Iomega ZIP for STe

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtv17n.y1u1y21og01tcN@pm-d13.rhein-main.de>
Source record: 76884

Pascal LOUIS <plouis@fr.oracle.com> wrote:

> I'd like to connect my Iomega ZIP (100Mb cartridge, PARALLEL PORT) on a
> ATARI STe 1 Mb. Does anybody know where I can get hold on the driver ?

No simple single driver avaiable!

If you like to connect this ZIP version, a romport interface AND the
driver from www.woller.de is needed.

SCSI looks easy if you also have an SCSI host adaptor.
(And it is allways faster)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1075. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3771073c533d8c3@club-internet.fr>
Source record: 76885

Hello,

in article <7kpvv8$1hju@enews4.newsguy.com>
Paul Nurminen wrote on Wed 23-06-1999 06:48 (GMT):

> All paths and settings are correct - and haven't changed. And the OVL isn't
> the problem, since everything works 95% of the time just fine. I only get the
> freeze up if it's the _very first time I load a page in CAB after turning on
> the Falcon_. CAB will connect to the host, begin loading the page, then about
> 10-20 seconds into it, BOOM! - frozen.

I had a similar problem. It happens that it ocurred when decoding a
jpg with the dsp. I use the jpeg_ovl from Alex instead of the one from
Dieter and it never ocurres again. It's slower but it works.

The dsp in my Falcon must have a problem as I have also this problem
with Aniplayer and 1ST-Guide.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I often daydream about my inability to fantasize

1076. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3771073c533d8c4@club-internet.fr>
Source record: 76886

Hello,

in article <7kpvvc$1hju@enews4.newsguy.com>
Paul Nurminen wrote on Wed 23-06-1999 06:48 (GMT):

> on different partitions as well. But I still get the occasional [immediate]
> "timeout error". It seems to happen randomly, as it'll be fine for days on
> end, then suddenly problems come up. And the next day, it's fine again.

Another thought: after some change on my ISP's side (dunno what they
did) I used to have "reset from remote" or some sort, usually with
POPWatch and sometimes with NEWSWatch. Since I followed the advice to
raise the def_rtt in default.cfg, it's ok (thanx Ronald!). I've set it
up to 500.

(but from what I can see in your answer to Ronald, it should not cure
your problem)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I had a life once... now I have a computer and a modem.

1077. Re: Attention Atari Users and Programmers!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <37710325.34E33A2C@kaliba.net>
Source record: 76887

Tony Greenwood wrote:
> >Oh God no, please don't ask that!
> >Just take it that the "God" has spoken and leave it be.. please.. life will be so
> >much easier!
>
> What no smilies Rich?...

If only there was something worth smiling about! Having seen the way things progress when a certain high-horse is gotten upon I was just giving ozk some friendly advise, and thankfully he took it.

At the end of the day if someone wanted to write a damn fine game that ran under MagiC (which is the only stipulation of this contest) then it could be done. Just because you obviously reached the end of your limitations on the Atari, it doesn't mean the Atari has reached its.

Cheers,

Rich

1078. Re: NEW/IMPROVED ATARI BBS LIST June 9

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kr1md$605$1@news8.svr.pol.co.uk>
Source record: 76888

On 17 Jun 1999 06:47:11 , Derryck Croker wrote:
:>On 15 Jun 1999 20:06:56 , DarkChyld wrote:
:>>On 15 Jun 1999 06:50:41 , Derryck Croker wrote:
:>>->On 13 Jun 1999 00:51:11 , Doctor Clu wrote:
:>>->
:>>->> Awesome! I missed some BBS's... that's the best news I've heard all
:>>->>day! So what other BBS's are on the Forem Net, and are they set up with
:>>->>networked message bases much like the fido net message bases are?
:>>->
:>>->It would also be nice to see the States linked up to NeST, currently the
:>>->most active Fidonet technology netework here in the UK...
:>
:>> I think the biggest problem is finding software that will work with whatever
:>> BBS software you are using. (and if its even still supported?)
:>
:>Arguably the most popular software over here is Semper (an update released a
:>few months ago) as the mailer, Jetmail (very recently updated) as the tosser
:>and LED (an update promised soon) as the OLR.
:>
:>As you can see there is still some support, albeit possibly not for much
:>longer.

:>What is the problem is that no-one has responded to my question (in NeST)
:>asking if there was any chance of getting the States back into the
:>distribution.

KevO stoped calling the states as the traffic dropped to nowt.

If you can find a board with a gateway he could address all his mail
to this surely??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1079. Re: BBS

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7kr1me$605$2@news8.svr.pol.co.uk>
Source record: 76889

On 22 Jun 1999 06:58:44 , Derryck Croker wrote:
:>On 20 Jun 1999 21:07:32 , Martin Holmes wrote:
:>>I am looking for a BBS connection in the UK
:>>Are there any left?
:>
:>The Fortress BBS is one of the best known, it's connected to Fidonet,
:>TurnoNet and the main Atari network NeST.

:>0181 244 9825 (Plumstead, London)

0208 244 9825 dude!!.

or for internationl users

44-208 244 9825

Best to get used to it.
BTW, time to update your translation tables in Semper.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1080. New Milan Special Report

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <xa8c3.12$k3.1122@news0.telusplanet.net>
Source record: 76890

Hello again,
I just put online information about the new Milan060. Hopefully this will clear up some the rumours that are flying around the internet. All the information is completely accurate and put together with the help of Milan them selfs. Note that more information will be released on this page as time advances.
Topics covered on the page:

New Hardware
New Software
Atari Fuji Symbol
Motorolla Involvement
Upgrading original Milans

That's it,
--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1081. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377120922072770@ping.be>
Source record: 76891

on Wed 23-06-1999 08:22 Ludovic Hirlimann wrote:

>In article <37706956.0@news.primary.net>,
> "Josh Renaud" <kirkman@bbs.galilei.com> wrote:
>> Is anyone aware of newer or more compatible Mac software, or maybe
>even of a
>> totally different solution?
>Where the floppies formated with the ST ?
>If so format some floppies, on the Mac or a PC and then (if you still
>have your st) copy your disk to the newly formated floppies.

He, I think you're overlooking the fact that the Imation Superdisk
only reads 1.44 disks.
As Josh has a ST his old floppies are most likely in 720 kb format.

Maybe he can use a null modem cable and a data transmission program, like
Connect 95, Starcall, Rufus, etc. to transfer his data from ST to Imac.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1082. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: mike@radioman.freeserve.co.uk
Message-ID: <7kr4em$eg0$2@news7.svr.pol.co.uk>
Source record: 76892

On 20 Jun 1999 22:43:17 , Trevor Spencer wrote:
>
>As they seem to be coming down in price I'm thinking of buying a flatbed
>scanner but it is to use with the Atari as well as son's laptop.

I personally use a Microtek E3 with my Falcon, and it's fine. The
quality is fine for web pages, and most print applications, so unless
you really want high resolution quality, a s/h or stock clearance E3
might be an economical way of getting into flatbed scanning?

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1083. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kr527$70$2@news.campuscwix.net>
Source record: 76893

On 22 Jun 1999 15:45:46 , Phantomm wrote:

<snip>

Hi Phantomm. I'm using an 800 x 592 screen, in 256 colors, and its
not interlaced. Thats with Nemesis (Hi or lo) and Centscreen. Until
I switched, Videl Inside 2 would run this mode as well...

Later! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

1084. Re: WTB Atari joystick

Newsgroup: comp.sys.atari.st
Date: 1999-06-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <r4FsBDAZjRc3Ewyo@steverosie.demon.co.uk>
Source record: 76894

On Wed, 23 Jun 1999 at 11:36:39 a message from Lethor7 was created on
the subject of WTB Atari joystick.
>hi,
> looking for an old joystick for the STf.
>thanks,
>james

Where in this world are you?

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1085. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtwxk3.16xn645oucsv6N@pm-d12.rhein-main.de>
Source record: 76695

Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

> Yes, I've run CAB 2.5, and now 2.7 (both under STinG) and they've worked great
> 95% of the time.

Yes, same as here. Only smal errors.

> All paths and settings are correct - and haven't changed. And the OVL isn't
> the problem, since everything works 95% of the time just fine. I only get the
> freeze up if it's the _very first time I load a page in CAB after turning on
> the Falcon_. CAB will connect to the host, begin loading the page, then about
> 10-20 seconds into it, BOOM! - frozen.

Hm, i donï¿½t know this trouble.

Sometimes here, cab stuck if the internet connection stucks also. At
that point >ESC< button also doasnï¿½t work. Thatï¿½s all what i can say.
Mostly after few seconds the transfer continues, if not, only an reset
quit that.. (With MagiC, TOS, CT2 turbo/normal mode)

At this point, MagiC manager shows CAB as "supended"

(I think CAB crashed if the connection get lost for xx seconds)

> But as I said, once it freezes, and I reboot, I can use CAB without any
> problems for the rest of the day. It's almost as if CAB were a sleeping

Yep, same here..
But..
I see (sometimes) exactly the same with Communicator 4.5 on Mac..
So i think thatï¿½s a fucking problem of my ISP.

> *I know, it's kind of a silly analogy, but I think you see what I mean. : -)

Yes :)

> No proxy. And I know it's not a problem with the settings, because after it
> freezes the one time, and I reboot, it works 100% ok.

Hum..
Suprise, same as here..

> Yes, CAB cache is on an external SCSI partition. And the freezing up I'm
> talking about is NOT the same type of freeze up caused by the Falcon SCSI bug
> (where the HD "busy light" stays lit). This is just the software itself
> locking up, the drives are not involved.

Makes no differences here, i put if back to IDE. (A bit faster) ;)
Same procedure. Same with unmodified falcon, FX-Board falcon..

Canï¿½t say how the problem is.

O.K, i see, you know the falcon SCSI problem. So we have to look to
other things.. wish i found that..

(Itï¿½s not hard, but if you got this freezing 3-4 times any online
session.. :/)
One per week is o.k :)

> I'm sorry to hear that! Here in California (USA) the call to my ISP is local,
> and therefore free (with the exception of the small amount I pay each month
> for
> the basic phone service). I guess we're pretty lucky over here when it comes
> to phone costs (and gasoline!).

Yep, i know that. I was in USA three times ;)
Two times FL/Orlando, Tampa, St. Petersburg, Keys.. fucking long
aligators down there :-> , one time GA/Atlanta, all nice trips :)
(That big brown tower in atlanta, same as here in frankfurt!)

Phone is fine cheap :), paying nothing for 50 miles call.
Also gas, jeans, shoes and some more are very cheap :)
Last time filled up the car for 10$ around..

Never saw bigger computer markeds as in United States .)
(Not engough money left to visit them all..) (Wife kicks my as) :->

But the language..
I think i never learn that better .. :)

Food ordering works good, but smaltalk.. -> hard.. :)

Remeber my to checkers.. (Nice burgers in FL) :-))

> Thanks for your help.

No problem

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1086. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtwyuj.187sw111qsew5cN@pm-d12.rhein-main.de>
Source record: 76696

> I had a similar problem. It happens that it ocurred when decoding a
> jpg with the dsp. I use the jpeg_ovl from Alex instead of the one from
> Dieter and it never ocurres again. It's slower but it works.
>
> The dsp in my Falcon must have a problem as I have also this problem
> with Aniplayer and 1ST-Guide.

Ah.. suprise, use the same jpeg_ovl here..
I check that over the next weekend!
(Only CAB makes trouble, sometimes)

Good tip! :)
Thank you.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1087. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtwz26.1v45oqhflqtbuN@pm-d12.rhein-main.de>
Source record: 76697

Josh Renaud <kirkman@bbs.galilei.com> wrote:

> I have an iMac, and I really want to transfer my ST disks onto the iMac, so
> that I can get at text files, stories, and documents I've created over the
> years, and play my favorite games... Unfortunately, Dust, a disk-image
> utility for Macs, doesn't seem to read my imation SuperDrive.
>
> Is anyone aware of newer or more compatible Mac software, or maybe even of a
> totally different solution?

I use my ZIP drive to transfer data from atari to mac and from mac to
atari. All what i do is to format the ZIP as DOS medium (Hddriver)
Works fine in all directions.

Try to create a normal 1.44HD disc on your atari, iMac must accept that
format. (Ii¿½m not sure imation superdirver do that too..) (Sorry)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1088. Re: SV: IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ktnce$l9b$1@snipp.uninett.no>
Source record: 76698

Martin Graiter <graiter@starmail.com> wrote:

> The PC motherboards usually have two IDE channels, why don't we? Any ideas?
> If there is nothing else intended in the memory map why not reserve a space
> for a secondary IDE bus? It don't have to be bootable.

> However, I'm not at all familiar with the software driver part of the
> problem at all. My guess is that the driver would have to be rewritten or
> hacked into for to see the new IDE interface.

HD-Driver recognise both IDE-ports on the Milan. If you could find out how
these work on the Milan and "clone" them on the TT it would be a very nice
add-on :-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1089. Re: North American N.AES dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <pxtc3.288$4o3.3434@news1.online.no>
Source record: 76699

>>I figured this would be the case. What about UK dealers? Or do we have to
>order directly from Woller & Link?

If the German version is OK, you can try PM data in Norway
(pmonstad@online.no). VISA card accepted.

1090. Wanted/Trade

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7ktv3reaf1@nnrp1.deja.com>
Source record: 76700

```
--------------------------------------------------------------------------
Games/Systems Wanted: -==- Games/System for Trade/Sell:
--------------------------------------------------------------------------
**Best if with all docs. instructions, overlays, box(iffy!) etc, thanks!
**
Clint T. http://come.to/JagRealm
http://underworld.fortunecity.com/minesweeper/127 <---with
loads for sell/trade!
Updated 6/22/99
{E-Mail Direct: Liberator@acsplus.com
{ICQ=38352629 Nickname:Nexar, feel free to page, and I'll chat if
avail.!
{AOL Pager=Nexar64 Feel free to add me!
{Yahoo! Pager= xNexar_Net_x Feel free to add me!
{References available at bottom of text.
--------------------------------------------------------------------------
-----------------------------------------------
Games/Systems Wanted.....
-----------------------------------------------
================
/\Jaguar-Games/\
================
Air Cars
Alien vs. Predator (BOX AND MANUAL ONLY!) (POSTER)
Atari Karts
Baldies (CD)
Breakout2000
Brutal Sports Football
Bubsy Bobcat
Cannon Fodder
Checkered Flag
Club Drive (BOX AND MANUAL ONLY!)
Crescent Galaxy
Cybermorph(1994 version) instructions for both 93&94 version.
Defender2000
Dino Dudes
Double Dragon
Dragon-The Bruce Lee Story
Dragons Lair(CD)
Fever Pitch Soccer
Fight for Life
Flashback
Flip Out
Highlander (CD)
```

Hover Strike
I War
Iron Soldier(cart)
Iron Soldier 2(CD)
Missle Command 3D
Myst (CD)
NBA Jam T.E.
Pinball Fantasies
Pitfall: Mayan Adv.
Power Drive Rally
Primal Rage(CD)
Raiden
Ruiner Pinball
Sensible Soccer
Super Burnout
Supercross 3D
Syndicate
Theme Park
Towers II
Troy Aikmen Football
World Tour Racing (CD)
Worms
Zero-5
Zool 2
Zoop

======================
/\Jaguar Accessories/\
======================
Blue Jag Controller
Pro-Controller
Jaglink Interface
Memory Track!! =)
S-video cable
Composite Cable
Controller Extension
CATBOX!!! =) yes... I'll be trading ALOT for this one! =) I will, I
will!!!!
Already Modified Jag Unit with mod!(need a playstation? I got one! =)
heh)
ANOTHER Jaguar! =)

ANY OTHER JAGUAR RELATED PRODUCTS??!! EMAIL ME!

================
/\Atari Falcon/\
================
Atari Falcon 030/040 system
Color Monitor
Software/Hardware/Misc...

```
============
/\Atari ST/\
============
Mouse
Hard Drive(around what? 40 ++)
Color monitor
Software...
-----------------------------------------------
Games/Misc. to Trade....
-------------------------------------------------
========
/\2600/\
========
6-cart Multi Game Selector for
2-2600 controllers

Commando Raid
Dark Cavern
Defender-II(RED)
Donkey Kong(RED)
Eggomania
Frogs and Flies
Gangster Alley
Harbor Escape
Kung Fu Superkicks(telegames silver)
Lock'n'Chase
Midnight Magic(RED)
Mous Trap
Ms. Pac-Man
Phaser Patrol for Arcadia Supercharger(cassette)
River Raid
Snoopy and the Red Baron
Super Cobra
Thunderground
Title Match Pro Wrestling

========
/\5200/\
========
Atari 5200 System 2-port.... power supply, no controlles... track
ball.. but not very good.

Countermeasure
Defender
Dig Dug
Galaxian
Mario Bros.
Missle Command
Moon Patrol
Ms. Pac-Man
Pole Position
Popeye
```

Qix
RealSports Soccer
Rescue on Fractulus
Space Invaders
Star Raiders
Super Breakout

========
/\7800/\
========
7800 system ONLY
2-7800 Joysticks

==================
/\8-bit Atari 800/\
==================
800 system with disk drive, tape drive, ALL power. Some disks....
800xl system with disk drive, tape drive, about 45 disks....

========
/\Lynx/\
========
*Batman Returns
*Hard Drivin'
*Lynx w/9 games...

=============
/\Commodore/\
=============
Commodore64 with power supply
2-Disk Drives
Software-around 50 disks some origs, some copies....
Printer
Koala Table Pad

========
/\SNES/\
========
Bomberman 2
Doom
Itchy & Scratchy Game
Kid Klown in Crazy Chase
Krusty's Super Fun House
Killer Instinct
Kirby's Dream Course
Lagoon
Mario RPG
Mega Man X
Maximum Carnage
NBA JAM T.E.
Ren & Stimpy's Veediots
Super Mario Kart

Super Mario World
Super Metroid
Spiderman X-Men
The Lost Vikings
Warlock

========
/\Sega/\
========
Altered Beast
David Robinson's Supreme Court
Fantasia
Game Genie
Mortal Kombat 3
Sonic the Hedgehog
X-Men 2 Clone Wars

============
/\Sega 32x/\
============
Doom
Knuckles Chaotix
Tempo

===========
/\Gameboy/\
===========
Game Genie
Mortal Kombat
Teenage Mutant Ninja Turtles 2: Back From The Sewers
Tetris

====================
/\Sony Playstation/\
====================
Playstation-I want a damn moded jaggy, thats what I want! =)
Resident Evil:Directors Cut

==
/\ *=possible, but depends on trade... /\
==
Thanks,

Clint T.

**/\/\=Other games/systems may be available upon request... for
2600/5200/800!{email me!}=/\/**

==============================
/\References - Good Traders!/\
==============================
Donald Colen - 4-Jays - @ jandc@ccnet.com (traded 2600-5200 games for
Lynx games)

Ryan Duff - personal - @ shadow-8@webtv.net (traded 5200 games for Primal Rage CD)

Roger Schoolcraft - personal - @ rschoolcraft@yahoo.com (Traded jag games for 5200 game)

Austin Mackert - personal - @ justcallmebob2@hotmail.com (traded jag games for XE/misc games.)

==========
:file End{}6.22.99{}
==========

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1091. Re: WTB Atari joystick

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DuFGEHAbKnc3Ew2r@steverosie.demon.co.uk>
Source record: 76701

On Thu, 24 Jun 1999 at 00:43:10 a message from Lethor7 was created on
the subject of WTB Atari joystick.
>The U.S., mid-south.

Sorry, it would cost more than what they are worth to get them to you.

Cheers,
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1092. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ktpb9$k361@news.ajou.ac.kr>
Source record: 76702

On 23 Jun 1999 23:26:45 , kellis wrote:
>And in the System information CPX, should the Cache and 16Mhz be
>checked with the 'X' or not?
>
>From centek doc which you've missed somewhat:

I do remember seeing that in the Centek docs, but surely
didn't think it was the si.cpx from NVDI that had to be
removed.
>
>Don't use si.cpx
>
>So, you know what to do.
>
Yep, it is disabled now.

What about the NVDI Compatibility CPX should TOS Compatibility
and Line-A be checked with the 'X' or not?

Of does this CPX from NVDI also need to be disabled for the
CT2B?

I think this goes to show how much we do need a custom patch
for the CT2 Turbo Modes that does what NVDI does without these
un-necessary options.

Thanks,
phantomm@kih.net

1093. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ktvvj$jh9$3@news.campuscwix.net>
Source record: 76703

On 24 Jun 1999 01:09:21 , Phantomm wrote:

->Hi Ronald,
->Good. Thats a nice res. Can you do that in True Color with the
->Nemesis?

No. The highest I can get with Centscreen (or VI2) with TC is
640 x 480. Note that I never mention interlacing. Using Interlace
I can get higher res's with TC, but it makes my eyes/head hurt
and just isn't an option for me... Doesn't seem to bother some
people! ;-)

<snip>

->Are you using CentVidel to configure new resolutions?

I played around with it, but couldn't really seem to get much more
than what Centscreen was giving me as default options (without
going the interlace route).

->It works with CentScreen and is easy to use once you mess with it
->some.

I like their software from what I've seen of it. Have you used
Videlity? (its freeware now). If so, how do you think it compares
to VI2 and CentScreen?

->So far I've been able to get 720x720 in True Color, this is with
->the clock at 50mhz. Not sure if I can get 800x600 TC or not. Maybe
->the VGA adapter modification would help. This res is rock solid
->steady too.

<snip>

Hmm...from the posts I've read from other C2 users, you can get
very nice resolutions in TC mode... BTW, at 720 x 720 don't you
use that standard aspect ration on your monitor? ;-)

->I downloaded Vidility, I see that it has SB II support. It looks
->pretty good. But CentScreen is my choice at the moment.

Never mind my question above then! ;-))))

->Have you tried CentView the picture viewer? Thats real nice also.

Not yet. Has it been released as freeware as well?

->Ronald, could you ever do a working port speed of 57600 with your
->Falcon before you upgraded?

I don't know. I only have a 33.6 modem here, and my phone lines
won't let me go over 28.8 (often dropping to 26.4). ;-(

->Also, with the Nemesis did it increase the working port speed?
->If so, how fast will it go now?

Ditto, see above...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1094. Need a map from PIRATES

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Johan &#65533;hlund <mrviper@swipnet.se>
Message-ID: <Fsvc3.1130$iK3.1929@nntpserver.swip.net>
Source record: 76704

Can anyone out there help me to get a pic on the map from the great atari st game PIRATES!
I need it bad! does anyone know if its out there on the net? Please help me before i go bonkers!

1095. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7ku0ikikn1@news5.svr.pol.co.uk>
Source record: 76705

On 23 Jun 1999 03:09:03 , Tony Cianfaglione wrote:
>
>Make sure that you have all files from the previous version of Sting
>removed before installing 1.20. Ronald mentioned that the program
>implements TCP/IP differently than the earlier versions and are totally
>incompatible with each other. Delete all the older files are start with a
>clean install. Sting 1.20 works great.

Thats what I did mate, all I did was use the old Dial.Scr and
Default.cfg files, and it priduced those wierd lock ups of the STE.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1096. Re: IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7ktvkhasg1@SOLAIR2.EUnet.yu>
Source record: 76706

Vuk <vuk-@geocities.com> wrote in message news:7ks750$mr9$1@as102.tel.hr...
> Yes, TOS 3.06 can boot IDE, but...
>
> I have one IDE controller in Mega ST, with (my-fixed) TOS 2.06, so now can
boot
> IDE 1 as well.
> But, when I asked some guy who made some IDE controllers for ST, why not
for
> Mega STE (I have one), he told me that problem is with clock of computer
> (8/16 MHz), and those controlles he making must be attached directly to
> 68000 (as this one in Mega ST).
>
> So, on TT ? I have CaTTamaran, and I think it is more difficult to make
> this controller switch 32/48 MHz then MSTE 8/16...
>
> anyway, IDE controller on ST is very simple (it's easy to myself saying
that,
> I'm pretty dunno for hardware), just 256 bytes buffer, adressing
> $FF000000-$FF0000FF (not sure, have to look...).
>
> Vuk

Address area of IDE port is : $F00000-$F0003D. How is for secondary port,
used by Milan, it should say to us somebody from firm Milan or Uwe
Seimet......
Also, length of buffer depends of used driver. Btw. Atari ST has 1KB
system buffer for disk operations.

Everything is possible, so making IDE host adapter (controller is wrong
world, it's in drive) for TT with higher clock is also possible (Milan has
clock of 60 MHz as I know). But knowing situation in Atari scene, I suspect
that anyone will make such project.

Pera

1097. Atari 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: spam.nospam.gwinans@campuscw.net
Message-ID: <37729749.9049058@news.campuscw.net>
Source record: 76707

I've been trying to find an original, working Atari 1024st, especially with the games Sundog and Timebandit. :)

Respond directly, just take the spam.nospam. off the front of the addy. :)

1098. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37729b21$0$156@news.zetnet.co.uk>
Source record: 76708

Surinder Vir <surinder@jsvir.freeserve.co.uk> wrote in message
news:7kt5b8qm1@news5.svr.pol.co.uk...
> Hi,
> Anyone out there got a cracked copy of emagic logic for the Atari?
>
> Cheers
>
> sv
>
>
I have one with a few scratches on the box
Kevin

1099. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930258855.1104@www.remarq.com>
Source record: 76709

Umm, it's weird that ties to port speed and the CT2 have
come up. I have three Falcons. All of them (before
modifications) work well with a Supra 33.6 and port speed of
115.2K. Most connections are usually around 26-32K. I did
try a new 56K flex modem at 230.4K and it was kind of
flakey, but neither my Mac (at 57.6 port speed) or PC at
115.2 port speed could utilize the 56K's speed (I could
never get a 56K connection). On my girl friends PC at her
house, the 56K modem works fine, so I think my phone lines
are crap.
Also, I remember the HSModem author stating that DRIVN.PRG
and SCC.PRG should not be run from fast ram because of
timing considerations. I haven't had a problem there, but I
haven't run a Falcon bus over 21Mhz (yet:).
Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1100. Re: How to transfer a download a compressed D/L from a Mac to a ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3772948a30f7230@ping.be>
Source record: 76710

on Thu 24-06-1999 20:15 Martin "Nightowl" Byttebier wrote:

>on Thu 24-06-1999 09:12 Nicholas Bales wrote:
>
>>
>>
>>Fibrillation a ï¿½crit :
>>>
>>> Hi all.
>>>
>>> I found something on the web for my Atari and downloaded it to my mac.
>>
>>
>>
>>
>>Do you mean is a hqx or sit file ? If that's the case, then I'm 99.999%
>>sure that it is not for consumption on an Atari.
>
>Luckely you didn't say 100%. *.hqx files (allmost all) can be unpacked on
>the Atari.

Oeps I didn't read your posting very good.
Ofcourse if it's a *.hqx archive it very unlickely it's intend to be used
on the Atari.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1101. Re: How to transfer a download a compressed D/L from a Mac to a ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37728dfc2bd89a0@ping.be>
Source record: 76711

on Thu 24-06-1999 09:12 Nicholas Bales wrote:

>
>
>Fibrillation a ï¿½crit :
>>
>> Hi all.
>>
>> I found something on the web for my Atari and downloaded it to my mac.
>
>
>
>
>Do you mean is a hqx or sit file ? If that's the case, then I'm 99.999%
>sure that it is not for consumption on an Atari.

Luckely you didn't say 100%. *.hqx files (allmost all) can be unpacked on
the Atari.
On the Belgian ftp-server you can find a little utility called 'xbin.zip'
It's just the binairy, there are no docs.
To use it just drag & drop the *.hqx file you want to unpack to the
program.

ftp://193.190.204.128/atari/archivers/xbin.zip

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1102. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37727A4B.FB7227C4@ping.be>
Source record: 76712

Mike Kerslake a *crit :

>>I suppose you also drive it with the marvellous ScanX PRO from Nima Montaser ?

>
> I do indeed. Though I don't have the latest version, maybe time to
> upgrade!

Sure, because in the latest versions you can use a "Photocopy mode" which is very
usefull for making direct photocopies ;), but you must use NVDI at least version 4
I think to make this mode operationnal ...
Also zooming is possible ...

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1103. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3772adba$0$156@news.zetnet.co.uk>
Source record: 76713

On 20 Jun 1999 22:43:17 , Trevor Spencer wrote:

|As they seem to be coming down in price I'm thinking of buying a flatbed
|scanner but it is to use with the Atari as well as son's laptop.
| . . . .

I have an Epson GT-5500 working with my Hades. The scanning program is Look 2 but I need three different versions as usually one or two don't work depending on the mood (or atmospheric pressure or position of the planets). The problem may well lie with the SCSI interface and I know that there is no problem when the scanner is used on the TT.

John Logan

1104. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7kuddm$i9r$1@SOLAIR2.EUnet.yu>
Source record: 76714

On 22 Jun 1999 21:47:00 , Peter Schneider wrote:

>there is a second (independent from STZIP) ZIP package named ZIP20
>with two different programs named /ZIP/ and /UNZIP/.

>Sometimes, ZIP20 is even capable to extract archives that STZIP
>refuses to extract or where it complains about chechsum errors.

Which is quite useful. With a -F or -FF option activated, ZIP2 can recover
the good part of a damaged ZIP archive. And there are some other very
convenient options, like converting between <LF> and <CR><LF> line ends, etc.

Btw. ZIP2.0 is a part of the "Infozip" package which is an attempt to create
and maintain a portable ZIP archiver/dearchiver. The full package contains
source code (in C, with specialities for different OS-es) for several
programs:

ZIP - for archiving;
UNZIP - for dearchiving;
ZIPINFO - for brief or verbose listing of archive contents
ZIPSPLIT- for splitting a ZIP archive into several smaller files
ZIPCLOAK- for encrypting archives

I use that package quite a lot on a VAX/VMS system. Is's convenient when
transfering bunches of files between my Atari and the VAX.

Cu.

1105. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7kuddq$i9r$2@SOLAIR2.EUnet.yu>
Source record: 76715

On 24 Jun 1999 15:03:41 , Ronald Andersson wrote:

>on Tue 22-06-1999 20:03 Stephen Barszczak wrote:
>
>>I am having something very weird occur with the latest version of Sting
>>in that when it is installed and I am using any software or even just
>>opening windos for any of my drives, the window opens but display a
>>blank window, and the the ST locks up.
>>
>>Does anyone happen to know why its doing this?
>
>Installing STinG 1.20 is almost like starting anew, except that you

I was (I think) quite careful to replace all components of STiNG when I installed V1.20; At first everything seemed to work OK: CAB 2.6, Newsie 0.94 in e-mail and ftp functions (I do not know about news- did not have newsgroups available at my ISP at that time).

But then I noticed a weird problem in cooperation of the new STiNG and Newsie 0.94: when sending LONG e-mails from Newsie (for example an e-mail with a file of at least 80KB attached), the transmission of e-mail never seemed to end and could not be interrupted either, so I had to reboot.

The problem was repeatable: sending short e-mails was OK, long ones hang the computer. When I deleted STiNG V1.20 and reinstalled V1.15 everything worked OK.

I have set the DEFAULT.CFG, DIAL.SCR and the CPXes for STiNG V1.20 as I thought should be OK, and after this problem appeared I rechecked that settings were identical as in V1.15; no help. Then I copied the DEFAULT.CFG and DIAL.SCR from V1.15 and used them with V1.20, but with no change.

A detail that might be significant: instead of regular exchanging of "send" and "receive" LEDs on my modem when sending a long e-mail with Newsie+STiNG 1.15, with STiNG1.2 the "send" light is on most of the time, and "receive" blinks only for barely noticable instants.

Any suggestions? Have I overlooked something, or... ?

Cu.

1106. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7kv2qc$7g7$1@user2.teleport.com>
Source record: 76716
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1107. Re: STf <--> CAB!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <930383274.6790.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 76717

Tony Cianfaglione wrote in message ...

[STinG/CAB on a vanilla 1040]
>I'll post a URL for the instructions when they're done. They'll also be
>free to post on any other site in the event our site is down or hard to
>reach.

Thanks, I'll certainly link to them.

Cheers,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1108. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <1Xec3.5516$d5.651940@news21b.ispnews.com>
Source record: 76768

On 22 Jun 1999 21:25:36 , Terry May wrote:
>On Wed 23-06-1999 01:17, Joe M. Villarreal TOS'd the following:
>
>>Cab 2.7 saves to the disk cache faster quite a bit faster than 2.5.
>
>Perhaps, but that is more than offset by it ignoring the RAM cache.
>It's downright annoying to have a 6 meg RAM cache, only to watch it
>load the same graphics over and over and over again from disk,
>rather than using the RAM cache. V2.5 was much more efficient in
>that area.
>--
>Otagger ?1.23: Terry May - Las Vegas NV
>Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
>to an 8-bit operating system originally coded for a 4-bit micro-processor,
>written by a 2-bit company that can't stand 1 bit of competition.
>.

You'll need to clear the RAM cache whenever it gets close to full. I have it set to 9 megs at the moment, but I've tried different settings. I always clear the RAM cache whenever graphics from a previous page start to load from disk instead of the cache.

1109. Re: WTB Atari joystick

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990623204310.12508.00001004@ng-fy1.aol.com>
Source record: 76769

The U.S., mid-south.

1110. Re: MailBox for Mailing List e-mail in News

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7ks12a$5bp$2@nnrp02.primenet.com>
Source record: 76770

On 22 Jun 1999 01:27:12 , Phantomm wrote:
>Hi folks,
>
>I'm trying to figure out the best way to create a mailbox or folder
>for incomimg e-mail from a mailing list.
>
>I would like for all the mailing list mail to go into a seperate
>folder or area from my everyday e-mail.
>
>Any ideas on how to do this in Newsie?
>
Most mail lists have a "Reply-to" header in the mail. You should find
your KILLFILE.TXT file in the work directory and edit it following
the directions in the file by adding a replyto line with the replyto
address.

replyto<tab>zetnet-atarians<tab>transfer<tab>zetnet<tab>auto-route zetnet messages

Use the tab key where <tab> is located.
Thus any email with any part of the replyto header that matches
'zetnet-atarians' will be transfered immediately to a mailbox 'zetnet'

Sorry this is not in a dialog yet. You still need to edit files.
If you no longer want it, just change the first character to a '#' to
skip this entry.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

1111. Re: Newsie Lock-ups

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7ks18h$5bp$3@nnrp02.primenet.com>
Source record: 76771

On 22 Jun 1999 07:28:26 , M.Grove wrote:
>Newsie will lock up my machine doing this operation.
>Connect to a news host
>Select new group from drop down menu
>Pop-up menu comes up to select either "new" or (I assume)
>"last"
>Do not select "new" or "last", but click outside the pop-up
>menu on the desktop.
>Machine locks up at this point.
>This Falcon has a NOVA card installed, if it make any
>difference.
>Anyone else duplicate this?
>
Yes, I have seen it with other popup menus. I have not been able to
duplicate it at will. Sometimes it works, other times not.

The NOVA card is not responsible, because my Falcon is stock.
It is on the 'bug list'.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

1112. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ks0fq$j2u2@news.ajou.ac.kr>
Source record: 76772

On 23 Jun 1999 19:00:25 , Johan Klockars wrote:

>>Actually, those drivers don't contain any blitting code, AFAICR
>>(I'll check it when I get home).
>
>I have now checked the NVDIDRV4.SYS and NVDIDRV8.SYS files and neither
>contains any blit code.
>
>However, I did find blit code in the OFF*.NOD/ODS files, so I guess
>NVDI doesn't have it built in after all.
>(It's strange that I never thought about those files before.
> This certainly explains why I couldn't get NVDI to work under PaCifiST...)
>
>Anyway, if someone were willing to hack around a bit, it might just
>be possible to do a software blitter by calling the appropriate
>routines in the correct NOD/ODS file.
>

Hi Johan,

That is very interesting. I sure would like to see someone attempt
to do this. And maybe if possible optimise the code especially
for TOS 7.X for the CT2B.

Thanks very much for your help,
phantomm@kih.net

1113. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ks0g1$j2u3@news.ajou.ac.kr>
Source record: 76773

On 23 Jun 1999 17:21:11 , DarkChyld wrote:
>On 22 Jun 1999 15:45:46 , Phantomm wrote:
>
> <snip>
>
> Hi Phantomm. I'm using an 800 x 592 screen, in 256 colors, and its
> not interlaced. Thats with Nemesis (Hi or lo) and Centscreen. Until
> I switched, Videl Inside 2 would run this mode as well...
>
> Later! ;-)

Hi Ronald,
Good. Thats a nice res. Can you do that in True Color with the
Nemesis?

I really like CentScreen. Thats what I'm using. Only problem I see
is that the video file "video.dat" has the same name as the FalCam
video.dat file that goes in the root folder.
Not sure if one of them could be placed inside another folder or
renamed.
Are you using CentVidel to configure new resolutions?
It works with CentScreen and is easy to use once you mess with it
some.
So far I've been able to get 720x720 in True Color, this is with
the clock at 50mhz. Not sure if I can get 800x600 TC or not. Maybe
the VGA adapter modification would help. This res is rock solid
steady too.
Also, I can get any TC res as long as the Horizontal doesn't go
over 720 which seems to be the limit on my SVGA at the moment.
If you have a multiSync then you maybe able to go higher in TC
mode with CentScreen
Also, can get the 800x592 in 256c. And was able to get the 1280x960
in 16colors this is in interlaced with the clock at 50mhz.
That is just like the ScreenBlaster II 1280x960 16color mode. I'm
pretty sure I can do 256colors in the 1280x960 res. If so that will
be a nice res to work in. I could never get SB II to go into 256C
in the 1280x960 res.
Not tried anything higher than 1280x960 yet. But it looks like I
do have the Bandwidth to go higher.

I downloaded Vidility, I see that it has SB II support. It looks
pretty good. But CentScreen is my choice at the moment.

Have you tried CentView the picture viewer? Thats real nice also.

Ronald, could you ever do a working port speed of 57600 with your
Falcon before you upgraded?
Also, with the Nemesis did it increase the working port speed?
If so, how fast will it go now?

phantomm@kih.net

1114. IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7ks750$mr9$1@as102.tel.hr>
Source record: 76774

Yes, TOS 3.06 can boot IDE, but...

I have one IDE controller in Mega ST, with (my-fixed) TOS 2.06, so now can boot IDE 1 as well.
But, when I asked some guy who made some IDE controllers for ST, why not for Mega STE (I have one), he told me that problem is with clock of computer (8/16 MHz), and those controlles he making must be attached directly to 68000 (as this one in Mega ST).

So, on TT ? I have CaTTamaran, and I think it is more difficult to make this controller switch 32/48 MHz then MSTE 8/16...

anyway, IDE controller on ST is very simple (it's easy to myself saying that, I'm pretty dunno for hardware), just 256 bytes buffer, adressing $FF000000-$FF0000FF (not sure, have to look...).

Vuk

1115. Need NOVA divers MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7ksf7r$s4n$1@as102.tel.hr>
Source record: 76775

Well, I decided to put this NOVA into Mega STE...

BUT: Only one version of drivers I have for MSTE is 2.61...
and this EMULATOR.PRG/STA_VDI.PRG cannot use more then 2 couolrs...
In 2 colours mode colours are strange: black & blue (instead black & white)

Anyone can help me ?

Older drivers are wellcome, I have 2.08, but only TT version....

Vuk

1116. Re: How to transfer a download a compressed D/L from a Mac to a ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3771DA61.7F46075B@directprovider.REMOVETHECAPITALS.net>
Source record: 76776

Fibrillation a ï¿½crit :
>
> Hi all.
>
> I found something on the web for my Atari and downloaded it to my mac.

> It's
> stuffed in the standerd mac way but it won't allow me to decompress it in
> order to put on a Dos floppy for transfer to get it to my 140 ST.

Do you mean is a hqx or sit file ? If that's the case, then I'm 99.999%
sure that it is not for consumption on an Atari.

Atari compressed formats are lzh, zip, arc, zoo, and maybe a few others.
zipfiles can be unzipped by MacZip, the others will probably have Mac
de-arcers too, but you will usually want to decompress them on the ST.
You can get programs for these on most FTP sites. Check out the Quick
FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1117. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7kt30c$2q3$1@nnrp1.deja.com>
Source record: 76777

In article <376bf2c87da2dae@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> I still don't see the point of most 'screenblasters' etc, as Videl Inside
> could provide 960x720 without any new clocks at all, provided that a good
> and flexible Multisync monitor was used, and to use higher rez on a Falcon
> with safety you must have a real accelerator anyhow.

Well, to get decent resolutions with my old, standard SVGA I had to use a 36MHz pixelclock to get correct aspect-ratios. Also, using a pixel-clock that's separate from the system-clock is very important with some accelerators (perhaps not with the CT2). E.g. if you have a Nemesis or Speed Resolution Card you'll loose sync if you for some reason had to switch to another clock (e.g. slowing the Nemesis down to 20MHz when printing under MagiC).

But *buying* a "screenblaster" is pointless, it's very cheap and easy to modify the Falcon yourself (http://atari.nvg.org/pixelclock/pixelclock.html). Combine it with Videlity and you have a extremely reliable and stable "screenblaster".

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1118. Cab 2.7 problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7ksu9f$1hu$1@newsource.ihug.co.nz>
Source record: 76778

I am running MagiC 6 on a 4 meg STe with TOS 2.06 on rom with a IDE interface and 2 HDD's.
My problem is that CAB 2.7 runs ok Im using Iconnect to connect to my ISP with no problems. But when I try to surf with CAB I get a 68000 address error. The ASH homepage loads ok and I can go anywhere within it but when I try to go elsewhere I get 3 bombs and that error.
Any help appreciated

Mike

1119. NVDI 5 problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7ksucu$1ok$1@newsource.ihug.co.nz>
Source record: 76779

I am having problems with NVDI 5 and MagiC 6 on a 4 Meg STe.
Whenever I try to load NVDI on startup it locks up the computer

Any help appreciated.

Mike

1120. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3772085E.7BD6@ooc.de>
Source record: 76780

Peter Slegg wrote:

> I should have said "which media are supported?" such as CD, CD-R,
> CD-RW, DVD-ROM, DVD-RAM etc. I was curious which of the newer
> media where usable on the Atari. From your comments, I gather that
> HDDriver provides the low level support for most of the media in
> either IDE or SCSI versions and extra high-level drivers are needed
> for the -ROM media.

Yes, HDDRIVER fully supports (i. e. also high level) access for DVD-RAM
media. For other media additional high level drivers are available.

> Spin and ExtenDOS support CD-ROM but it there any support yet for
> DVD-ROM yet ?

With SPIN! you can read CDs in DVD drives. I guess this will also work
for Extendos.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1121. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7kt2bbdve1@news6.svr.pol.co.uk>
Source record: 76781

On 23 Jun 1999 20:11:11 , Jo Vandeweghe wrote:

>I also use one ... on my TT ...

A man of taste! :-)

>The E3 is really a bargain ... if you can yet find one of them ...

I bought mine a while ago at normal price, but it's always worked
well with my system.

>Try to buy the Macintosh version otherwise you'll have to pay the added scsi
>interface delivered for PCs.

Yeah, got one of those interfaces!

>I suppose you also drive it with the marvellous ScanX PRO from Nima Montaser ?

I do indeed. Though I don't have the latest version, maybe time to
upgrade!

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
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Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1122. Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Surinder Vir <surinder@jsvir.freeserve.co.uk>
Message-ID: <7kt5b8qm1@news5.svr.pol.co.uk>
Source record: 76782

Hi,
Anyone out there got a cracked copy of emagic logic for the Atari?

Cheers

sv

1123. Re: North American N.AES dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7kt9rv$s1q$1@testinfo.uoguelph.ca>
Source record: 76783

```
: This has got to be one of my personal pet peeves. Why Woller won't
: appoint a US distributor for N.aes is beyond me. N.aes is one of the
: *essential* ingrediants to a solid working MiNT setup, and US users
: are being denied it. Kent at Systems For Tomorrow has stated that
: he has been trying to get it for a long time now.
:
: Its no wonder that MagiC's popularity, both among users and developers
: is growing. Are you listening Woller? Wake up!!! ;-|
```

I figured this would be the case. What about UK dealers? Or do we have to order directly from Woller & Link?

THeo

1124. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <37723D98.69EF9F91@kaliba.net>
Source record: 76784

> Anyway: No way to run original games
> with floppy protection. :-/

It depends on the protection, but you will most likely find it won't
run.

Cheers,

Rich

1125. SV: IDE on TT

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ktend$os3$1@zingo.tninet.se>
Source record: 76785

Vuk <vuk-@geocities.com> skrev i
diskussionsgruppsmeddelandet:7ks750$mr9$1@as102.tel.hr...

> Yes, TOS 3.06 can boot IDE, but...

Hmm, Uwe Seimet says no, you say yes?
What's it gonna be?

> I have one IDE controller in Mega ST, with (my-fixed) TOS 2.06, so now can
boot
> IDE 1 as well.
> But, when I asked some guy who made some IDE controllers for ST, why not
for
> Mega STE (I have one), he told me that problem is with clock of computer
> (8/16 MHz), and those controlles he making must be attached directly to
> 68000 (as this one in Mega ST).

Shouldn't this just be a matter of using faster logic on the IDE interface?
I did some tests with a commercial IDE interface from Hard&Soft, a german
company. The interface couldn't cope with faster processors than the
ordinary 8MHz. However, with another hardware solution the 16MHz speed
worked fine.
The general tip is to try to use lookup table-type circuits instead of
gates. If you're lucky, you don't even need to move up to a faster logic
family.

> anyway, IDE controller on ST is very simple (it's easy to myself saying
that,
> I'm pretty dunno for hardware), just 256 bytes buffer, adressing
> $FF000000-$FF0000FF (not sure, have to look...).

The PC motherboards usually have two IDE channels, why don't we? Any ideas?
If there is nothing else intended in the memory map why not reserve a space
for a secondary IDE bus? It don't have to be bootable.

However, I'm not at all familiar with the software driver part of the
problem at all. My guess is that the driver would have to be rewritten or
hacked into for to see the new IDE interface.

MG

1126. Re: Is ExtenDos Gold Compatible with CT2B Turbo Modes?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtv7ki.a30lqzw0snbzN@pm-d26.rhein-main.de>
Source record: 76786

> Is any one using any version of ExtenDos Gold in
> any of the 2 Turbo Modes of a CT2B?

Yes, here ii¿½m .)

> I am getting a error drive not responding message in
> both Tos 4.0X Turbo and Tos 7.x Turbo.
>
> Normal Falcon Mode works fine.

Using an yamaha 4260, toshiba xm53xx 12-speed and an very old
toshiba xm4101. They all works well in turbo mode (TOS7)
ExtenDOS -> latest release 3.01

But..

Same hadrware configuartion with CD-Recorder (Soundpool) only can use
the burner in 1-speed. Laughing.. :/

ExtenDOS use CDRW 2-speed, any CD-R in 4-speed

Normal mode CD-Recoder also works fine.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1127. Re: CT2B TOS 4.X Turbo Mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930235739.28255@www.remarq.com>
Source record: 76787

A long, long time ago, in a land...wait a minute...
I remember when I first used NVDI a while (long) ago, I too has some reasons for not wanting to always load it. After getting the Mighty Sonic in '92, it became a fixture in my autofolder. The only reason I can think of not running it would be some games. I guess with the NOVA VDI I could get away without it and use another GDOS, but haven't looked into it.

>How do these results look?

Looks like you have your CT2B working:).

>Are there any other programs like NemBench I can use to see
>what I've got with the CT2B?

"How Fast" is a nice tool for determining the most effective size of hard disk buffers.

"Memspeed" will test the speed of your ST and Fast ram.

"FPU Bench" will test the speed of your FPU.

"FPU Test" (?) will increment FPU calculations and check for float errors (AFAIK). I find this useful for getting the clock set on my Mighty Sonic. Sometimes the FPU will work, but produces errors that are not visable until you run an app that utilizes it. Gembench doesn't run enough calculations to find a clock problem. The CaTTamaran on my TT drove me nuts until I used this app.

>phantomm@kih.net

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1128. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3770d63ce98260@oden.se>
Source record: 76788

Hi Stephen,

on Tue 22-06-1999 20:03 Stephen Barszczak wrote:

>I am having something very weird occur with the latest version of Sting
>in that when it is installed and I am using any software or even just
>opening windos for any of my drives, the window opens but display a
>blank window, and the the ST locks up.
>
>Does anyone happen to know why its doing this?

STinG itself does not link into any filesystem, and does not directly
interfere with any window operations. But it is possible that some
mistake in the installation has crashed some memory pointers somewhere,
and in that case there is no telling what they might point to, nor how
that might interact with other programs.

I hope you did read my UPDATE.TXT files (that is why I wrote them).
You can't succeed with updating an old STinG installation if you
do not follow the rules of updating as described in those files.
Some old parts are incompatible to new parts, and those old parts
must be removed, or they will cause some of the new parts to crash.

Installing STinG 1.20 is almost like starting anew, except that you
can keep the old DEFAULT.CFG, CACHE.DNS, and ROUTE.TAB. The STING.PRT
file used for STNGPORT.CPX may also be used as basis for a new one, but
you must save a new one (as the port drivers have been updated) after
checking that port settings are ok with the new STNGPORT.CPX.
(All this after installing all stuff and rebooting of course.)

You will also need to reactivate STING.CPX, set its 'delay' to 10 or
20 ms (depending on how fast your machine is), and save those settings.

>In the meantime I'm back using Sting 1.08
>
That is a very old version. Did you miss the previous release ? (1.15)

As you have been using so old a version, there are many new features in
the dialer settings that you should check out. And don't forget that the
new dialer has built-in configuration dialogs. You don't have to do all
of that with a text-editor anymore (though the SCR files are still ascii).

>Also I notice that the latr version doesn't have the modules for the midi
>port or the centronics port, are they no longer supprted or do you use
>the files from 1.08 to utilise these ports?

Those 'ports' never were supported by those STX drivers. They were merely
near-empty placeholders for the future.

The MIDI.STX was intended for a future 'ring-type' network with lesser delays
than we get simply by using Midi ports connected in a ring today. As yet no
one has wanted to take up that project, so the current Midi driver remains
(as it always has been) the SERIAL.STX module.

CENTR.STX is another project that has never been finished, although I did
some work on it that I have had to abandon due to lack of time for debugging
it. When/if it gets completed it will allow a fast link using the printer
port, thus allowing STs a fast parallel link

As STinG does not need any 'placeholders' to allow future modules to be
installed, I have decided to remove these files from the distribution,
until such time as we can provide functional versions.

It is also *vital* that you erase those old modules when installing STinG 1.20,
as the port driver structure has been changed to allow a necessary function to
be added to all new port drivers. An old module using the old structure will
cause STinG to malfunction, so none of those can remain when you install the
new STinG 1.20 modules.

>Any help would be most appreaciated.
>
I hope the above is of help, and do take a look in the UPDATE.TXT files
that exist in several of the subfolders of the STinG 1.20 release package.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1129. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3770d63ce98261@oden.se>
Source record: 76789

Hi Roger,

on Tue 22-06-1999 20:40 Roger Carr wrote:

----- snip ----- re: STZIP problem with leading spaces in filenames
>
>Thanks for all your replies. For the record - I succeeded, using
>unzip.ttp v5.13 - Thanks Jim for pointing me to that - I found it on
>F.6321 on the Floppyshop Gold CD.

I'm glad you got it solved, but I wonder where else that unzip version
may be found. It could be useful for others too (like me ;-) who
don't have that CD.

>Ronald wrote:
>
>>Yep. The best way to deal with this kind of situation is to unpack
>>the files to a VFAT or other 'longname' filesystem. Under MagiC...
>
>I was using a VFAT partition under MagiC, but STZIP v2.6 wouldn't cut it.

Well, all longname filesystems are not equal. VFAT has some limitations
that I know of (no full character case support), and perhaps it also won't
accept leading spaces in filenames. The MagiC XFS ramdisk I spoke of does
not have either of these limitations. But even so, it could be STZIP itself
that objected to the leading spaces, so it might not have worked anyway.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1130. Re: 1040 STf <--> CAB?

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3770d63ce98262@oden.se>
Source record: 76790

Hi Peter,

on Tue 22-06-1999 21:53 Peter A West wrote:

>In message <3767a5f24913c33@oden.se>, dlanor@oden.se said:
>
>>Do this to make sure that CAB itself will run properly, then install
>>various CAB.OVL versions until you find one that works.
>
>Sounds like a goo diea. BTW, can you tell me just what the overlays
>actually do? And why 'overlays'?

CAB itself has no STinG/STiK/MintNet client functions at all. It does not ever communicate directly with the TCP/IP stack used to connect to Internet. Instead it has a special protocol of its own which it uses to communicate with the CAB.OVL. As for the extension OVL, the overlay term usually means temporarily loaded modules that use RAM which may be used for other purposes at other times, including other such modules, (thereby overlaying) That is not really how the CAB.OVL is used of course, as it would waste too much time.

But originally, CAB (differently named) was merely an offline viewer for html files, and the ideas for the module handling and the protocol, that makes it into a real web browser, probably grew out of ideas based on the 'overlay' concept, and now the name has stuck.

AFAIK however, all existing CAB.OVL versions do stay resident throughout a CAB session. Unlike true overlays they are never 'unloaded' to make room for any other.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1131. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3770d63ce98263@oden.se>
Source record: 76791

Hi Johan,

on Wed 23-06-1999 00:20 Johan Klockars wrote:
>In article <376fb16422b9d02@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: slowness of 8bitplane modes on Falcon running NVDI
>
>I had an AB040 for quite a while before getting my Eclipse and I didn't
>use the 8 bit modes, anyway.
>Naturally, the processor wan't burdened by the grahics mode, but all
>screen operations took 'ages'. I couldn't live with two times slower
>screen updates, but it depends on what you're doing of course.

Actually that is an AB-specific characteristic you describe, since
this accelerator unfortunately lowers the speed of ST-RAM accesses.
That is why a graphics card is such a burning need for AB-users.
(As has been discussed in several earlie posts.)

Of course I could put a graphics card to good use too, but I don't
really feel any driving need for one.

>With the fVDI shadow buffer things would be a lot better on an AB040
>(no reads from ST-RAM). It's very noticeable in 16 colour mode.
>
Yes, that should make a big difference.

Am I correct in assuming that this 'shadow' argument on the driver
specification line should also have such an effect on any system
with FastRAM (such as my own) ?

----- snip ----- re: usable resolutions for 16bit Hicolour ?
>
>I've played around a good deal with my BlowUP Hard II, though, and the
>only decent 16 bit mode I could get was 480x480 (this is on a standard
>30kHz and up multisync monitor, and only counting non-interlace modes).

Then 'BlowUP' was the wrong tool, that's all. Like many others it will
refuse to let you use any of the base pixels clock undivided for Hicolour.
('undivided' is what some call 'quarter pixel') But it is a fact that it
does work for the 25 MHz base clock, if the software is smart enough to use
it. All you need to do is to use Videlity instead. (Now freeware.)

Theoretically it can be done even on a stock ST, except that it will
then be heavily overloaded and bomb. Also, on an AB-Falcon you will
still have that problem of slow ST-RAM access to contend with, even
though the CPU itself should happily run software in FastRAM without
being affected by the fact that VIDEL has more work in ST-RAM.

>>I would not call either 768x576 or 640x480 useless, and though some may
>
>But neither of those modes is available on a setup such as mine.
>You need at the very least a Nemesis or a 15kHz monitor.

No, that is not so. You need a software tool that can set up a pixel
clock of 25 MHz for Hicolour mode, and make it work right. Videlity
does this job fine. The result is a bog standard VGA signal for the
resolution 640x480x16bit at 30+ kHz (there is room to choose), and
60 Hz (or a bit more even, like 61/62). Naturally without interlace.

----- snip ----- re: MGIF dithering in 16 colour modes
>
>You can get very good image quality with 16 colours in high resolution,
>but you have to be able to select those 16 colours yourself.

But that is the trick of course, and it really doesn't look good in any
multitasking environment, but only in a dedicated program taking up the
entire screen. (Not criticising, but just commenting.)

Actually the same applies to any palette-based mode where the picture
viewer can't do what it needs to without modifying the palette.

Personally I use 1stGuide as my main JPEG viewer, and use its palette
(for colours >=16) as my normal 256 colour system palette. Thus JPEG
viewing never changes any of my palette colours. Unfortunately I've
never found any GIF viewer that will work the same way, using the same
palette.

----- snip ----- re: the possibility of me doing some fVDI driver(s)
>
>There is no source code for graphics cards there, since I'm not sure
>yet if those can be released (NDA's).

I didn't mean it like that. What I meant was your fVDI drivers for the
NOVA card. I'd much have preferred to have the source for the 4 bit
driver with Atari bitplane layout.

>Since fVDI is (or rather will be) under the GPL, you can have the entire
>source tree (except the mach64 driver, for now) if you like.

I like. :-)

>>I have now made some rather extensive tests of fVDI with the 4bit VIDEL driver.
>
Replying to myself here: That was a bad choice of words above, as the driver
should in no way be specific to a Falcon. I should rather have described it
as the 4 bitplane driver for Atari bitplane format or something like that.
I don't want to make it seem as if I favor unwarranted hardware dependency.

>>My intention was of course to test the 1bit driver too, but I never got it to
>>work. fVDI never did switch to a monochrome resolution, but stayed physically
>
>No, currently fVDI always stays in the resolution you started it in.

But on a Falcon that would mean you have to change NVRAM to switch fVDI rez
legally. Rez switches in \AUTO\ are not fully recognized by the system, and
in any case none of the standard resolution enhancers will switch this way.
At least none that I have tried can (CentScreen, Videl Inside, Videlity).

>As I said in an earlier article (not in this thread), it's easiest to
>test fVDI by starting it from the desktop and then you can of course
>be in whatever graphics mode you like.

Yes, but it is not fully realistic testing. One very important test is
to see if the current AES (for multitaskers) and desktop can start up
correctly, and then use fVDI correctly in the new rez.

>>At first I experienced bombs on every boot, not when fVDI started, but a bit
>
>A little while ago there was a note in the documentation saying that
>booting wasn't really supported in the normal Atari modes. I think I've
>removed most of that text now, though, since it seemed to work last time
>I tested it.

For me it did work, when the post-boot rez was identical with the boot rez
set up in my NVRAM.

>Again, testing of fVDI really should be done from the desktop, unless
>you want to run below NVDI.

Ok, gotcha, but I still think it is a little limited testing then.

----- snip ----- re: debugging to find the mouse handler bug
>
>It's, unfortunately, really troublesome booting under a debugger on the
>AB040. I've only found a single debugger that can do it at all, and then
>only without caches and FastRAM. It still usually crashes in some strange
>way before I'm finished with what I'm doing.

I know, and it's even worse with multitaskers etc, and often their bugs
are unique so you really need to debug under those systems. For this case
however, singleTOS testing was enough, and then it is easy to use AMON
even with a CT2. The only limitation is that the rez must be derived from
the 25 MHz pixel clock, as that is the only one AMON can use correctly, as
CT2 has moved the 32 MHz clock to another input and placed the 50 MHz
clock where the 32 MHz clock used to be.

Whenever it can be used AMON is definitely the best tool for debugging
AUTO programs and ACCs. But I doubt that it is '040-compatible...
Still, the CPU's are closely enough related that it might be, or that
some minor patch could make it so.

----- snip ----- re: more on the mouse handler bug
>
>I've only booted in the bitplane modes once or twice since that mouse
>code went in. Apparently I was lucky.

If that's the word...

>Due to the way the mouse routines currently work, even the non-movement
>functions have to supply a coordinate. They do this by fetching from the
>main workstation struct, which normally is perfectly fine (it is updated
>when the mouse movement vector is executed).
>Unfortunately, I forgot to set an initial value on startup. :-I
>
That fits my results perfectly. Is that in the 'global' part of fVDI, or
in the separate driver code ? (Global I hope, so a single fix will do.)

----- snip ----- re: and still more on the mouse handler bug
>
>No checks are really needed since the mouse is limited to the coordinates
>found among the LineA variables.
>Naturally, that doesn't cover a redraw before the first move, though...

Correct, and I agree on the lack of need for limitation in normal operation.
Those routines should not have to waste any time on that.

>>better, and that needs to be done at each rez change, as even after an
>
>fVDI doesn't know about resolution changes at all yet. Mainly because
>it can still only load one driver.

But that will have to change eventually, as rez changes are an accepted
part of the overall system, but it is a very simple matter to enforce
extra limitation on the mouse handler at a GEM rez change.

>>I used the 'triple switch' method to activate the old mouse drivers of TOS,
>
>Until very recently that was the only way.

That doesn't matter, as long as it is documented.

>
>>When used with NVDI, however, that appeared to take over the font handling
>
>Yes, that is the main thing NVDI does for screen drivers when it's 'on top'.
>The fonts are rendered into a monochrome buffer which is then passed
>to fVDI for mono-expand blitting.

Ok, but for full compatibility some fixed colur will need to be added here.
GEM is not specified to be limited to monochrome text.

>This is very fortunate since it would otherwise be impossible (or at least
>very difficult) to use the NVDI vector font support on graphics cards.

Yes, and the only loss is the fVDI capability for setting system font, which
is not really necessary as other tools can be used for that purpose. It was
never a specified function of any GDOS except NVDI, and NVDI does not allow
any size flexibility for such fonts anyway. So it's no lost 'standard'.

>>completely, and when used 'below' NVDI I am not even certain that any of
>>the fVDI code was still in use. I had no indication of it anyway. With
>
>When fVDI is 'above' NVDI, it doesn't let the latter do much at all.

>Currently it passes the palette handling and in your case the mouse through.

Plus the font handling mentioned above too, you mean ?

>With fVDI 'below', it can indeed be a bit difficult to see anything,
>but you will currently, for example, not get any filled circles, there
>will only be solid lines and in 16 colour mode the text and icons will be
>monochrome. If any of those things look normal, you didn't set things
>up correctly. ;-)

No, what you say is correct, I did get colour limitations.

----- snip ----- re: failure to change rez for fVDI
>
>That is not the problem. fVDI is perfectly happy with any resolution.

I've understood this from what you said further above, but this is the
sort of thing I think should be changed to achieve better integration
with how the system normally works. A VDI should follow rez changes.

>However, I've not yet spent the time figuring out when those resolution
>enhancers actually do their thing and/or what to do about it.

I had to solve how to do this compatibly to multitaskers etc in LaceScan,
and even though Falcon resolution enhancers differ in many things, they
can not differ in all of these things, because then their compatibility
would inevitably suffer.

Essentially there are two kinds of rez change. Low level change using the
xbios Setscreen call, and high-level change using v_opnwk (1-10,...). The
Falcon has additional xbios calls of course, for VIDEL modes, just like a
TT has other specific xbios calls. I am familiar with how this can be done
in reimplemented versions of all but the Falcon call, as I have made a TT
version of LaceScan as well. (Still not released)

The tricky parts are really for the enhancers, fVDI just has to link in
with some of the dispatcher functions so as to catch the rez changes on
'the fly' so to speak. It doesn't even have to interpret arguments or
anything, but just make sure to read all the relevant VDI/LineA variables
afterwards. The rez enhancers have to do the rest, because that is how
they have to work in forcing normal TOS to accept new resolutions.

I'm not sure if fVDI is supposed to support gemdos/bios screen output
as well, but if not then all the low level rez changes can be ignored,
as proper VDI output through virtual workstations should only recognize
rez changes at GEM level (reopened non-virtual screen workstation).

>fVDI simply assumes that the mode set when it's started is the one that
>will be used when the workstation is opened.
>It would probably be enough to check the LineA variable at the v_opnwk,

That is the basic measure yes. But some variation on this may be needed,
as it may be necessary for the enhancer to be 'above' fVDI (booted later)
in the chain, and it may save some variable changes until after the return

from the v_opnwk call. That would be quite normal, as it is then that
it gets a chance to correct wrongful assumptions of TOS routines.

fVDI can handle such things by having a special flag to indicate that the
next VDI call, no matter what, should be preceded by updating rez info
from VDI/LineA variables. Another good method is to temporarily relink
the fVDI dispatcher to a routine that first updates rez info this way,
and then relinks the main fVDI dispatcher again, and jumps to it. This
causes no extra delay for the main dispatcher, as it never has to test any
extra flag. (There are other methods too of course.)

>but for that to do any good fVDI would have to be able to deal with more
>than one device driver.

Yes, but that is a rather obvious need anyway. One way to handle this is
to load all specified in FVDI.SYS during boot, and then load the active ones
as and when needed. Another is to only save their paths during initial boot,
and then load the files at v_opnwk. Both methods are satisfactory, and for
best GDOS conformance both should be implemented ("r" present in spec or not).

>Naturally, I will add the little LineA check sooner or later (if noone
>else beats me to it ;-).

Good. Then I won't have to talk you into it... ;-)

>Many thanks for the comments, not to mention finding that bug! ;-)

I'm always glad to be of help.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1132. RE: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Nato Gambassi <nato@datalogic.es>
Message-ID: <7ktgp5dlp1@diana.bcn.ttd.net>
Source record: 76792

Thanks to all.

Renato.

Nato Gambassi <nato@datalogic.es> escribi&#65533; en el mensaje de noticias
7knrbv$s6r$1@diana.bcn.ttd.net...
> Is it possible play the original ST games????
> How???
>
> I have a lot of original games
>
> Renato
>
>

1133. Re: How to transfer a download a compressed D/L from a Mac to a ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dtw75l.25x0xvvb24hiN@srry01m07-47.bctel.ca>
Source record: 76793

Hallvard Tangeraas <hall@post1.com> wrote:

> Decompressing .ZIP files works fine on the Mac (I personally use "Zipit"
> for this, but there are many others. When it comes to .LZH/.LHA I have
> problems.
> There's "MacLHA", and another one I can't remember the name of, but for
> some idiotic reason it can't understand the MSDOS/Atari syntax of
> folders, so if you have a folder it gives the file a name such as:
>
> /folder1/folder2/name

Use Stuffit Expander. Just make sure the Stuffit Engine is present,
which is required for LHa and Arc support. LHa folder structures will
remain intact after decompressing. In rare cases an "unsupported" error
will occur, whereas MacLHA and LHA Expander will handle them.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1134. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37725816.9321ED8E@cfc.dnd.ca>
Source record: 76794

Mike Kerslake wrote:
> On 20 Jun 1999 22:43:17 , Trevor Spencer wrote:
> >As they seem to be coming down in price I'm thinking of buying a flatbed
> >scanner but it is to use with the Atari as well as son's laptop.
>
> I personally use a Microtek E3 with my Falcon, and it's fine. The
> quality is fine for web pages, and most print applications, so unless
> you really want high resolution quality, a s/h or stock clearance E3
> might be an economical way of getting into flatbed scanning?
> Kind regards
> Mike Kerslake

just as a point of info also:
generally you will need a scanning resolution about twice what the
screen you will be using.

If you are printing something that will be photocopied, you should use
about a 60 line screen.
this is 60 lines per inch. much higher screen and the photocopier will
not be able to render
the gray areas of images very well. so if you are printing out using a
60 line screen, then
all the resolution you need to scan at is 120 dpi, for *size as* images.
(that is images that
will not be decreased or increased) If you want to reduce the image to
50%, then you only
need to scan at 60 dpi as reducing the image by 50% doubles the dpi.
i.e. a 1" x 1" image
at 60 dpi when reduced to 1/2" x 1/2" is now 60 dpi for 1/2" therefore
120 dpi for
one inch. Conversly if you want to double the image size then you need
to scan at 240 dpi.

So for 60 lines per inch screen output you need a scanner capable of
from 60 to 240 dpi.

If you are not photocopying the output, maybe having a professional
printer print it?, then
you will probably only need 85 lines per inch. A lot of magazines are
printed with that
screen. So you would need a scanner capable of 85 dpi to 340 dpi.

It is unlikely that anyone who is not working with high quality art
images (greater than 120 lpi)
will need a scanner capable of more than 300 dpi.

Web images typically are 75 dpi as monitors cannot display any higher resolutions
at standard configurations (800 x 600, 1024 x 768,...) to check out your situation take your resolution
and divide by the number of inches your monitor is wide. i.e. 1024 / 15" = 69 ppi
that's a rough calculation but should give you an idea of a monitors resolution.

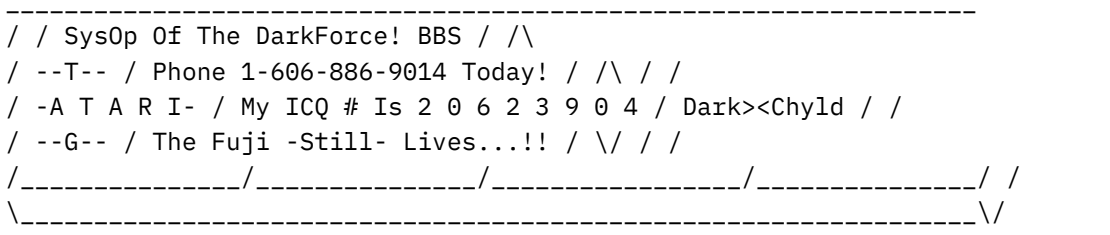
In summary I think buying a good quality colour scanner that with an optical resolutiion of 300 dpi
is more and more affordable these days, esp. easy to pick up second hand, as "everyone" seems to be
buying the 600 to 1200 dpi scanners (equating more resolution with better quality)little realizing
that there is no need for such high resolution! Needless to say these are probably the same people
who are buying macrosoft windows. UMAX and Microtek SCSI scanners are supported by Homa House.
ken

1135. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7l0nujcik1@news.campuscwix.net>
Source record: 76645

On 25 Jun 1999 08:03:09 , Paul Nurminen wrote:
x
->Well, as you probably remember me telling you (when I sold you my copy of
->ULTIMA 6), I have gotten ULTIMA 5 to run just fine from a hard drive, using a
->little utility from an old ST Format (or possibly ATARI ST User) called
->"DIVERT". It redirects programs that automatically look to drive A to any
->other drive you choose. It really made ULTIMA 5 so much more playable!
->
->I think I sent it to you, didn't I?
->
->
->
->-Paul

Yep, I got it. It does work, but for some strange reason I have trouble
with Ultima 5 on my Nemesized Falcon. It will run for awhile, but then
asks for a floppy disk (one of the orig. ones that comes with the game)
and I insert it, but it continues to ask for it and I have to reboot.
Oh well, I can play it fine on my sons' STe. (and I play Ultima 6 on
the Falcon with no problems)... ;-)



1136. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <3773E52E.CF05108@kaliba.net>
Source record: 76646

liberator@acsplus.com wrote:

> My question is, WHy the HELL is the screen SOO small..

I assume it's an original Atari SM monitor? (mono one)

> Is the color monitor like that as well? I was thinking aobut getting
> one since you can't do anything with out one really...

Why not plug it into your TV? Then it'll be as large as you want! and
for games/demos and various applications you'll need one anyway (or a
colour monitor, which will get a better quality picture, but a TV wil
suffice, trust me!)

> I also need a hard drive and software! Anyone help me out??!? =)

Don't know where (geographically) you are, but consider an IDE Burster
kit. Will let you fit a standard PC IDE hard drive to an ST. Doesn't
cost the earth either. ASP (in the UK) sell them.

Software, what kind? There are loads of FTP sites around. For games?
http://lgd.atari.org contains a few (thousand :)

> Would you recommend the ST1040 for a computer, I have it, but I rather
> have a TT and dEF a FALCON!! =) (i wish!) anyone wanna do alot of
> trading for a falcon??=) I want one! =) heh...

You should get a Falcon if you want CURRENT and cool software :)
But hey, the ST is bloody good too, so enjoy!

Cheers,

Rich

1137. CAB 2.7 and printing

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3773838a21ad7f41@lvdi.net>
Source record: 76647

I recently updated CAB to 2.7 and am having problems printing. It
does its thing for a bit, but then only prints out "Error File not
found." I had no problems printing with 2.5 or even the 2.7 demo, as
I recall. But I did do some rearranging, so maybe I messed something
up. Can anyone please tell me what's wrong?
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1138. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7l10ivhuf1@news5.svr.pol.co.uk>
Source record: 76648

Hi Ronald

On

>I hope you did read my UPDATE.TXT files (that is why I wrote them).

Yes I did mate,and I have seen it mentioned in here about that.

>
>Installing STinG 1.20 is almost like starting anew, except that you
>can keep the old DEFAULT.CFG, CACHE.DNS, and ROUTE.TAB.

What about the DIAL.SCR, can that be left in place as well?

>The STING.PRT file used for STNGPORT.CPX may also be used as basis for a new one, but
>you must save a new one (as the port drivers have been updated) after
>checking that port settings are ok with the new STNGPORT.CPX.
>(All this after installing all stuff and rebooting of course.)

Right mate, I'll check that one out as I'm not sure now what I did there.

>You will also need to reactivate STING.CPX, set its 'delay' to 10 or
>20 ms (depending on how fast your machine is), and save those settings.

Its a Standard STE I'm using ATM but I will be hopefully using a Mega
ST with the Adspeed board installed as soon as I can get it working
again.

>That is a very old version. Did you miss the previous release ? (1.15)

No I didn't mate, that just wouldn't connect to freeserve:-(

It got as far as inititalising the Link, then bombed out:-(

>Those 'ports' never were supported by those STX drivers. They were merely
>near-empty placeholders for the future.

I thought they had been fixed, thats why I asked, not that I have tried
them out yet, as until the Megas working I didn't need to.

>It is also *vital* that you erase those old modules when installing STinG 1.20,
>as the port driver structure has been changed to allow a necessary function to
>be added to all new port drivers. An old module using the old structure will
>cause STinG to malfunction, so none of those can remain when you install the
>new STinG 1.20 modules.

I dearched the archive and installed everything by hand to the root and
Auto Folder, all I used was the old Default.CFG and the Dial.SCR I
changed the INF files to point to the new insatllations folders as well.

>I hope the above is of help, and do take a look in the UPDATE.TXT files
>that exist in several of the subfolders of the STinG 1.20 release package.

I don't have a lot of time to play about with it ATM:-(

But will try again ASAP.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1139. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7l0t77$lgi2@news.ajou.ac.kr>
Source record: 76649

On 24 Jun 1999 19:12:51 , DarkChyld wrote:
>On 24 Jun 1999 01:09:21 , Phantomm wrote:

> No. The highest I can get with Centscreen (or VI2) with TC is
> 640 x 480. Note that I never mention interlacing. Using Interlace
> I can get higher res's with TC, but it makes my eyes/head hurt
> and just isn't an option for me... Doesn't seem to bother some
> people! ;-)

I've only used interlaced TC with the old RGB monitor I'd do 640x400
TC interlaced. The interlaced mode wasn't very bad on that RGB
monitor. Some are worse than others.

>
> I like their software from what I've seen of it. Have you used
> Videlity? (its freeware now). If so, how do you think it compares
> to VI2 and CentScreen?

Yes there software is very nice. I downloaded it the other day and
messed around with it some. I tried to buy it at one time, but could
never find a Atari dealer here in the US that handled it.
Really haven't tried VI2 enough to give a fair comparison yet.
It does have support for SB II which seems interesting. I'll have
to try that out and see what benefits that gives.

>
> Hmm...from the posts I've read from other C2 users, you can get
> very nice resolutions in TC mode... BTW, at 720 x 720 don't you
> use that standard aspect ration on your monitor? ;-)

I set the 720x720 TC using CentVidel along with CentScreen.
It seems that you have to start out in True Color mode with
CentScreen first, then run CentVidel. After doing that any
resolution you set will be for TC mode. IIRC.
(Someone Correct me if I am wrong on this)
And you do it this way for 16colors and 256colors as well.
Any new resolutions you setup can be stored in the VIDEO.DAT
file that CentScreen will read and will display any new ones
that you setup in that scrollable window.
I started out with 640x480 TC in CentScreen. Then loaded up
CentVidel and started going up slowly. 720 was as far as I could
go with the Horizontal before my monitor went Nuts. So I guess
thats the standard aspect ration on the monitor.
My SVGA has a Horizontal Scanning Frequency of 30khz to 70khz.
When I go up to 720 Hor. TC, my Frequency dropped down to just under
30khz, 29.???? so doing it this way was as far as I could go.

Now this is without the CT2B VGA adapter modification.
I'm getting ready to do that modification and see if it helps.

>
>->Have you tried CentView the picture viewer? Thats real nice also.
>
> Not yet. Has it been released as freeware as well?

Ya know, I'm not sure on that. It came on my CT2B software disk.
I believe it is on Centeks Web Page also. If so, Try it out and
see what ya think about it.

>
> I don't know. I only have a 33.6 modem here, and my phone lines
> won't let me go over 28.8 (often dropping to 26.4). ;-(

Thats about all I can do here as well. But you can do a higher
modem port speed than what you're actual modem to ISP Modem speed
is. There is a difference in that.

If I am correct on this, You have a speed setting for your Modem to
Falcon speed. And a setting for your modem to ISP Modem speed.
This gets folks confused sometimes.

For me, I get better preformance if my Modem to Falcon speed is
higher. No matter what my Modem to ISP Modem speed is.

For example, setting the Falcons Modem port speed to 57600 will
allow data to go from your Modem to the Falcon faster than if
it was set for 38400. Even though your Modem to ISP modem speed
may actually be 28.8 all the time.

What I have been saying all along in previous postings is that for
some reason, probably incorrect software settings, I could never
get my Falcons Modem to Falcon Speed to work at 57600 or higher.
I'm not talking about my Modem to ISP Modem speed. Thats always been
about right.

Now with the CT2B, I can go all the way up to a port speed of 230400
and this makes a big difference even though my actual modem to ISP
modem speed is the same as before I installed the CT2B.

I'd like to get this straightened out. Because some folks say that
they can go as high as 115.2 on a standard stock Falcon.

phantomm@kih.net

1140. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7l0t7i$lgi4@news.ajou.ac.kr>
Source record: 76650

On 24 Jun 1999 01:09:14 , Phantomm wrote:

Hi Folks,

As some of you know I've had a small problem with using my SCSI
hard drives in Turbo Modes with the Centurbo 2 v. B.

After doing some more testing and etc here is where I am at.

At the moment. HD Driver version 7.71 will work fine with all
my hard drives IDE, SCSI, CDROM, and CDR in the standard Falcon
mode.

If I boot into any of the Turbo Modes. HD Driver will work with
the IDE drive just fine. But will not work with any of the SCSI
drives.

Now I installed Cecile the hard drive driver software from Centek
onto the IDE Boot partiton C:

Cecile works fine with all hard drives and the CD Rom and CDR drives
in standard Falcon mode.

Cecile also work fine with all drives in the Turbo Modes including
my 2 SCSI hard drives. Upon booting Cecile in the Turbo Modes all
drives including the CD Rom and CDR drives are accessed and there
information is displayed correctly.

But, when ExtenDos Gold runs from the Auto folder it reports
a ERROR Drive Not responding for the CD Rom and CDR drive.

When this happens I can see the CD Rom drives led flash like it
is being accessed. Also the CDR drive is also accessed.

But when I get to the desktop both drives are not available.

Can someone with a Centurbo 2 version B. explain to me what I
am doing wrong. Or what I can try to get this fixed.

Why doesn't HD Driver work with any of the SCSI drives in the Turbo
Modes?

And why does ExtenDos Gold report a Error drive not responding with
the CD Rom and CDR drives in turbo mode but not in normal Falcon mode?

I have e-mailed Centek and am waiting for a reply.

Does anyone in here have a Centurbo 2 version B that knows if
any version of HD Driver does work in the Turbo Modes?

If so, how do you have it configured with the CT2B setup menu.

Do I need to set programs such as HD Driver and ExtenDos Gold
to run in FastRam or something like that?

phantomm@kih.net

1141. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7l0t7b$lgi3@news.ajou.ac.kr>
Source record: 76651

On 24 Jun 1999 10:58:22 , joska@nuts.edu wrote:
>In article <376bf2c87da2dae@oden.se>,
> dlanor@oden.se (Ronald Andersson) wrote:

>
>Well, to get decent resolutions with my old, standard SVGA I had to use
>a 36MHz pixelclock to get correct aspect-ratios. Also, using a pixel-
>clock that's separate from the system-clock is very important with some
>accelerators (perhaps not with the CT2). E.g. if you have a Nemesis or
>Speed Resolution Card you'll loose sync if you for some reason had to
>switch to another clock (e.g. slowing the Nemesis down to 20MHz when
>printing under MagiC).
>
>But *buying* a "screenblaster" is pointless, it's very cheap and easy
>to modify the Falcon yourself
>(http://atari.nvg.org/pixelclock/pixelclock.html). Combine it with
>Videlity and you have a extremely reliable and stable "screenblaster".
>
>Jo Even Skarstein
>

I still don't believe that hardware such as the ScreenBlaster is
pointless. I'm not sure what you can get with this modification
you mention. But not everyone can do hardware modifications.

I've seen folks say that hardware such as ScreenBlaster and BlowUp
are not needed at all and that the same can be achived with software
only. If that is the case, then Why does Videlity have support
for the ScreenBlaster hardware?

I'd really like to know what the highest resolutions one can get
on a Standard Stock Falcon using software only, in 16color, 256color,
and TrueColor Modes.
If anyone knows, then post it in here with the name of the software
used.

phantomm@kih.net

1142. Re: **** Re-furbished computer plastic ???? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377436D6.30B7CFE9@jps.net>
Source record: 76652

I've generally found yellowing to be from nicotine. It seems to react chemically with the plastic. Your brown stains are probably a similar situation. I have never found any solvent that will remove it. One yellowed printer had a scrape on it, revealing the original color underneath, so I would expect the only cure would be a high-speed polisher such as a Dremel tool with a mildly abrasive polish.

Hallvard Tangeraas wrote:
>
> Martijn <martijn.kruger@solvay.com> wrote:
>
> > including a 128D. Sadly, the plastic case of this machine has turned yellow
> > as a Brazillian banana.
>
> I have a similar problem with mine. The plastic hasn't turned yellow,
> but one left hand side (where the power supply is located inside) I've
> got several "exhaust" marks so to speak. There are patches of slighly
> brown colour, possibly because of the heat from the power supply.
>
> Any way I can remove this without damaging the casing's plastic?
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.post1.com/~hall/>
> Atari Launchpad : <http://launchpad1.atari.org>
> Notator/Creator SL : <http://members.forfree.at/~notator/>

1143. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3773cb9e25327330@lvdi.net>
Source record: 76653
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Thanks for the listings with the full paths, Martin. :^)
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

1144. FOR SALE - TOO MUCH TO LIST, hardware and software, take it all - S F area

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: ItsYaya@hotmail.NOSPAMcom
Message-ID: <19990626035424.johnnagy@ix.netcom.com>
Source record: 76654

Here's a big batch of ST and Falcon hardware and software I want to save from charity donation.. since that won't likely help anyone anyway.

I want only one buyer for the lot, and all offers will be considered.

IF you have a legal tax-deductable charity I can donate it to where it will be appreciated, that might be best for me.... and you.

TWO Falcons
ONE 1040ST
B/w Migraph Hand Scanner
Migraph full page monochrome scanner
Monitor switch
Hard drives and IDC hosts
Extra floppy drives
20mg Floptical drive
cordless mouse
about 20 boxed software titles including calamus and many other $$$$$ titles
ST Magazine collection
Hundreds of other legit commercial software titles
Programming books
all together, over 7 filedrawer-size boxes of STUFF over and above the computers.
PLUS Stuff I'm forgetting.

Also available: another 4 boxes of Atari 8-bit stuff including many carts, drives and 256K 800XL. Separate or with the ST stuff.

Make me an offer you're not embarrased to say. I'm in the SF Bay area.

EMAIL at ITSYAYA@HOTMAIL.COM (remove the NOSPAM if replying to this message directly).

1145. Falcon printer port may be damaged HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kumsv$o6m$1@nnrp03.primenet.com>
Source record: 76718

Ive been having this problem printing legal on my ataris.
(falcon and 1040ste) my first printer deskjet 660 started acting funny
and completlety quit printing altogether so the good guys replaced it
with a new one which up to this point (5 days) has been fine.
but earlier this week (monday) i got in a used laserjet 5l.
at first it printed and eventually started giving me a double image
like if my page was like this
Gene
it rinted on the lj like this
Gene Gene(faded)
the selt test quit working (although i never knew if it worked when it came
in).
but heres the real problem
a freind wrote a small gfa program to set the 5l to legal. On his tt and
my ste it send the command and the laserjet light blinks to show it recieved
information. BUT the falcon does nothing. Although I checked the cables
and everything I could think of i run the program and it just wont get
the pjl code to the printer.

If anyone has a falcon and a laserjet will you email me so i can send you
the printer and see if it is in the falcon or is it just my falcon.
also If anyone can advise me please do.

gene

1146. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kv99udad1@news5.svr.pol.co.uk>
Source record: 76719

On 21 Jun 1999 06:10:52 , Erik Hall wrote:
>In article <7kgn6d$qm9$1@news4.svr.pol.co.uk>, steve@sweet3.freeserve.co.uk (Steve Sweet) writes:
>>On 15 Jun 1999 06:50:39 , Derryck Croker wrote:

>>:>Your demo of Mymail at the last Cheshunt Computer Club was impressive.
>>
>>Thats what these Puter Clubs are all about.
>Nice to that my program is showed this way, Thanks :-)

Everyone should try to join an Atari club, if there isn't one nearby then there's nothing to stopone from starting one.

>>:>If Mymail had Newsreading capabilities I'd be more than happy to try it
>>I understand that its a 'on the to do list' fixture.
>True !

Erik, do you think that it would be valuable to have a list of wished-for features in a newsreading program? At the moment my list of "wants" spans all of the currently available progs but isn't completely satisfied by one alone. If you agree then it might be an idea to start a thread, it would then be up to you to decide which aren't easy to implement straight away.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1147. Re: MailBox for Mailing List e-mail in News

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kv99vdad2@news5.svr.pol.co.uk>
Source record: 76720

```
On 22 Jun 1999 01:27:12 , Phantomm wrote:
>Hi folks,
>
>I'm trying to figure out the best way to create a mailbox or folder
>for incomimg e-mail from a mailing list.

Take a look at the KILLFILE.TXT file in the NEWSie folder.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1148. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37732C18.883B60A0@directprovider.REMOVETHECAPITALS.net>
Source record: 76721

Ronald Andersson a ï¿½crit :
>
> Hi Stephen,
>
> on Tue 22-06-1999 20:03 Stephen Barszczak wrote:
>
> >I am having something very weird occur with the latest version of Sting
> >in that when it is installed and I am using any software or even just
> >opening windos for any of my drives, the window opens but display a
> >blank window, and the the ST locks up.
> >
> >Does anyone happen to know why its doing this?
>

I must admit I had some window blocking problems with STinG too. I've narrowed it down to having the dialer installed as an accessory. If I use it only as a PRG or APP, it works fine. As an accessory it seems to mess with mouse clicks. This occured with STinG 1.15 too.

The symptom is usually that at some point, mouse click events are no longer registered, drop down menus work, and you can see the mouse clicking on 3D buttons, but nothing happens and the only way out is to reset.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1149. Atari Mega ST4 Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Phoenix <phoenix@tscnet.com>
Message-ID: <37733113.ABE5528A@tscnet.com>
Source record: 76722

I have a Mega ST4, external drive case (w/ an ICD Host and a 50 Meg), If I remember right, the Mega ST4 has a 210 or 230 meg HD, an Atari Monitor, various stuff of all sorts (ie. Hayes external 14.4 modem etc). I used to run a very large warez ST BBS on it for years(the 1.2 gig HD is long gone). I went PC quite a while back and was going through my garageand found all this stuff. It was working when I put it away,, but I have clue now, it should be fine. I no longer want or need it. I was going to take it to the dump, then remembered there are people out there/here who might not appreciate that and would want it. So, I thought I might post a message here and offer it up. If you want it, send me an E-Mail at phoenix@tscnet.com .... I am not looking to get rich here, but what the hey, offer me a little for it and pay the shipping and it's yours. Better than going to the dump I guess. Best offer (that includes shipping to you from WA state Seattle area) gets it period. You can ask me a few questions in E-Mail also, but keep 'em simple. I have long since forgotten the vast amounts of ST knowledge I once had. Please only contact me if you are serious. I don't need the headaches. I just thought I would rather the stuff went to a good home rather than to the dump.... Cool with me... Cool with you?

phoenix@tscnet.com

1150. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930296828.409.17@news.remarQ.com>
Source record: 76723

On 23 Jun 1999 23:26:45 , kellis wrote:
>And in the System information CPX, should the Cache and 16Mhz be
>checked with the 'X' or not?
>
>From centek doc which you've missed somewhat:
>
>Don't use si.cpx
>
>So, you know what to do.
>
>
>
>.

Right, si has a nasty habbit of enabling the blitter.

Mike

1151. Re: MailBox for Mailing List e-mail in

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930296723.731.31@news.remarQ.com>
Source record: 76724

Hi John,

I'll try running BSS Debug and see if I can find anything. Ususally I
can jump back to the debugger after a lockup if I launch the app from
BSS Debug. I'll have to disable my NOVA first.
Thanks,
Mike

On 24 Jun 1999 01:19:06 , John M Rojewski wrote:
>On 22 Jun 1999 01:27:12 , Phantomm wrote:
>>Hi folks,
>>
>>I'm trying to figure out the best way to create a mailbox or folder
>>for incomimg e-mail from a mailing list.
>>
>>I would like for all the mailing list mail to go into a seperate
>>folder or area from my everyday e-mail.
>>
>>Any ideas on how to do this in Newsie?
>>
>Most mail lists have a "Reply-to" header in the mail. You should find
>your KILLFILE.TXT file in the work directory and edit it following
>the directions in the file by adding a replyto line with the replyto
>address.
>
>replyto<tab>zetnet-atarians<tab>transfer<tab>zetnet<tab>auto-route zetnet messages
>
>Use the tab key where <tab> is located.
>Thus any email with any part of the replyto header that matches
>'zetnet-atarians' will be transfered immediately to a mailbox 'zetnet'
>
>Sorry this is not in a dialog yet. You still need to edit files.
>If you no longer want it, just change the first character to a '#' to
>skip this entry.
>
>John
>
>*
>* John Rojewski email: rojewski@primenet.com
>* http://www.primenet.com/~rojewski/
>* Atari Falcon'030/14/84
>* Use NEWSie - the News/Email/FTP/Browser for the Atari

1152. Re: MailBox for Mailing List e-mail in

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930297490.270.11@news.remarQ.com>
Source record: 76725

On 25 Jun 1999 07:45:23 , Mikey wrote:
>Hi John,
>
>I'll try running BSS Debug and see if I can find anything. Ususally I
>can jump back to the debugger after a lockup if I launch the app from
>BSS Debug. I'll have to disable my NOVA first.
>Thanks,
>Mike
>

Opps, this was suppose to follow up "NEWsie Lock-Ups".

Mike

1153. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7kvfs7$di0$1@nyheter.chalmers.se>
Source record: 76726

In article <3770d63ce98263@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Wed 23-06-1999 00:20 Johan Klockars wrote:
>>In article <376fb16422b9d02@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>
>----- snip ----- re: slowness of 8bitplane modes on Falcon running NVDI
>>
>>I had an AB040 for quite a while before getting my Eclipse and I didn't
>>use the 8 bit modes, anyway.
>>Naturally, the processor wan't burdened by the grahics mode, but all
>>screen operations took 'ages'. I couldn't live with two times slower
>>screen updates, but it depends on what you're doing of course.
>
>Actually that is an AB-specific characteristic you describe, since
>this accelerator unfortunately lowers the speed of ST-RAM accesses.

The two times slower updates has nothing to do with the AB040, it's
an unescapable consequence of there being twice as much data per pixel.
The bus accesses would indeed be faster with a CT2, though (I'm not
sure it would really end up being faster, anyway, but that's of course
easy to check).

>>With the fVDI shadow buffer things would be a lot better on an AB040
>>(no reads from ST-RAM). It's very noticeable in 16 colour mode.
>>
>Yes, that should make a big difference.
>
>Am I correct in assuming that this 'shadow' argument on the driver
>specification line should also have such an effect on any system
>with FastRAM (such as my own) ?

fVDI will certainly do the same thing on your system, but whether or
not it will speed anything up depends on the processor and the RAM.

>>I've played around a good deal with my BlowUP Hard II, though, and the
>>only decent 16 bit mode I could get was 480x480 (this is on a standard
...
>Then 'BlowUP' was the wrong tool, that's all. Like many others it will

Possibly.

>does work for the 25 MHz base clock, if the software is smart enough to use
>it. All you need to do is to use Videlity instead. (Now freeware.)

But 640x480x16bit@60Hz uses 35Mbyte/s, while the maximum amount the VIDEL could fetch on my machine was something like 30Mbyte/s.

>Theoretically it can be done even on a stock ST, except that it will

You mean Falcon, of course.

>then be heavily overloaded and bomb. Also, on an AB-Falcon you will

Hmm. Perhaps I haven't tried it since I installed the AB040. Still, the VIDEL should have priority over the processor, so things should be the same.

>>You need at the very least a Nemesis or a 15kHz monitor.
>
>No, that is not so. You need a software tool that can set up a pixel
>clock of 25 MHz for Hicolour mode, and make it work right. Videlity

I'll give it a try.

>Personally I use 1stGuide as my main JPEG viewer, and use its palette
>(for colours >=16) as my normal 256 colour system palette. Thus JPEG
>viewing never changes any of my palette colours. Unfortunately I've
>never found any GIF viewer that will work the same way, using the same
>palette.

The window version of MGIF will be able to dither to any palette.
I'm not sure when that will be done, though.

>I didn't mean it like that. What I meant was your fVDI drivers for the
>NOVA card. I'd much have preferred to have the source for the 4 bit
>driver with Atari bitplane layout.

The only difference between that 'NOVA driver' and the FalconTC one is a #define in one file.

>>Since fVDI is (or rather will be) under the GPL, you can have the entire
>>source tree (except the mach64 driver, for now) if you like.
>
>I like. :-)

I'll get back to you (I'm going away for a couple of days).

>>No, currently fVDI always stays in the resolution you started it in.
>
>But on a Falcon that would mean you have to change NVRAM to switch fVDI rez

Yes, but the auto booting isn't really supposed to work very well yet for the normal graphics modes.

>Yes, but it is not fully realistic testing. One very important test is
>to see if the current AES (for multitaskers) and desktop can start up
>correctly, and then use fVDI correctly in the new rez.

Yes, but you only need to test that once or twice.

>>Again, testing of fVDI really should be done from the desktop, unless
>>you want to run below NVDI.
>
>Ok, gotcha, but I still think it is a little limited testing then.

It can test everything except the AES startup, which isn't too limited,
IMO.

>Whenever it can be used AMON is definitely the best tool for debugging
>AUTO programs and ACCs. But I doubt that it is '040-compatible...

There is a patch for MON itself, but I've not tried 'porting' it to AMON.

>>Due to the way the mouse routines currently work, even the non-movement
>>functions have to supply a coordinate. They do this by fetching from the
>>main workstation struct, which normally is perfectly fine (it is updated
...
>That fits my results perfectly. Is that in the 'global' part of fVDI, or
>in the separate driver code ? (Global I hope, so a single fix will do.)

It's in the global part (it could have been done separately in each
device driver too) and has now been fixed. A new FVDI.PRG can be found
in the /pub/fVDI/Beta directory on my ftp site.
(This one fills circles/ellipses/pies too).

>>fVDI doesn't know about resolution changes at all yet. Mainly because
>>it can still only load one driver.
>
>But that will have to change eventually, as rez changes are an accepted

Yes, of course.

>>Yes, that is the main thing NVDI does for screen drivers when it's 'on top'.
>>The fonts are rendered into a monochrome buffer which is then passed
>>to fVDI for mono-expand blitting.
>
>Ok, but for full compatibility some fixed colur will need to be added here.
>GEM is not specified to be limited to monochrome text.

That depens on what you mean by monochrome. NVDI on top of fVDI can
draw text in all the same colours that it can by itself, unless you're
using the current fVDI 16 colour driver.

>>When fVDI is 'above' NVDI, it doesn't let the latter do much at all.
>>Currently it passes the palette handling and in your case the mouse through.
>
>Plus the font handling mentioned above too, you mean ?

No, whith fVDI 'on top' you have no access to the NVDI font handling.

>>That is not the problem. fVDI is perfectly happy with any resolution.
>
>I've understood this from what you said further above, but this is the
>sort of thing I think should be changed to achieve better integration
>with how the system normally works. A VDI should follow rez changes.

Certainly.

>>However, I've not yet spent the time figuring out when those resolution
>>enhancers actually do their thing and/or what to do about it.
>
>I had to solve how to do this compatibly to multitaskers etc in LaceScan,
...

Thanks for the info and ideas.

>I'm not sure if fVDI is supposed to support gemdos/bios screen output

Not at the moment, but it will evetually.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1154. Re: Atari 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37734394.F851B67D@usa.net>
Source record: 76727

Geoff Winans wrote:
>
> I've been trying to find an original, working Atari 1024st, especially
> with the games Sundog and Timebandit. :)
>
> Respond directly, just take the spam.nospam. off the front of the
> addy. :)

Try looking for a 1040 and you might even get a real machine. (-:

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

1155. Yet another web site

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7kvgru$ir7$1@pegasus.csx.cam.ac.uk>
Source record: 76728

Yep, another web to browse through, but this one's mine.
As well as some as yet unfinished pages this site contains pages on my tastes in music as well as a page for the ST and a Download page from where you can currently download yet another version of naughts and crosses for both the ST and PC and an small application which will let you know the TOS version, GEM version and amount of RAM fitted it the ST you run it on so if you have nothing better to then why not point your browser to...
http://www.fortunecity.com/skyscraper/pacific/888 (USA server) or
http://www.fortunecity.co.uk/skyscraper/silicon/88 (UK server)

and have a look.

Stephen Moss.

1156. Re: PS needed for Golden Image disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kvd3q$1c7j@enews2.newsguy.com>
Source record: 76729

On 14 Jun 1999 23:20:59 , admnelson@my-deja.com wrote:

>-Hello! I have an after-market Golden Image disk drive for the
>Atari ST,that lacks a power supply.It has a connector in
>the back for a removeable PS. If someone can tell me the
>requirements for this drive (voltage,AC or DC,and amps.)
>I woukd be grateful.That way I could make a PS for it and
>put it to use.Seems a shame to waste a good drive
>Thanks......Ed

You've probably already gotten an answer, but for what it's worth...

The power supply that came with my Golden Image floppy drive says this:

Model: WLE-D043
Input: 120VAC / 60Hz
Output: DC5VAT / 600mA

(Positive TIP)

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1157. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7kvd3t$1c7j@enews2.newsguy.com>
Source record: 76730

On 20 Jun 1999 17:58:00 , DarkChyld wrote:

> Anytime you alter an original commercial (copy-protected) disk, you
> are taking a chance. It should always be assumed, "do this at your
> own risk!" <grin> In some cases though, definite advantages are truly
> gained. Take Ultima 5 for example-3 floppy disks-won't install on a
> HD, and won't access a 2nd floppy. A disk-cache in the AUTO folder
> here, makes all the difference in the world in game play. ;-)

Well, as you probably remember me telling you (when I sold you my copy of
ULTIMA 6), I have gotten ULTIMA 5 to run just fine from a hard drive, using a
little utility from an old ST Format (or possibly ATARI ST User) called
"DIVERT". It redirects programs that automatically look to drive A to any
other drive you choose. It really made ULTIMA 5 so much more playable!

I think I sent it to you, didn't I?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1158. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37735be8cca2d0@smok.krakus.top.pl>
Source record: 76731

On Thu 24-06-1999 15:03 (GMT) Ronald Andersson wrote:

>>Also I notice that the latr version doesn't have the modules for the midi
>>port or the centronics port, are they no longer supprted or do you use
>>the files from 1.08 to utilise these ports?
>
>Those 'ports' never were supported by those STX drivers. They were merely
>near-empty placeholders for the future.
>
>The MIDI.STX was intended for a future 'ring-type' network with lesser delays
>than we get simply by using Midi ports connected in a ring today. As yet no
>one has wanted to take up that project, so the current Midi driver remains
>(as it always has been) the SERIAL.STX module.

Sorry if my understending is wrong.
Does it mean that it is still possible to make Atari LAN based on MIDI?
Using version 1.15 it was possible AFAIK.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1159. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7l06mffnu1@news8.svr.pol.co.uk>
Source record: 76732

On 24 Jun 1999 20:34:53 , Jo Vandeweghe wrote:

>Sure, because in the latest versions you can use a "Photocopy mode"
>which is very usefull for making direct photocopies ;), but you must
>use NVDI at least version 4 I think to make this mode operationnal
>...

Yeah, there's been a couple of times when that would have been useful
in the past, and no doubt in the future.

>Also zooming is possible ...

I think it's time to get in touch with Nima then!

:-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1160. FS: Gemulator Card with TOS 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: support@mountain-software.com
Message-ID: <37739fcd.0@news.pacifier.com>
Source record: 76733

For Sale:

Gemulator Card with TOS 2.06 Chips.

Run Atari ST software on your PC!

This emulator card fits in an ISA slot of your PC.
Will include Gemulator 4.11 and 4.5 software versions.

Use the emulator, or just use the TOS chips in your ST.

Asking $20

Anthony Watson
Mountain Software
support@mountain-software.com
http://www.mountain-software.com

1161. FS: GFA BASIC 3.5E

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Anthony Watson <awatson@pacifier.com>
Message-ID: <3773a0a0.0@news.pacifier.com>
Source record: 76734

For Sale:

GFA BASIC 3.5E for the Atari ST.

Write your own software!

Includes original manual (well used, but still in one piece! Ha. Ha.), the interpreter and compiler. I no longer have the original disk as I had transferred the software to a CDR for safe keeping. But, will copy the software back to a floppy disk for you.

I used GFA BASIC for several years to develop products for the Atari ST including The Recipe Box, Mountain Reader II, and others.

Asking $15

Anthony Watson
Mountain Software
support@mountain-software.com
http://www.mountain-software.com

Also available: Atari ST Software Bundle. Includes over 10 freeware, shareware, and commercial products that I produced for the Atari ST, including The Recipe Box, Mountain Reader II, Tuzzle, Manualizer, Easy Go, and more. $25.

1162. Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7l0alr$8jr$1@nnrp1.deja.com>
Source record: 76735

First, My monitor, is B/W!

My question is, WHy the HELL is the screen SOO small..
I'm not talking about the monitor itself, I'm talking about when I turn on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on both sides inside a box... like it is really 30-40% smaller than the true size of the monitor..

Whats the deal with that?

Is the color monitor like that as well? I was thinking aobut getting one since you can't do anything with out one really...

I also need a hard drive and software! Anyone help me out??!? =)

Would you recommend the ST1040 for a computer, I have it, but I rather have a TT and dEF a FALCON!! =) (i wish!) anyone wanna do alot of trading for a falcon??=) I want one! =) heh...

but anyhow, any help would be appreciated!!

Thank you!,

Clint T

ps, anywhere on the web I can get freeware for the ST for now? or something, I dont even have a hard drive, heh.. but trying to make the most i can out of what I got!

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1163. Re: Falcon printer port may be damaged HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7l0a8s$5rre$1@spnode25.nerdc.ufl.edu>
Source record: 76736

Hi friend:

I would check different setups before asuming that the Falcon port is bad.
Fox example try printing from Calamus or Pagestream as they use their own drivers.
You could also and I would do this 1st, print to a disk file and then from the desktop send this file to the printer.
Also, try using a simple WP prg like Steno or Everest (very good) and just print a simple txt file. I have the feeling that you will get positive results :)

Raymond

1164. Amail v1.1 [from Atack]

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7l0dqcrgo1@news1.xs4all.nl>
Source record: 76737

Amail works under Magic and Sting! This is the first version - I tried
several earlier versions of Amail, but none worked sofar - and this
version 'even' supports the Polish ogonki [ISO-8859-2] which is no surprising
for a Czech programme! Have a try [Krzysztof are you 'listening']!

Gtx, Rein
Manual for aMail

```
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_____ _____ _____ |__| |
\__ \ / \\__ \ | | |
/ __ \| Y Y \/ __ \| | |__
(____ /__|_| (____ /__|____/
\/ \/ \/
```

v1.1 from 20.06.1999

aMail is a GEM mail client for receiving, writing and sending mails via
InterNET. Its main features are:

o fully mouse controlled GEM program, smaller memory requirements
than other "texts" programs ported from U*nix
o works with MiNTNET - it doesn't need other TCP/IP sockets or
o works with STinG/STiK too
o has fully U*ix compatible mailboxes - you can fetch your mails from other
system from work or school
o supports UUENCODE and BASE64
o supports MIME standard (you may save MIME attachments by drag&drop directly
into the desktop thanks to VA protocol; sent attachments have a set type
according to the file mime.types)
o ASCII configuration file, so you can edit it freely in a text editor
o you may define up to 25 mailboxes for sort your mail according to
given rules
o aMail hasn't own text editor - so you may use your favourite text editor,
but it must support OLGA protocol (QED, Everest).
o supports AV, FONT, XFSL and UFSL
o understands VA_START
o parse URLs in messages (using URLserver - an utility from ATACK)
o support Czech language and other iso-8859-XX charsets
o and more features that you can evaluate yourself ;)

#[cut,cut]#

We would like to thank all betatesters who shared their expensive time in
developing and helping with their suggestions and their advice. We want also
thank to Christian Felsch for his QED - a great text editor. All aMail sources
have been written with QED. And of course thanks to U2, Pink Floyd and

to Stones for the best music for programming ;)

If aMail doesn't work just write down what it does or not, when and where and the versions of your system components (OS version, MiNTnet version, AES, free RAM at a start of aMail, environment variables setting, ...)

Yours ATACK (InterNET division :)

e-mail: atack@szt.cdrail.cz
http://www.pwp.cz/atack/

1165. Still some bits left :-)

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <FDw8rF.635@cix.compulink.co.uk>
Source record: 76738

```
Suggested prices, all offers considered!
REPLY BY EMAIL ONLY
```

HARDWARE
Monitor Swivel Stand (14" square, plastic, strong, will support large heavy monitor) - £7.50

Printer Stand (best for continuous paper feed printers, printer sits on top, automatically fed in and out paper trays underneath, neat looking, plastic and metal) - £5

SOFTWARE
Migraph Touch-Up v1.56 - £5

Migraph EasyDraw v2.35 *with* Supercharger v1.2 *and* Easytools, (a superb GEM drawing package) - £10

Edith Editor (very thorough) - £5

Tempus Editor v2.07 (with Empus fileselector patch) - £5

Touch Typing in 2 weeks - £2

ST Doctor (very good disk utility accessory) - £3

Universal Item Selector 3 - £3

Signum 2 Laser drivers, font editor, accessories and fonts disks - £3

SDO Preview (preview pages in Signum 2) - £2

Headline (create headlines for Signum 2) - £2

Logistix v1.25 Lotus 1-2-3 type speadsheet, graphs etc - £3

Professional Virus Killer v2.0 - £2

FAST ST BASIC v1.05c - £4

BOOKS
Z-80 Reference Guide, Alan Tully, £1

Lattice C v5.06 and V5.5 addendum manuals only (VERY useful ANSI and GEM C library reference) - £5

GAMES
Ocean Precious Metal Pack - £3
Super Hang-on
Captain Blood

Xenon
Arkanoid

All in good to new condition
Offers considered

Postage NOT included

REPLY BY EMAIL ONLY

Mark

--
|| Mark S Baines
|| Inver, Highlands, Scotland
|| http://www.stsd.demon.co.uk/linnhe.html

1166. Proflight Atari 1.22

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: jtmartin@tinet.ie
Message-ID: <7l0flc$di4$1@scotty.tinet.ie>
Source record: 76739

Hello all,

I am hoping someone might be able to help me with some problems I am having with HiSoft's Proflight software. I purchased the software as a present for my brother and he is having some problems with it.

The program version is 1.22 and the manual is the second edition, published 1991.

It seems that some of the keyboard shortcuts do not function as indicated in the manual. One example being autopilot - supposedly this is activated by pressing the [Alt] key, but this has no effect.

The software is being run on a 4MB 1040STe connected to a TV. I have also tried the program on my 14MB Falcon in both colour and mono modes and the problem persists.

Has anyone ever had this problem before, and do you know how to get round it?

Please reply to this post via email (jtmartin@tinet.ie) as well as posting, as the news server provided by my ISP does not seem to support this group very well.

Thanks in advance for any advice or help you can offer,

Jerry Martin.

+---+
|Jerry Martin | email: jtmartin@tinet.ie |
+-------------------------| jmartin@rcsi.ie |
|"Villa Maria" +---------------------------------+
|Leagh South |http://homepage.tinet.ie/~vmaria |
|Burren +-------------------------+-------+
|Co. Galway | Why not Atari?.. | ||| |
|Ireland | C-LAB MK.X - MagiC 5.11 | / | \ |
+---+-------+

1167. Code for Grandads Quest?

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7l0h8s$51o$1@nnrp03.primenet.com>
Source record: 76740

A few years back I mailed my money in to Ian Scott (I think that was his name) for the registration codes for Grandads Quest 1 and 2 for the Atari ST (2 of the best adventure games EVER for the ST). I still have the dark red code sheet for the sequel, but I lost the code for Grandads Quest 1, which was just a single 6 digit number (I keep thinking 153 something...) that I can't quite remember, and I lost the piece of paper that I had it on. I even saved it on a disk as a text file, too bad I didn't label the disk, because it doesn't seem to exist anymore. Argh, I really miss this game. If someone could be kind enough to trust me and send me the code I would appreciate it. Believe me, I have better things to do than act like I had some code I don't have. I tried writing a letter to the author (in the UK) about 6 months ago and got no reply. Thanks for any help you can give me. -Satcom2

1168. Needed: Macro Utility

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: Ted Leonard <tleonard@netzone.com>
Message-ID: <hUPc3.952$G03.1890@news.goodnet.com>
Source record: 76741

I need a macro utility for the Atari ST which has the capability to record mouse clicks, and key stookes, and then allows them to be use when needed. I have used this utility, and believe it is an accessory (.acc). If you have a copy and could send it to me as an email attachment, or even if you could let me know the name, I could probably find it on the web.

Thanks for any help.

You can send a response to tleonard@netzone.com

1169. [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3773db164784cb0@ping.be>
Source record: 76742
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**modem**

ftp://193.190.204.128/atari/modem/star26ce.lzh (Starcall, terminal prg, English version)

**utilities**

ftp://193.190.204.128/atari/utilities/netbeat.lzh (New Internet time invented by Swatch)

ftp://193.190.204.128/atari/utilities/cpx/gmtcpx10.lzh (give info about local time)
ftp://193.190.204.128/atari/utilities/cpx/tsmcpx02.lzh (lets you configurate the menu of
MagiC and N.AES)

**programming**

ftp://193.190.204.128/atari/programming/mesadev.lzh
ftp://193.190.204.128/atari/programming/over116.zip

**www**

ftp://193.190.204.128/atari/www/amail/am11b.lzh
ftp://193.190.204.128/atari/www/amail/am11bde.lzh (German RSC and docs)
ftp://193.190.204.128/atari/www/amail/asst11b.lzh (STinG OVL for Amail)
ftp://193.190.204.128/atari/www/wensuit/ws311c.lzh (French version)

**jaguar**

ftp://193.190.204.128/atari/jaguar/jdk1991.zip

**mint**

ftp://193.190.204.128/atari/mint/filesys/ext2/ext2fs-0.55.lzh

**multitasking**
```

ftp://193.190.204.128/atari/multitasking/twsm22.lzh (Virtual workspace for Magic and N.AES)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1170. Re: Proflight Atari 1.22

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3773bdc2e6512a50@holleman.demon.nl>
Source record: 76743

on Fri 25-06-1999 17:52 Jerry Martin wrote:

>Hello all,
>
>I am hoping someone might be able to help me with some problems I am
>having with HiSoft's Proflight software. I purchased the software as a
>present for my brother and he is having some problems with it.
>
>The program version is 1.22 and the manual is the second edition,
>published 1991.
>
>It seems that some of the keyboard shortcuts do not function as
>indicated in the manual. One example being autopilot - supposedly this
>is activated by pressing the [Alt] key, but this has no effect.
>
>The software is being run on a 4MB 1040STe connected to a TV. I have
>also tried the program on my 14MB Falcon in both colour and mono modes
>and the problem persists.
>
>Has anyone ever had this problem before, and do you know how to get
>round it?

Hi Jerry,

I've been using 1.22 myself for quite some years and never experienced any
troubles.... Make sure the A/P has one item to work on, i.e. either
heading/alt, selected target, selected waypoint or coupled approach (the
ILS thing). Furthermore I seem to recall that turning the A/P on and off
is NOT the ALT key but the INSERT key! Probably a typo in the 2nd edition,
I've got the 1st one over here...

BTW, IMO it's still one of the best-ever sims: apart from the graphics
it's unsurpassed regarding flight-dynamics and turbulence. Once you can
really fly this thing, try the combat modes...!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1171. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-06-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3773ed5655c8d80@ping.be>
Source record: 76744
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

on Fri 25-06-1999 20:40 Martin "Nightowl" Byttebier wrote:

>
>New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
>---

>
>ftp://193.190.204.128/atari/modem/star26ce.lzh (Starcall, terminal prg, English version)

Oeps I've make a mistake here. The correct path is

ftp://193.190.204.128/atari/telecomm/star26ce.lzh

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1172. Atari computers and Parts FS: Australia (Melb)

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: Audronic <audronic@alphalink.com.au>
Message-ID: <37740EB9.3277@alphalink.com.au>
Source record: 76655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

If you wish to purchase Atari ST series Machines or parts Please contact

Ray Whitehurst

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1173. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7l1cv2$lc3$1@nnrp1.deja.com>
Source record: 76656

I dont have an RF port on my ST1040FM, so, else I wouldn't be asking
for help! =) heh...

dont know much about the kits, but interesting!

..and what I really need to know is, getting a Color monitor for my ST
, it still wont be dinky ass small like the mono one is?
yes ., its a SM124, =(, heh,, but anyhow!

I REALLY want a falcon!! =)
but, such as life..=)

Anyone wanna trade? heh, I got a LIST of stuff!

thanks for you help man!

appreciate it!

-Clint

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1174. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930367978.568.14@news.remarQ.com>
Source record: 76657

Go back to V7.12 up to V7.55. The latest I have is V7.56, and it seems to have problems with the SCSI devices on my A/B machine (but not my Mighty Sonic). You can also try with your version to run it from the autofolder as well (as HDDRIVER.PRG). I think versions from V7.12 allow this. This was a commom problem on the Afterburners, but I don't know what changes have occured with newer versions of the driver. Anyway, try running it in the autofolder after any special CT2 drivers have done their thing and see what happens. A good place is last in the autofolder as long as you don't access the SCSI drives during bootup. If that doesn't work, I would try an earlier driver.

If you have upgraded to the latest ExtenDOS, try putting the old CD.BOS driver in the driver path (for ExtenDOS). The only way that I have been able to utilize the latest version is to load it BEFORE fast ram is allocated. I would think the CT2 is a little more advanced than the Mighty or A/B and loads the fast ram with instructions from ROM, which will make it impossible to load ExtenDOS before the fast ram is allocated. That case, use the old CD.BOS. If fast ram is loaded with a driver from the autofolder, just run ExtenDOS first in the autofolder. (don't whine about boot managers, I don't use them:).
Flag settings didn't seem to matter to ExtenDOS or the drivers. It had to be run before fast ram was installed. Period. ExtenDOS Gold and the old drivers from V2.4(?) work fine with CD Writer for burning audio CD's, but I don't have the latest upgrade to burn data CD backups to test that.

Let me know how that works. Will save me time when I install my CT2. Girl friend is pissed off, so it may be sooner than I thought.....

```
--------------------------------------------------
ExtenDOS Gold information formatted by ExtInfo v3.0
EXTINFO.TXT started on Fri Jun 25 20:13:40 1999
--------------------------------------------------

System information
------------------
TOS version: 4.04
TOS country: All
TOS date: March 8, 1993
TOS start address: 0xe00000
GEMDOS version: 0.30
AES version: 4.10
Max concurrent apps: Unlimited multitasking
MiNT version: 1.0f
ExtenDOS version: 3.0
```

```
Computer: Falcon030
Processor: 68030
Coprocessor: 68881 or 68882
Blitter: Installed
Largest free ST RAM: 2961024 bytes
Largest free TT RAM: 27047424 bytes

Hard disk driver: AHDI version 6.00
Installed drives: A CDEF U Z
Boot drive: C
Number of floppies: 1
Screen resolution: 1024 x 768 x 32768 colours (true-colour)

Cookie jar contents
-------------------
0x5f435055 (_CPU) 0x0000001e
0x5f56444f (_VDO) 0x00030000
0x5f4d4348 (_MCH) 0x00030000
0x5f535749 (_SWI) 0x000000bf
0x5f534e44 (_SND) 0x0000001f
0x5f464443 (_FDC) 0x01415443
0x5f465055 (_FPU) 0x00020000
0x5f414b50 (_AKP) 0x00000000
0x5f494454 (_IDT) 0x00000000
0x55534844 (USHD) 0x010287e4
0x58484449 (XHDI) 0x0102960e
0x4550726f (EPro) 0x0006a9ec
0x4e737064 (Nspd) 0x00000001
0x5f465242 (_FRB) 0x0008b4b0
0x4e4f5641 (NOVA) 0x010035aa
0x53435349 (SCSI) 0x0102cd40
0x4e564449 (NVDI) 0x010de2bc
0x46534d43 (FSMC) 0x010c576c
0x5f4a5044 (_JPD) 0x010f8548
0x4653454c (FSEL) 0x0116cba2
0x48424653 (HBFS) 0x0115d898
0x4d694e54 (MiNT) 0x0000010f
0x5f464c4b (_FLK) 0x00000000
0x52535646 (RSVF) 0x0009f580
0x5354694b (STiK) 0x011fd5cc
0x6e414553 (nAES) 0x000b4d50
0x494d4e45 (IMNE) 0x01027b8a
0x56534352 (VSCR) 0x010246d4
0x45644449 (EdDI) 0x01019bfa
0x41504558 (APEX) 0x0140ac58

Total cookies found: 30
Free cookie slots: 8

AUTO folder contents
--------------------
Auto folder is C:\AUTO
```

```
---Program--- --Size-- ---Date--- --Time--
EXTENDOS.PRG 11109 1998/09/20 01:46:02
NEMESIS.PRG 229 1997/02/10 03:42:24
NEM_LO.PRG 128 1997/02/10 03:38:14
NEM_HI.PRX 122 1997/02/11 23:46:36
MHZ32.PRG 7498 1998/09/15 21:01:56
FAFA32.PRG 4309 1995/07/29 02:11:10
EMULATOR.PRG 15102 1997/08/01 09:30:24
STA_VDI.PRG 132545 1997/08/01 09:35:48
XMENU.PRG 17972 1997/07/19 14:44:02
HDDRIVER.PRG 29240 1999/01/14 07:42:50
NVDI.PRG 319126 1998/11/02 07:30:16
JPEGD.PRG 9150 1998/09/18 23:46:48
TOGGLE_B.PRG 198 1998/08/20 00:16:24
WDIALOG.PRX 87096 1998/08/18 13:15:46
SLECTRIC.PRZ 67978 1998/10/06 22:21:14
BOXKITE.PRG 128404 1999/02/21 16:47:02
CHK_OFLS.PRX 2353 1998/10/06 22:20:10
MINTNP.PRG 191097 1998/11/23 22:11:46
DRVIN.PRG 3923 1999/06/20 18:45:24
SCC.PRG 8756 1999/06/20 18:45:32
STING.PRG 19488 1999/06/11 00:02:40
XRTSEVNT.PRX 740 1998/09/20 01:47:26
XXTENDOS.PRX 11109 1998/09/20 01:46:02

Logical device status
---------------------
-Device- ----Sectors----- ------Path table------ Vol File Driver
log phys --number-- size -start- size type flag flg sys flags
Z Z 0 0 0 0 I ff ff 00 00000004
Driver name: ISO9660/HS Driver v3.0B
Current path:
Volume label:
Options specified: B=16 P=12

Physical device status
----------------------
Phys -----DMA----- ------------Device------------ ----CD-R only----
dev type id LUN type io stat table depend stat hac offset
Z SCSI 06 00 -1 0 00 25 00000000 00 00 00000000
Driver name: CD ACSI/SCSI BOS Driver v3.0B
Inquiry data: 08003001PLEXTOR CD-ROM PX-4XCH 1.22
50223008

File status
-----------
Maximum open files: 100
Current open files: 0
First file handle: 100
File entry size: 52
```

```
Message status
--------------
No messages

*OPT switches
-------------
P=N C=7
Intermediate buffer: inactive
Buffer available: FRB
Host SCSI id: 7 (bit mask 0x0080)

BDOS trace status
-----------------
BDOS trace table is empty

XBIOS trace status
------------------
Empty trace table for device(s): Z

--------------------------------------------------
EXTINFO.TXT completed on Fri Jun 25 20:13:40 1999
--------------------------------------------------
```

1175. Re: Need NOVA divers MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37745D6D.3CE4C18F@ping.be>
Source record: 76658

Vuk a *crit :

> Well, I decided to put this NOVA into Mega STE...
>
> BUT: Only one version of drivers I have for MSTE is 2.61...
> and this EMULATOR.PRG/STA_VDI.PRG cannot use more then 2 couolrs...
> In 2 colours mode colours are strange: black & blue (instead black & white)
>
> Anyone can help me ?
>
> Older drivers are wellcome, I have 2.08, but only TT version....
>
> Vuk

Though I have a TT I must have the Mega STE on the disks ... I will look ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1176. Atari STE/cubase package

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: dollinge@aol.com
Message-ID: <19990626014919.26152.00004767@ng-ba1.aol.com>
Source record: 76659

I am selling an Atari 520ste with 4megs of ram manuals and a monochrome monitor. It comes with cubase 3.0 software. The machine is in mint condition. Selling for $175 plus shipping

1177. How to make Supra HD work

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: David Tyler <softshare***@yahoo.com>
Message-ID: <37746FAF.AEAE6ACA@yahoo.com>
Source record: 76660

I just bought a 1040STf (I owned one years ago, and wanted to have one again for sentimental reasons). It came with a 20MB SupraDrive Hard Disk that plugs into the HD port (ACSI?). No software came with the computer.

When I power up both, all the lights come on, on both the Atari and the Supra drive, but no icon appears on the desktop. I'm guessing I need a driver of some sort.

How do I read the Supra drive? Where can I get a driver?

Please reply to me directly. Just remove the asterisks from my e-mail address.

Thanks!

David--softshare***@yahoo.com

1178. Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: David Tyler <softshare***@yahoo.com>
Message-ID: <3774702C.FE122F26@yahoo.com>
Source record: 76661

Can I format a 1.44MB floppy disk in my Atari 1040STf? I just got the computer (I used to have one years ago), and it didn't come with any software or disks.

Please copy me on your reply. Just remove the asterisks.

Thanks!

David--softshare***@yahoo.com

1179. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7l1ta1$c8h$1@news1.xs4all.nl>
Source record: 76662

On 24 Jun 1999 22:14:18, JI Logan wrote:
>
>I have an Epson GT-5500 working with my Hades. The scanning program
>is Look 2 but I need three different versions as usually one or two
>don't work depending on the mood (or atmospheric pressure or
>position of the planets). The problem may well lie with the SCSI
>interface and I know that there is no problem when the scanner is
>used on the TT.

I have a GT9000 and sometimes after a reset of the bus he's 'ready'
and sometimes 'not'. have to push a button on the GT to make him
available.
Look2 cares about the state of the GT.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1180. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: <>
Message-ID: <37747b3b.0@news.qnet.com>
Source record: 76663

On 25 Jun 1999 06:58:06 , Derryck Croker wrote:

>Everyone should try to join an Atari club, if there isn't one nearby then
>there's nothing to stopone from starting one.

And what if your the ONLY Atari user for almost 1,000 sq miles?

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

1181. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <930386712.8207.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 76664

liberator@acsplus.com wrote in message <7l0alr$8jr$1@nnrp1.deja.com>...
>First, My monitor, is B/W!

Don't get rid of it if you want to use serious modern applications on it! Colour monitors run in lower resolutions which aren't up to a lot of modern software.

>My question is, WHy the HELL is the screen SOO small..
>I'm not talking about the monitor itself, I'm talking about when I turn
>on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on
>both sides inside a box... like it is really 30-40% smaller than the
>true size of the monitor..
>
>Whats the deal with that?

It's normal for STs. You get a border on colour displays too (white, rather than the black you get in mono). Not sure of any technical reason for the border, but it does keep the active screen away from the corners of the physical screen where you can get quite bad distortion on older monitors/TVs. Mono monitors tend to be used for things like DTP so minimising distortion is important.

>Is the color monitor like that as well? I was thinking aobut getting
>one since you can't do anything with out one really...

Nope: colour monitors are needed for most games, and are obviously better for some applications such as graphics. Everything else will be much better in high res on an ST: the higher resolution (and therefore effectively bigger screen) more than compensates for the lack of colour.

>I also need a hard drive and software! Anyone help me out??!? =)

For this kind of thing, check out links from the quick FAQ (http://quickfaq.atari.org), particularly the link to Hallvard's Atari launchpad.

>Would you recommend the ST1040 for a computer, I have it, but I rather
>have a TT and dEF a FALCON!! =) (i wish!) anyone wanna do alot of
>trading for a falcon??=) I want one! =) heh...

1040s are great, especially if you take the RAM up to max (4Mb without serious surgery) and add a hard drive and modern multitasking OS. If you aren't that bothered about games and older software, then a TT or Falcon would be better. If you want to do graphics stuff and don't want to shell out on a graphics card, go for the Falcon as it has better graphics capabilities in its vanilla form.

>ps, anywhere on the web I can get freeware for the ST for now? or
>something, I dont even have a hard drive, heh.. but trying to make the
>most i can out of what I got!

Check the links from the FAQ as mentioned above. Hallvard's Atari launchpad
and the UTSI should give you more pointers than you can use immediately!

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1182. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7l2463$c2g$1@SOLAIR2.EUnet.yu>
Source record: 76665

<liberator@acsplus.com> wrote in message news:7l0alr$8jr$1@nnrp1.deja.com...
> First, My monitor, is B/W!
>
> My question is, WHy the HELL is the screen SOO small..
> I'm not talking about the monitor itself, I'm talking about when I turn
> on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on
> both sides inside a box... like it is really 30-40% smaller than the
> true size of the monitor..
>
> Whats the deal with that?
>

It's typical error of SM 124 mono monitor. Usual reason is that
electrolyte capacitors loose their capacity. You should carry your monitor
to service.

Pera

1183. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtzt8h.z4mu1f6wtyv4N@pm-d03.rhein-main.de>
Source record: 76666

> At the moment. HD Driver version 7.71 will work fine with all
> my hard drives IDE, SCSI, CDROM, and CDR in the standard Falcon
> mode.
>
> If I boot into any of the Turbo Modes. HD Driver will work with
> the IDE drive just fine. But will not work with any of the SCSI
> drives.
>
> Now I installed Cecile the hard drive driver software from Centek
> onto the IDE Boot partiton C:
>
> Cecile works fine with all hard drives and the CD Rom and CDR drives
> in standard Falcon mode.
>
> Cecile also work fine with all drives in the Turbo Modes including
> my 2 SCSI hard drives. Upon booting Cecile in the Turbo Modes all
> drives including the CD Rom and CDR drives are accessed and there
> information is displayed correctly.

Hm, suprise..
I think your chain works well. Canï¿½t say how the problem is.
I only know that with some old devices.
Here, all works fine, all modes.

> But, when ExtenDos Gold runs from the Auto folder it reports
> a ERROR Drive Not responding for the CD Rom and CDR drive.

That also works fine. Connected three CD devices to my falcon.
(One of is realy old.. (XM4101)

Any chance for an driver configurations missmatch?
Sure you are not have extendos and metados active to the same time?

Remove memory flafgs from program header?
I only use "fast load" for extendos.

> Why doesn't HD Driver work with any of the SCSI drives in the Turbo
> Modes?

No idea.

> And why does ExtenDos Gold report a Error drive not responding with
> the CD Rom and CDR drives in turbo mode but not in normal Falcon mode?

I think if extendos do that, one of your devices doasnï¿½t respond well in
turbo mode. Not the first one..
Sure works fine in normal mode, but not in turbo mode.

> I have e-mailed Centek and am waiting for a reply.

They answered: remove old devices.. :/

> Does anyone in here have a Centurbo 2 version B that knows if
> any version of HD Driver does work in the Turbo Modes?

thomas_steuer@of2.maus.de
Ask him.

> If so, how do you have it configured with the CT2B setup menu.

No. I made this for thomas. The one an only i made:
switch from "cecile" to "external"
All other setings exactly the same as for cecile.

> Do I need to set programs such as HD Driver and ExtenDos Gold
> to run in FastRam or something like that?

Canï¿½t remeber me to set any flag new..
Use only "fast load" for extendos!
Check if any of your autofolder prgs are not use the fast load flag!

Thatï¿½s all for the moment. Too early here.. 6:25am ..

Regards, Robert (StarGate on IRC)
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1184. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dtztw1.3xd2bfkkzht2N@pm-d03.rhein-main.de>
Source record: 76667

> only. If that is the case, then Why does Videlity have support
> for the ScreenBlaster hardware?

Videlity works on the same way as the SBII / IIIsoftware.
Videlity supports only the same hardware since the first release.
Any they are all older as CT2..

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1185. Re: Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: boing <boing@jsvir.freeserve.co.uk>
Message-ID: <7l2d74$3c$1@news4.svr.pol.co.uk>
Source record: 76668

If you want to format a 1.44HD floppy as 720k then you
just have to tape over the hole that is on the right hand side
when the floppy is label side up - If I remember correctly.

Hope this helps.

Boing

David Tyler wrote in message <3774702C.FE122F26@yahoo.com>...
>Can I format a 1.44MB floppy disk in my Atari 1040STf? I just got the
>computer (I used to have one years ago), and it didn't come with any
>software or disks.
>
>Please copy me on your reply. Just remove the asterisks.
>
>Thanks!
>
>David--softshare***@yahoo.com

1186. WANTED: HYBRID ARTS information

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: Electronic Cow <electronic_cow@dial.pipex.com>
Message-ID: <7l2g7ncea1@lure.pipex.net>
Source record: 76669

Hi there everyone!

If anyone can help one of our Electronic Cow customers, we'd be extremely grateful :)

WANTED: HYBRID ARTS information. I have located a used ADAP Soundrack II and am looking for any software and instruction manuals that go with it. If anyone has experience with this Atari hardware, please contact Luigi Allemano at: geelouis@hotmail.com

Thanks
Danny @ Electronic Cow
---
http://ds.dial.pipex.com/electronic_cow/cownet.shtml
electronic_cow@dial.pipex.com

1187. Re: Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7l2j6pbmv1@news7.svr.pol.co.uk>
Source record: 76670

boing <boing@jsvir.freeserve.co.uk> wrote in message
news:7l2d74$3c$1@news4.svr.pol.co.uk...
> If you want to format a 1.44HD floppy as 720k then you
> just have to tape over the hole that is on the right hand side
> when the floppy is label side up - If I remember correctly.

But beware - the 1.44 floppies require higher write currents than the 720Kb
variety. While you may be able to write to 720Kb format in the above way
many peopple find that the data, so written, disappears over time!

1188. Re: Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: David Tyler <softshare***@yahoo.com>
Message-ID: <3774FB02.71E48D95@yahoo.com>
Source record: 76671

Thank you! I will try it out. I'll also search for an old 720Kb floppy
as that will certainly work.

David

boing wrote:
>
> If you want to format a 1.44HD floppy as 720k then you
> just have to tape over the hole that is on the right hand side
> when the floppy is label side up - If I remember correctly.
>
> Hope this helps.
>
> Boing
>
> David Tyler wrote in message <3774702C.FE122F26@yahoo.com>...
> >Can I format a 1.44MB floppy disk in my Atari 1040STf? I just got the
> >computer (I used to have one years ago), and it didn't come with any
> >software or disks.
> >
> >Please copy me on your reply. Just remove the asterisks.
> >
> >Thanks!
> >
> >David--softshare***@yahoo.com

1189. Free Gemulator98 - STiNG - Port speed?

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3775116a5a43c43@tripnet.se>
Source record: 76672

I just tried to set up STiNG 1.20 with the now free Gemulator-98 emulator. Prievious versions did not work but this time everything runs perfectly! Also tried BNET and FTP_SERV running with Geneva and no problems at all. This version is _not_ a demo with memory limitations, etc.

There is a setting in the Gemulator setup form for using "Fast baud rates" but I have not been able to figure out how? I did try the "hsmodem way" with very low bps simulating higher ones but this did not work. Any clues?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1190. Updates, anyone for another one?

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37750b9c100ca740@holleman.demon.nl>
Source record: 76673

Hi,

somuch for all those updates...

Martin's announcing another StarCall one and a new aMail one, while Rein shouts that the new aMail works flawlessly...

So I fetch them both and install them.

aMail: now it won't even encode MIME or UUE, it won't send mail (that was OK before) and I know that's on MagiC, but 1.05 was a better one for me.

StarCall: the new one works OK, though at configuration it autotests the ports and reports "no modem connected" to all ports.

The problems start with StarBox. On several menu-selections it hangs, for instance when you want to set the file-protocol as a logged-in user... When I want to D/L a file as user it cannot find the modules. My config is 100%....

So much for this English version, I go back to my 2.0 german with the BBS menus in german too.... at least that one works...

BTW, I nearly escaped disaster last week, when I started up again after returning from another mode and the desktop didn't show up OK. Set Thing to "reload settings" and the same stuff. Thing.inf and another one showed 0 bytes! Checked the partition (C:\) and filled up to the top! I cleaned up much of Cab's cache, Thing's cache and C:\new and got another 35 megs free again. Lucky enough I had been backing up the whole bunch of basic system to a 44 meg Syquest cartridge recently, so I could get the latest inf. files back. The rest was undamaged, even while X-Boot had been running :-) Needless to say, just in time!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1191. MSA ?? help.....

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7l3bha$6fs$1@nnrp1.deja.com>
Source record: 76674

I'm obviously new to this ST stuff, but
I know extensions with MSA is like to be put onto a disk, kinda like
being unzipped right?? One problem? How do I do that?

I have an IBM PC, and thats the way I carry programs over to my ST1040
but I only have the internal 720k in it, and need something that will
extract the msa onto the disk? If there is such a thing for the IBM PC?!
Any help or info would be greatly appreciated!

Thank you in advance,

Clint Thompson

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1192. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7l3b70$lt5$1@news6.svr.pol.co.uk>
Source record: 76675

On 25 Jun 1999 09:13:28 , Nicholas Bales wrote:

>I must admit I had some window blocking problems with STinG too. I've
>narrowed it down to having the dialer installed as an accessory. If I
>use it only as a PRG or APP, it works fine. As an accessory it seems to
>mess with mouse clicks. This occured with STinG 1.15 too.

I have had no succes with StinG 1.15 either, I tried that once and it
wouldn't initialise the link, just kept on bombing out.

I've tried it both as a ACC and PRG with Geneva but no success:-(

But as I don't really like using Geneva with Sting ect; I really need
the ACC to work.

>The symptom is usually that at some point, mouse click events are no
>longer registered, drop down menus work, and you can see the mouse
>clicking on 3D buttons, but nothing happens and the only way out is to
>reset.

Looks as though we have/had the same problem.

I'll have to have another go with Sting 1.2 soon, but for now this old
version 1.08 works OK for now.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1193. Re: Updates, anyone for another one?

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37754e84fd0b62@ping.be>
Source record: 76676

on Sat 26-06-1999 18:18 Louis wrote:

>Hi,
>
>somuch for all those updates...
>
>Martin's announcing another StarCall one and a new aMail one, while Rein
>shouts that the new aMail works flawlessly...
>
>So I fetch them both and install them.
>
>aMail: now it won't even encode MIME or UUE, it won't send mail (that was
>OK before) and I know that's on MagiC, but 1.05 was a better one for me.

That's is also my opinion. I haven't used MIME or UUE yet with this
version but looking at the "write mail box" I notice that I can't select
the UUencode option.
There are still some annoying bugs and shortcoming inside aMail.
Why isn't there 'sig separator'?
Why doesn't hold aMail the queued mail after a reset?
aMail still uses a two character year indication in his header instead of a
4 digit one.
etc..

>StarCall: the new one works OK, though at configuration it autotests the
>ports and reports "no modem connected" to all ports.

You're better off then me then. Starcall hangs randomly on my system. I
think it doesn't like MiNT.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1194. Re: Syquest Removable

Newsgroup: comp.sys.atari.st
Date: 1999-06-26 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <7l3hje$dle@freenet-news.carleton.ca>
Source record: 76677

Stephen Barszczak (stephen@wrag.freeserve.co.uk) writes:
> Hi
>
>
>>Does *anyone* have a Syquest removable drive hooked to their ST?? I just came
>>into a couple that have 44 meg removables and one 200 meg removables. The 44's
>>work fine, but I'm having trouble with the 200.
>
> I did have a 44meg one, but couldn't get it working:-(
>
> Another member of WRAG has it now, and he got it working on his system.
>
>> I hooked it to my hard drive with a SCSI cable... the ID was fine and it was
>>seen on bootup. My hard drive is a 105 meg partitioned as drives C, D, E and F.
>>I installed a drive G - hoping it would show the Syquest - but when I clicked
>>on it it said "drive not found".
>
> You have got them with different ID's havn't you?
>
>> I put in my ICD disk thinking I needed to format the thing, then read the docs
>>that I might format the WRONG drive... I certainly don't want to reformat my
>>hard drive by mistake!
>> Can someone H-E-L-P???
>
> When it comes to formating the syquest make sure that you are formating
> the correct drive by its ID number, as each drive should have a different
> number.
>
>
>
>
> Regards...STE....The Mad Pole..
>
> Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
> NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
> FanFiles 95:110/202.0

I have two SyQuest EZflyers (230 Mb) connected in tandem to my
1040STe via an ICD LINK 2. But I had to put a terminator between the
LINK and the first EZFlyer--I don't know why. Lately I've added a ZIP
250 Mb at the end of the chain and they're all working happily with
the ZIP interminated. I did have a terrible time getting this setup
to work at first but I think I made some serious error early on. I
added the ZIP only because SyQuest is out of business and I wanted

some insurance against an EZF crapout.

Originally, I bought the first EZF as a backup to a larger SCSI drive
that did crapout. My HD capacity needs are very modest.

Walter Cole

--
Walter A. Cole
ai063@freenet.carleton.ca

1195. FA: 80s computer mags (Atari, Creative Computing, others)

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: "Marc G. Frank" <mgfrank@yahoo.com>
Message-ID: <7l648nuvm1@nnrp1.deja.com>
Source record: 76595
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.st

I have several lots of mostly-1980s computer magazines for auction on Yahoo. They don't have reserves and sort of open at a penny; however, there's a handling fee unless you want them shipped via Priority Mail, which is feasible for small lots but not so feasible for the 61-pound monster lot of Antic magazines. :-) They can be seen at:

http://auctions.yahoo.com/user/mgfrank

Lots are:

* 53 issues of Creative Computing magazine, including some April Fool's issues
* 7 issues of Compute! magazine
* 14 issues of Family Computing (also includes an issue of Popular Computing and an issue of Home Computer magazine)
* 4 issues of Softside magazine. These might interest Infocom fans. One issue (with a detached cover, unfortunately) has reviews of Suspended and Zork I and an interview with Marc Blank and Mike Berlyn.
* 5 classic videogame magazines, sadly mostly in poor shape. 3 Electronic Gameses, 1 Videogaming and Computergaming Illustrated, and 1 Computer Entertainment
* 4 issues of Current Notes (Atari)
* 7 issues of Compute's Atari ST magazine
* 5 APX (Atari Program Exchange) catalogs
* 55 issues of Analog (Atari 8-bit), including earlier, hard-to-find issues, such as all of issues 1 through 25
* 113 issues of Antic (Atari 8-bit). Lots of dupes, unfortunately, but also many early issues--volumes 1 and 2 are complete.
* 29 issues of STart magazine
* 24 issues of ST Log magazine

I've also got two ST games up (Questron II and Dungeon Master) and the C64 Programmer's Reference Guide.

I'm trying to get rid of these with minimal shipping hassle, which is why they're in such large lots and why I didn't sort out the dupes into separate lots. Enterprising collectors may wish to fill in the holes in their collection and auction off the rest one issue at a time.

Thanks for looking!

--
Marc G. Frank
mgfrank@yahoo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1196. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7l61vprqr1@snipp.uninett.no>
Source record: 76596

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

>>> Maybe he can use a null modem cable and a data transmission program, like
>>> Connect 95, Starcall, Rufus, etc. to transfer his data from ST to Imac.
>>
>>But does the iMac have any serial-ports??

> Euch, no?

I could only find Ethernet, USB and modem on ours. Perhaps I didn't look
hard enough?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1197. Lots of questions on MagiC, Gemulator, MagiCPC

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Grings <gringsX@Xbigfoot.com>
Message-ID: <9Yxd3.745$C4.537@news.indigo.ie>
Source record: 76597

Hello there,
for the past few years I haven't really used much TOS software except a few classic games with PaCifiST or Winston. Mainly, because none of the free emulators were any good at running apps.
However, since I downloaded the new version of Gemulator 98, I finally have something which can run GEM program at a good speed. Admitably only in 16 colours but 800x600x16 is a lot better than my ST could manage!
Since I have a 450 Celeron, Gemulator is fairly quick. (However, the CPU core is nowhere as quick as the '040 core of Executor or even Fusion or Basilisk.)
I'm currently running MultiTOS which is quite useably unlike on a 8Mhz ST. I finally got it working with an alternative desktop (the crucial detail seems to be to leave an extra RETURN at the end of GEM.CFN).
However, when using the built-in MultiTOS desktop, if I assign lots of Icons for different files etc, the NEWDESK.INF seem to get corrupted. Is this a bug or is there buffer setting or something in MINT.CFN?
I used to have some copies of ST Magazin from around the time of MultiTOS's release which documented all the various options in MINT.CFN but I no longer have those mags. Is there a online FAQ for MultiTOS somewhere?
I know that MultiTOS seems to have disappeared and that most serious people are probably using MagiC nowadays.
Speaking of MagiC, I also downloaded the demo of MagiCPC from ASH recently. The demo version from 1997 supports VFAT (Win95 compatible long filenames) which is quite impressive. However, it is about 10% - 15% slower than Gemulator. I noticed on ASH's homepage (http://members.aol.com/ashinfo/aktuell.htm) that there is a new version 6.1 release of MagiCPC dated April 1999. However, their web page gave no details. Does anyone know what the enhancement are? Does it run quicker and does it emulate an '030+?
Returning to Gemulator, is there any program like HFV Explorer for reading/writing .ST, .MSA, .VHD (Gemulator), .MPC (MagiC_PC hardfiles)? I know about Gemulator Explorer but that doesn't allow writing to the volumes.

Finally, has someone done a proper benchmark / speed measurement of Gemulator et all? Gembench says that on my 450Mhz Celeron, Gemulator scores 300% of a Quadra 630 (33Mhz 68040) which doesn't seem right. I've used MagiCMac on a IIci and it 'felt' quicker... Certainly Gemulator doesn't feel like it's running on the equivalent of an 100Mhz '040.
BTW, I was always one of those who considered TOS program to be every efficient as regards RAM and CPU power. But once you try running things program like Ease or a font-scaller etc everything quickly becomes bogged down. In fact, I'm beginning to think that on equal hardware, Win95 or MacOS wouldn't necessarily be quicker. That's not to say that individual ST program aren't really quick and optimised; for years I did all my WP on an

ST using Tempus Word Junior and it really did fly - MS Word seems to need at least an 100Mhz Pentium or so to equal that speed.
Having said that, TWord didn't support scaleable fonts or proper copy and past. And, the last I saw it advertised, if cost over 500DM which is a lot more than MS Office (I've seen Office 95 for about ?40).
Thanks for reading this.
==========
KS Grings,
Galway,
Ireland

gringsX@Xbigfoot.com
remove the 'X's to reply

1198. CLI program for STalker Remote mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Jun27.224019.19304@lafn.org>
Source record: 76598

I am using STalker and a null modem cable to transfer file between two of my atari computers. I am using Tom Shell for the CLI, but am wondering if there is something better for manipulating files remotely. I would like to move folders along with subdirectories like on the desktop, but the CLI shell will only move files without folders (e.g. copy d:\stalker*.* e:\ will not copy any folders contained in the stalker directory).

Is there another CLI I could try, or maybe a TOS copy program I could run from Tom Shell to do this? it would also be nice to completely delete a non-empty folder.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

1199. Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Ted <no@more.spam>
Message-ID: <7l6luh$jm8@chronicle.concentric.net>
Source record: 76599

I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
However, I seem to have forgotten the magic process used to mark the C:
partition as autoboot. How do I get the TT to automatically boot from C:?
Currently, I'm having to run AHDI from my floppy AUTO folder.

Thanks in advance.

1200. Re: **** Re-furbished computer plastic ???? ****

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3776F2B5.F36F124F@cheta.net>
Source record: 76600

I have found that a green scrubbie and ajax with bleach to be a good one-time cleaning method. It removes nicotine and other stains as well as a little plastic.....
Martijn wrote:

> Hi there old computer-lovers!
>
> I have a rather general question, so I post it in several newsgroups!
> I am a collector of old machines, and recently I obtained some old
> commodores,
> including a 128D. Sadly, the plastic case of this machine has turned yellow
> as a Brazillian banana.
>
> Is there any way to clean or polish this color away with e.g. a solvent
> like toluene or acetone?
>
> Let me know!
>
> Martijn.

1201. Re: Updates, anyone for another one?

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199906272012.a40429@wun.maus.de>
Source record: 76601

Hallo Martin "Nightowl"!

MB>Starcall hangs randomly on my system. I think it doesn't like MiNT.

It works without problems on my Milan. Well, almost: there is a bug in the routine that generates the logfile, causing the column with the start time of each connection to contain rubbish. But by now, StarCall 3 still has beta status, so write all bugs and improvements to Ingo!

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1202. Re: Updates, anyone for another one?

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3775b59e1858f830@holleman.demon.nl>
Source record: 76678

on Sat 26-06-1999 22:25 Martin "Nightowl" Byttebier wrote:

>>aMail: now it won't even encode MIME or UUE, it won't send mail (that was
>>OK before) and I know that's on MagiC, but 1.05 was a better one for me.
>
>That's is also my opinion. I haven't used MIME or UUE yet with this
>version but looking at the "write mail box" I notice that I can't select
>the UUencode option.
>There are still some annoying bugs and shortcoming inside aMail.
>Why isn't there 'sig separator'?

Errmm, beats me! Two blank lines would do nicely :-)

>aMail still uses a two character year indication in his header instead of a
>4 digit one.

That way at least it's Y99 compliant... :-)

>etc..

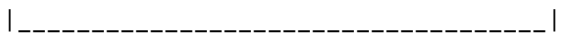
Right, why are the texts on the icons in the toolbar that tiny? Need a
magnifier to read them. Yup, I can set an 8x16 type for small ones, but
that's not my cup of tea... Or... make the text show up in black!
>
>
>>StarCall: the new one works OK, though at configuration it autotests the
>>ports and reports "no modem connected" to all ports.
>
>You're better off then me then. Starcall hangs randomly on my system. I
>think it doesn't like MiNT.

Martin, the docs state it's Multitos compatible... maybe not "Hades-
compatible" :-)

BTW, I managed to get the new StarBox working OK. Appearently the settings
had to be reconfigured by using Starpoin.prg... all formats have changed.
All the descriptions of files in my boards show up with "no information"
now so I've gotta edit all the boards again... But at least users get
decent English menus now :-)

--
CU NeXT msg,

| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |



1203. HD Driver 7.xx

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7l4ioo$13b$1@black.interact.net.au>
Source record: 76679

I'm still trying to get HD Driver v 7.71 to boot reliably with Magic.

I have observed a small curiosity which probably had no bearing on the matter but for which someone may have an explanation.

Beacuase my internal drive is a Quantum Fireball, I have HD Driver on an external Seagate which was the original drive in my MSTe. The HDDRUTIL.APP v 7.71 shows this drive as having switchable "Unit Attention". The v 7.00 shows the option blanked out. Both can't be right.

Any ideas?

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1204. 720k bare 3.5 Epson SMD-286 floppy drives for sale.

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <3775e73b.10396470@news.easynet.co.uk>
Source record: 76680

They look identical to the Falcon's internal Epson drive as
they have the same front but they are only Double Density.

Instead of beige the front is a charcoal colour. They're
almost as new.

All tested.

I have five up for sale or swop.

Price each is £10 including insured postage.

Always consider swops.

Also I still have a few spare Floptical disks. £3.50 each or
5 for £15.

Lastly a plain 520STFM with joysticks and lots of games plus
colour monitor £65 including postage.

Amiga 500 1MEG plus colour monitor, printer, slow modem and
lots of games £100 inclusive.

Again always consider swops.

1205. Technoplus Rockwell based external 33.6k modem (boxed) for sale UK £25 plus £3 towards postage (unless local to me)

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <3775efd5.744538@news.easynet.co.uk>
Source record: 76681
Cross-posted to: uk.adverts.computer,uk.adverts.computer.mac,comp.sys.atari.st,comp.sys.amiga.marketplace,comp.sys.acorn.misc,alt.acorn.adverts

Atrractive compact design. Mainly metal construction in silver (so well shielded).

Has full voice facilities including necessary sockets including a BT type socket for your phone to plug in.

Fully approved.

Has been used with PC, Acorn, Amiga, Atari ST/Falcon and Mac with no problems at all and regularly connects at 33.6 with easynet or UKOnline. Occasionally goes down to 31,200 (not due to modem of course)

Totally stable. I used it for 13 hours (when Skydial had that all day offer on) and that was a long distance connection. I only disconnected because someone needed to use the phone.

Choice of lead;

shortish type with both 9 and 25 pin serial connection for computer.

longer lead with only 9pin connector.

or alternatively I can supply the bits so a mac user can make up his own cable. I have the pinouts but don't have the time to make it myself.

Its also a full fax modem and comes with manual and drivers disks which includes a full PC package for automating your phone system.

Download speed for compressed files like zips is a maximum of about 4k per second (just under)

Will also consider swops of anything computer or console related.

Stuff I'm after;

nice Amiga 600 with 2meg expansion and hopefully small HD.

32x with games.

IDE or SCSI hard drives 750MEG minimum 2.5 (not scsi) or
3.5.

1206. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3776022a$0$157@news.zetnet.co.uk>
Source record: 76682

On 20 Jun 1999 22:43:17 , Trevor Spencer wrote:
>
>As they seem to be coming down in price I'm thinking of buying a flatbed
>scanner but it is to use with the Atari as well as son's laptop.
>

I know it's bad form to follow up one's own posting but....thanks very
much to everyone for their help, advice and technical info!

I have found 2 Musteks Scan Express models, a 6000P and a 600CP both
retailing at 40ukp which seems very reasonable for 300 x 600. I've yet to
sort out the difference between them.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1207. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3776022c$0$157@news.zetnet.co.uk>
Source record: 76683

On 23 Jun 1999 10:03:27 , Richard Davey wrote:
>Oliver Schildmann wrote:
>> read the games directly within PaCifiST or (more stable/compatible and
>> much
>> faster) convert them to a image file with appropriate ST or PC tools (i.e.
>
>I'd have to disagree re: more compatible for *games*. WinSTon can run a
>lot of games far better than PaCifiST, but then PaCifiST can run a lot
>of demos, utils, etc. It doesn't hurt having them both installed!
>

Where can you get Winston?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1208. Re: NVDI 5 problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7l5013our1@news6.svr.pol.co.uk>
Source record: 76684

On 24 Jun 1999 21:45:04 , "Michael Clark" wrote:
:>I am having problems with NVDI 5 and MagiC 6 on a 4 Meg STe.
:>Whenever I try to load NVDI on startup it locks up the computer

First off check that all the paths are pointing to valid folders, and
if that is so, delete the nvdi.fif file and re-boot, be prepared to
wait ashort while whilst a new one is created..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1209. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7l5014our2@news6.svr.pol.co.uk>
Source record: 76685

On 24 Jun 1999 12:38:05 , "Surinder Vir" wrote:
:>Hi,
:>Anyone out there got a cracked copy of emagic logic for the Atari?

Thief!!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1210. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7l546q$4np$1@zingo.tninet.se>
Source record: 76686

Phantomm <phantomm@kih.net> skrev i
diskussionsgruppsmeddelandet:7l0t7i$lgi4@news.ajou.ac.kr...

> I have e-mailed Centek and am waiting for a reply.

Don't hold your breath...

MG

1211. Synchronization question

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7l546t$4np$3@zingo.tninet.se>
Source record: 76687

What is the range of the Falcon's horizontal and vertical syncronizations?

MG

1212. Atari Online News, Etc. #0117

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <x7SZ3cm.dpj@delphi.com>
Source record: 76688

A-ONE #0117 06/25/99

~ People Are Talking! ~ Draconis Pro Released! ~ JagFest '99 Report
~ Pac Man Fever CD Ships ~ Looney Tunes Games! ~ $199.00 Net PC?
~ 'Rugrats' For N64! ~ 'South Park' Trivia! ~ NUON News!
~ AOL Europe Free IN UK? ~ GameBoy And The Web?? ~ AVC News Update

-* MagiC Game Programming Contest *-
-* Gov't-Microsoft Trial Testimony Ends *-
-* Microsoft Patch To Fix Web Software Breach! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1213. Re: Synchronization question

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7l57pm$na92@news.ajou.ac.kr>
Source record: 76689

On 27 Jun 1999 12:50:01 , "Martin Graiter" wrote:

X something and Y something.

1214. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37762f2b$0$157@news.zetnet.co.uk>
Source record: 76690

Steve Sweet <steve@sweet3.freeserve.co.uk> wrote in message
news:7l5014our2@news6.svr.pol.co.uk...
> On 24 Jun 1999 12:38:05 , "Surinder Vir" wrote:
> :>Hi,
> :>Anyone out there got a cracked copy of emagic logic for the Atari?
>
> Thief!!!.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>
he won't get a chance to be as it ain't bin cracked for the Atari,but
that said I would gladly have used a cracked copy after contacting Emagic
to try and buy a copy so I could continue on my falcon where I left off
on my STE using Notator SL,I was told it was no longer for sale for Atari
and that I should ditch the old fashioned system buy a PC and then trade
up to Logic ,I spent over a year trying to locate a second-hand copy
which is hard as Emagic's policy on a cross platform upgrade is to
destroy the handed in dongle,so if this bloke really needs Logic Atari I
feel pity for him,maybe an explanation like this would have been better
than just "anyone got the crack"
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1215. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <37754235.2199402@news.freeserve.net>
Source record: 76691

On Wed, 23 Jun 1999 11:14:46 +0100, "Joe Connor"
<joe@inactive.SPAMBLOCK.cix.co.uk> wrote:

>> And on this point does anyone have a utility which will allow me to
>> dump the TOS from my TT to give it a try under Pro?
>There's normally a TOS Dump utility included with Gemulator along with
>instructions...
Well I've read the instructions (the manual says you need to install
your TOS ROM's into the ROM card before using Gemulator!) and browsed
the CD and haven't found any likely looking suspects so far.

Anyone know the name of such a program (for dumping TOS 3.06 ROM's to
disk)?

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

1216. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1du13jz.15v8gk8451y6cN@[192.168.0.4]>
Source record: 76692

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
> He, I think you're overlooking the fact that the Imation Superdisk
> only reads 1.44 disks.
> As Josh has a ST his old floppies are most likely in 720 kb format.

The superdisk can read low density (720K) and high density (1.44MB) Dos format disks, along with high density Mac HFS disks. It cannot read low density Mac disks (800K).

--
Ryan 'Gozar' Collins
rlcolli@ibm.net
Web News and Computer Information - http://www.collinsoft.com

1217. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7l5l56$q9i$1@snipp.uninett.no>
Source record: 76693

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> Maybe he can use a null modem cable and a data transmission program, like
> Connect 95, Starcall, Rufus, etc. to transfer his data from ST to Imac.

But does the iMac have any serial-ports??

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1218. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-27 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377674b02b38340@ping.be>
Source record: 76694

on Sun 27-06-1999 16:57 Jo Even Skarstein wrote:

>Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
>
>> Maybe he can use a null modem cable and a data transmission program, like
>> Connect 95, Starcall, Rufus, etc. to transfer his data from ST to Imac.
>
>But does the iMac have any serial-ports??

Euch, no?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1219. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7l6i7s$nu91@news.ajou.ac.kr>
Source record: 76602

On 27 Jun 1999 12:28:57 , "kevin dermott" wrote:

Hi,

Speaking of Dongles,

I have one here that came with a bunch of ST stuff I bought a few
years ago. But have no idea what program it is for.

It is a black hard plastic cartridge? That is 2 inches long including
the cartridge connector and about 1 3/4 inches wide.
The only lablel on it is white and states " Please Insert Key This
Side Up" on it.

Also, there are no RCA or any other connectors on it. Just seems to
plug into the cartridge port.

Any Ideas on what this is for?

phantomm@kih.net

1220. Diamond Back/Diamond Edge

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <69D67A70ED3ACDD1.C7187F319C7CB81C.5882E864BDB65DED@lp.airnews.net>
Source record: 76603

All,

As I seem to be running short on free time, Diamond Back
and Diamond Edge development have taken a lower priority.
Unfortunately, I don't see much of my time freeing up the
near future.

Therefore, rather than letting them sit around, I'd like
to auction off the exclusive copyright and source code to
Diamond Edge and Diamond Back.

You'll receive the original source code, the re-organized and
slightly updated source code that I worked on (probably one or
two hundred hours worth), and about anything else that was shipped
to me from Oregon Research.

Note: you'll need Lattice C.

Email all bids to michael@fastlane.net

Thanks you.

Michael White (michael@fastlane.net)

1221. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7l74ti$mrt@newstoo.ericsson.se>
Source record: 76604

In article <7kv99udad1@news5.svr.pol.co.uk>, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) writes:
>>>:>If Mymail had Newsreading capabilities I'd be more than happy to try it
>>>I understand that its a 'on the to do list' fixture.
>>True !
>
>Erik, do you think that it would be valuable to have a list of wished-for
>features in a newsreading program? At the moment my list of "wants" spans
>all of the currently available progs but isn't completely satisfied by one
>alone. If you agree then it might be an idea to start a thread, it would
>then be up to you to decide which aren't easy to implement straight away.

I do not have the time at the moment to do the newsreader.
But it will come when i have done some other changes in the program
to make it more easy to add this newsreading functions.
Lots of the newsreading basics are already in the code but the user interface is missing.

/Erik Hall

1222. Re: Upgrades/hacks for the 520/1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l763u$rn6$1@news7.svr.pol.co.uk>
Source record: 76605

On 22 Jun 1999 02:33:03 , Doctor Clu wrote:

[Nice description snipped]

> .... what I'm curious though is what other upgrades can I add to this
>machine to make it an even more wirey hacked up mess?

You could try a faster serial port and either a graphics card (the Reflex
card is good if you can find one second hand) or a resolution expander such
as LaceScan http://dlanor.atari.org :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1223. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7I7640$rn6$2@news7.svr.pol.co.uk>
Source record: 76606

On 23 Jun 1999 17:22:11 , Phantomm wrote:
[...]

>And in the System information CPX, should the Cache and 16Mhz be
>checked with the 'X' or not?

Delete this CPX and replace with the FGeneral.cpx that's provided on the
Centek master disk.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1224. Re: CLI program for STalker Remote mode

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37772a0ecc5ab0@tripnet.se>
Source record: 76607

On Sun 27-06-1999 22:40 (GMT) Mark Mariani wrote:

>
>I am using STalker and a null modem cable to transfer file between
>two of my atari computers. I am using Tom Shell for the CLI, but am
>wondering if there is something better for manipulating files remotely.
>I would like to move folders along with subdirectories like on the
>desktop, but the CLI shell will only move files without folders (e.g.
>copy d:\stalker*.* e:\ will not copy any folders contained in the
>stalker directory).
>
>Is there another CLI I could try, or maybe a TOS copy program I could
>run from Tom Shell to do this? it would also be nice to completely
>delete a non-empty folder.
>

You may want to set up tcp/ip with STinG on both computers and run the
client/server BNET. It will let you access the remote HD direct from
the desktop and from within any program.

You will need a multitasking AES (Geneva, Magic, etc) for this to work.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1225. Re: HD Driver 7.xx

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3777254C.13A2@ooc.de>
Source record: 76608

David Leaver wrote:

> Beacuase my internal drive is a Quantum Fireball, I have HD Driver on
> an external Seagate which was the original drive in my MSTe. The
> HDDRUTIL.APP v 7.71 shows this drive as having switchable "Unit
> Attention". The v 7.00 shows the option blanked out. Both can't be
> right.

Indeed, they can't. Version 7.7 should be right but this setting doesn't
make a difference as long as your TOS is not older than TOS 1.04.
Anyway, you can simply switch it off.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1226. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37772CB0.21C57605@directprovider.REMOVETHECAPITALS.net>
Source record: 76609

liberator@acsplus.com a ï¿½crit :
>
> First, My monitor, is B/W!
>
> My question is, WHy the HELL is the screen SOO small..
> I'm not talking about the monitor itself, I'm talking about when I turn
> on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on
> both sides inside a box... like it is really 30-40% smaller than the
> true size of the monitor..

That was a deliberate move from Atari. The idea is that everything is the same size when on screen and on paper printed from an SLM laser printer. If you enlarge the screen image, you will lose the 1:1 ratio.

Anyway, there are files around the net describing how to enlarge the image on an SM124/125 monitor.

> Whats the deal with that?
>
> Is the color monitor like that as well?

Well, there is a border around the screen. All computers of that era had that, mainly because of the fact that the display had to cope with TVs. There is also a hardware mod that can be made to STFs to acheive overscan, but really what use is that. You get used to it after a while.

> I was thinking aobut getting
> one since you can't do anything with out one really...

Erm... It's more the other way round really. You can only really play games with a colour monitor, but for any serious work, you really want a mono screen. Don't forget that high-res and colour are mutually exclusive.

> I also need a hard drive and software! Anyone help me out??!? =)
>
> Would you recommend the ST1040 for a computer, I have it, but I rather
> have a TT and dEF a FALCON!! =) (i wish!) anyone wanna do alot of
> trading for a falcon??=) I want one! =) heh...

It depends what you want to do with it. You say you want a colour monitor, therefore I assume you only want to play games. In this case, you don't need a hard drive or a more powerful machine. If you plan on doing any serious work then you will appreciate having the extra horsepower, and a hard drive.

>
> but anyhow, any help would be appreciated!!
>
> Thank you!,
>
> Clint T
>
> ps, anywhere on the web I can get freeware for the ST for now? or
> something, I dont even have a hard drive, heh.. but trying to make the
> most i can out of what I got!

Hey, up until last year, I didn't have a hard drive either, and you can
really cope without one.

Check out the Quick FAQ and the UTSI, and then the usual FTP archives
around the net.

http://quickfaq.atari.org
http://utsi.atari.org
http://launchpad.atari.org

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1227. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37772D6A.218113A0@directprovider.REMOVETHECAPITALS.net>
Source record: 76610

liberator@acsplus.com a ï¿½crit :
>
> I dont have an RF port on my ST1040FM, so, else I wouldn't be asking
> for help! =) heh...

Yeah, but if you have a SCART connector on your TV you can hack a SCART
cable.

> dont know much about the kits, but interesting!
>
> ..and what I really need to know is, getting a Color monitor for my ST
> , it still wont be dinky ass small like the mono one is?

Why don't you get a 17" VGA and plug it into that. Don't forget that
whatever the size of the screen, resolution will always be 640x400, so
having a larger screen will only mean having larger pixels, not a larger
workspace.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1228. Re: Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37772ECC.AFC06CD0@directprovider.REMOVETHECAPITALS.net>
Source record: 76611

David Tyler a ï¿½crit :
>
> Can I format a 1.44MB floppy disk in my Atari 1040STf? I just got the
> computer (I used to have one years ago), and it didn't come with any
> software or disks.

You need to use 720K DSDD floppies. In most cases 1.44Mb ones will work,
but these are much less reliable (although some will probably say
they've been using them for years). Don't trust them.

If you want to use 1.44Mb floppies as such, you'll need to upgrade the
floppy drive, install an Ajax chip, and perform a few hardware
modifications on the STF's motherboard.

This is detailed in the Quick FAQ.

> Please copy me on your reply. Just remove the asterisks.

Sorry, can't be bothered.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1229. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37772F54.33BEE949@directprovider.REMOVETHECAPITALS.net>
Source record: 76612

Phantomm a ï¿½crit :
>
> On 27 Jun 1999 12:28:57 , "kevin dermott" wrote:

> It is a black hard plastic cartridge? That is 2 inches long including
> the cartridge connector and about 1 3/4 inches wide.
> The only lablel on it is white and states " Please Insert Key This
> Side Up" on it.
>

Sounds like my Cubase 2.0 dongle, but it could really be for anything.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1230. Re: Lots of questions on MagiC, Gemulator, MagiCPC

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377730C4.B23797D6@directprovider.REMOVETHECAPITALS.net>
Source record: 76613

Grings a ï¿½crit :
>
> Hello there,
> for the past few years I haven't really used much TOS software except a few
> classic games with PaCifiST or Winston. Mainly, because none of the free
> emulators were any good at running apps.

Tosbox is pretty good too.

> I'm currently running MultiTOS which is quite useably unlike on a 8Mhz ST. I
> finally got it working with an alternative desktop (the crucial detail seems
> to be to leave an extra RETURN at the end of GEM.CFN).
> However, when using the built-in MultiTOS desktop, if I assign lots of Icons
> for different files etc, the NEWDESK.INF seem to get corrupted. Is this a
> bug or is there buffer setting or something in MINT.CFN?

This is a bug in the AES. The newdesk.inf is limited to 4Kb. If it get's
any bigger you need to run a patch program, but I can't remember the
name. In the sake of simplicity, keep it below 4Kb or use an alternative
desktop.

> I used to have some copies of ST Magazin from around the time of MultiTOS's
> release which documented all the various options in MINT.CFN but I no longer
> have those mags. Is there a online FAQ for MultiTOS somewhere?
> I know that MultiTOS seems to have disappeared and that most serious people
> are probably using MagiC nowadays.

Actually, MultiTOS is MiNT with an AES. You'll find a lot more support
nowadays for MiNT, which is free, compared to MagiC which is proprietary
and commercial.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1231. Re: MSA ?? help.....

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37773119.CDE923BC@directprovider.REMOVETHECAPITALS.net>
Source record: 76614

```
liberator@acsplus.com a ï¿½crit :
>
> I'm obviously new to this ST stuff, but
> I know extensions with MSA is like to be put onto a disk, kinda like
> being unzipped right?? One problem? How do I do that?

Err, yeah, kinda...

Check out the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1232. Re: How to make Supra HD work

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377732E6.7E22913C@directprovider.REMOVETHECAPITALS.net>
Source record: 76615

David Tyler a ï¿½crit :
>
> I just bought a 1040STf (I owned one years ago, and wanted to have one
> again for sentimental reasons). It came with a 20MB SupraDrive Hard
> Disk that plugs into the HD port (ACSI?). No software came with the
> computer.
>
> When I power up both, all the lights come on, on both the Atari and the
> Supra drive, but no icon appears on the desktop. I'm guessing I need a
> driver of some sort.

Normally, if that drive used to be connected to the ST, the it should already be set up. Try just creating a new C icon the desktop to access it.

Sometimes, the ST doesn't see the drive because it hasn't had time to spin up to speed. You should try switching on the drive, waiting 10 or 20 seconds or so, and then switch on the ST.

> How do I read the Supra drive? Where can I get a driver?

If all else fails, get the complete AHDI package from:

http://www.multimania.com/bales/ahdidisk.zip

Don't forget to create your C icon, and then save the desktop!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1233. Re: Original games ST in PC???

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37773312.80328B5D@directprovider.REMOVETHECAPITALS.net>
Source record: 76616

```
Trevor Spencer a ï¿½crit :
>
> On 23 Jun 1999 10:03:27 , Richard Davey wrote:
> >Oliver Schildmann wrote:
> >> read the games directly within PaCifiST or (more stable/compatible and
> >> much
> >> faster) convert them to a image file with appropriate ST or PC tools (i.e.
> > >
> >I'd have to disagree re: more compatible for *games*. WinSTon can run a
> >lot of games far better than PaCifiST, but then PaCifiST can run a lot
> >of demos, utils, etc. It doesn't hurt having them both installed!
> > >
>
> Where can you get Winston?
>
> Trevor
>

Try http://winston.atari.org

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1234. Re: Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37773354.4CD49009@directprovider.REMOVETHECAPITALS.net>
Source record: 76617

Ted a ï¿½crit :
>
> I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
> However, I seem to have forgotten the magic process used to mark the C:
> partition as autoboot. How do I get the TT to automatically boot from C:?
> Currently, I'm having to run AHDI from my floppy AUTO folder.
>

Use hinstall.prg that comes with the AHDI package:

http://www.multimania.com/bales/ahdidisk.zip

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1235. Need Jo's email adress...

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377732142aecad50@holleman.demon.nl>
Source record: 76618

Hi,

I need the email adress for Jo Vandeweghe.... I think I've got an old one.

Had a mail from someone having problems switching rez on a Nova card under MagiC and I seem to recall that Jo's running MagiC and uses two TT's with Novas....

I suggested to him to write in c.s.a.s but just in case, JO, where can U be reached??

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1236. FS: ST Dive Bomber $15

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <nuHd3.3962$I72.493222@nnrp1.ptd.net>
Source record: 76619

I have one copy of Dive Bomber (Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

1237. Re: Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990628130554.25334C-100000@hal.fishpool.fi>
Source record: 76620

> I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
> However, I seem to have forgotten the magic process used to mark the C:
> partition as autoboot. How do I get the TT to automatically boot from C:?
> Currently, I'm having to run AHDI from my floppy AUTO folder.

You have to _install_ AHDI onto the drive, using the Hard-Disk
utilities.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1238. Re: Need Jo's email adress...

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Renaud <rpascal@atos-group.com>
Message-ID: <37776B5E.1B0AA3EB@atos-group.com>
Source record: 76621

Louis a ï¿½crit:
>
> Hi,
>
> I need the email adress for Jo Vandeweghe.... I think I've got an old one.

I found this one on : news:fr.comp.sys.atari :
dipching@ping.be

1239. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1du3m0a.x5234k1pdzrssN@pm-d20.rhein-main.de>
Source record: 76622

> Also, there are no RCA or any other connectors on it. Just seems to
> plug into the cartridge port.

Looks like an module that contains eproms, roms or some other
electronic, maybee what a dongle contains.

Try to create "c:/" on your desktop (Eprom moduls are use the smal c:)
(Kapital "C" are for hard drives)
If you got nothing, i think iti¿½s an dongle for xx music software or some
else.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1240. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7l7t4d$80u$1@SOLAIR2.EUnet.yu>
Source record: 76623

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
news:37772D6A.218113A0@directprovider.REMOVETHECAPITALS.net...
>
>
> Why don't you get a 17" VGA and plug it into that. Don't forget that
> whatever the size of the screen, resolution will always be 640x400, so
> having a larger screen will only mean having larger pixels, not a larger
> workspace.
>
> Nick

It's not sure, that it will work. Especially with newer digital monitors.
I have 15 inch one, and it works not, because Atari hasn't accurate VGA
frequency. Perhaps some older mono monitor will work, if you will be so
happy to find it, and make adapter.
Btw. on most cheap mono-VGA monitors ST forks fine in high reslolution,
and I think that it's enough for 640*400. Even with some border.

Pera

1241. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Richard Davey <rich@kaliba.net>
Message-ID: <37778CD3.C5C22EAF@kaliba.net>
Source record: 76624

liberator@acsplus.com wrote:
> I dont have an RF port on my ST1040FM, so, else I wouldn't be asking
> for help! =) heh...

You have an 1040 STFM with no RF port???

Cheers,

Rich

1242. Keyboards and pinouts

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37777fbc2eb728b0@holleman.demon.nl>
Source record: 76625

Hi,

well, my keyboard (TT) IS degrading fast now. Can hardly type an "l", the spacebar works badly and the enter thing lost its contacts permanently.

Next saturday I'm gonna get a Mega-STe, at least it comes with the same keyboard as the TT's, but I've got two STf's, one is in working state and is used to run old stuff which won't run from the TT, the other one is a spareparts machine.

The STf keyboard is connected by means of a 7-pin connector. The TT kbd has a 6-pin connector.

I figure, the 7th pin (the yellow cable) on the STf kbd is for power to the leds, so the other six (black ones) should be the same ones as the 6 pins for the TT kbd. Am I right?

I've been trying to cut one paperclip into 6 small pieces of pins and connected the six pin connector on the "phone line from the TT kbd socket" to the six black pins on the 7-pin connector from the STf kbd... but the mouse wouldn't move, nor the kbd beep. Next I reversed one of the connectors and the same stuff. So basicly now I have the question: how to connect an STf kbd to a TT kbd-cable???

I already converted one of the STf casings by hacksawing the keyboard front part off, so it can contain the kbd unit and be connected to the phone line cable of the TT's kbd, but the pinout remains a mystery...

BTW, typing "l's" using the CTR-V feature in QED is faster than ramming around on my "l"-key, but one's gotta get used to it... :-)

Another BTW: any decent way to take apart the kbd-unit from a TT, getting to this mylar-thing without breaking all the plastic studs which keep the metal piece in place? Looks like a helluva job to me...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1243. Re: Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7l82sv$8sf$1@snipp.uninett.no>
Source record: 76626

Ted <no@more.spam> wrote:
> I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
> However, I seem to have forgotten the magic process used to mark the C:
> partition as autoboot. How do I get the TT to automatically boot from C:?
> Currently, I'm having to run AHDI from my floppy AUTO folder.

What brand/model is the drive? Not all drives can autoboot on a TT.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1244. Re: Need Jo's email adress...

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <377790E3.B24A4C4D@ping.be>
Source record: 76627

Louis a *crit :

> Hi,
>
> I need the email adress for Jo Vandeweghe.... I think I've got an old one.

Since the beginning of my connection, three years ago, I always have had the
same : dipching@ping.be

> Had a mail from someone having problems switching rez on a Nova card under
> MagiC and I seem to recall that Jo's running MagiC and uses two TT's with
> Novas....

I only have one left with a Nova Mach 32 and previously, a few months ago, I
also had one with a Crazy Dots I ...

> I suggested to him to write in c.s.a.s but just in case, JO, where can U
> be reached??

I'm here ... Can't you see me Louis ?

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1245. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3777a994d46470@tripnet.se>
Source record: 76628

On Mon 28-06-1999 10:16 (+0200) Nicholas Bales wrote:

>
>
>Phantomm a ï¿½crit :
>>
>> On 27 Jun 1999 12:28:57 , "kevin dermott" wrote:
>
>> It is a black hard plastic cartridge? That is 2 inches long including
>> the cartridge connector and about 1 3/4 inches wide.
>> The only lablel on it is white and states " Please Insert Key This
>> Side Up" on it.
>>
>
>Sounds like my Cubase 2.0 dongle, but it could really be for anything.

All my Steinberg dongles including the the Cubase one are labeled
"Steinberg".
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1246. Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Breaka <kxo5258@rit.edu>
Message-ID: <7l8d5pnoo1@nnrp1.deja.com>
Source record: 76629

http://www.mucs.com/newnew/cbymucs.htm

Its in German , so translate it before reading if neccessary.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1247. Needed: Macro Utility

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <930583939@acpu.com>
Source record: 76630

"Ted Leonard" <tleonard@netzone.com> asked plaintively:

T > I need a macro utility for the Atari ST

I use CodeKeys, which is commercial.

T > I have used this utility, and believe it is an accessory
T > (.acc). If you have a copy and could send it to me as an email
T > attachment, or even if you could let me know the name, I could
T > probably find it on the web.

Seems to me that there is a free/shareware one called 'Monkey'. Try
a search for that; if no go I'll try to find it and send it to you.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... For people who like peace & quiet: a phoneless cord.
___ Mountain Reader II - #00000077

1248. vente

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: maurice bensoussan <mbensoussan@free.fr>
Message-ID: <3777ADEE.CF25DC65@free.fr>
Source record: 76631

bonjour
je vends un 1040stf avec 1 lecteur externe de disquettes
et une imprimante matricielle citizen swift 9 + des disquettes en
pagaille dans tous les domaines et du papier et des bouquins
pas cher!!!
Faites une offre
:-))
A+

1249. Re: Need Jo's email adress...

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3777a6ac309ded60@holleman.demon.nl>
Source record: 76632

on Mon 28-06-1999 17:12 Jo Vandeweghe wrote:

>Since the beginning of my connection, three years ago, I always have had the
>same : dipching@ping.be

Hi Jo,

ooops, my mistake. I knew that one but was under the impression you had
changed to another one...
>
>I only have one left with a Nova Mach 32 and previously, a few months ago, I
>also had one with a Crazy Dots I ...

Well, perhaps I should direct him to you. Obviously you have more
experience with Nova's than I do...

>I'm here ... Can't you see me Louis ?

Nope. Must be the sun's position. Just wait till August 11, maybe we can
try again... :-)

--
CU NeXT msg,

```
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|
```

1250. Re: Formatting a floppy disk

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FE1v1t.10t@cix.compulink.co.uk>
Source record: 76633

In message <7l2d74$3c$1@news4.svr.pol.co.uk>, boing@jsvir.freeserve.co.uk said:

>If you want to format a 1.44HD floppy as 720k then you
>just have to tape over the hole that is on the right hand side
>when the floppy is label side up - If I remember correctly.

No, that's not mecessary. Remember he has a standard STFM which will
have only a DD drive fitted, so the HD hole will do nothing. Even if the
drive has been replaced with an HD one, unless a hardware mod has been
undertaken to speed up the clock the drive will only work as DD.

Also, there have been reports that formatting HD disks to DD on a DD
drive is not a good idea for long-term storage. Possibly this is due to
a higher writing current being required for the higher coercivity
coatings on HD disks.

Regards, /Peter/

1251. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <tBPd3.681$k3.52901@news0.telusplanet.net>
Source record: 76634

> http://www.mucs.com/newnew/cbymucs.htm
>
> Its in German , so translate it before reading if neccessary.

Yes! I would say Atari Computers ARE back.
There is no need to translate that page, just go to
http://bengy.atari.org/milan.htm for all the same, <more accurate>
information. Furthermore, Tonight I am adding an interview with Milan
Cofounder and he explains it all.. it is ALL very very very exciting :) I
will post a message late announcing when the Interview is online.

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1252. FS: Atari 1040 STf + Steinberg s/w

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Eternity <eternity@worldonline.nl>
Message-ID: <7l8i2igg1@news.worldonline.nl>
Source record: 76635

A mint condition ST plus SM 124 monitor, an original Proteus editor (with dongle) and a box filled with software.

Price: anything non-insulting AND collect in The Netherlands !

eternity

1253. Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <NYQd3.719$k3.50921@news1.telusplanet.net>
Source record: 76636

Hello everyone.
After a long dely the interview with Milan Co-founder Ali G is finally
online.

Topics covered in this interview:
The "Milan 500"
MagiC Milan
Internation Distribution
How many Milans are sold?

And much more :)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1254. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: boing <boing@jsvir.freeserve.co.uk>
Message-ID: <7l8mm9hpd1@news6.svr.pol.co.uk>
Source record: 76637

I actually own an OFFICIAL copy of CREATOR which I paid £250 for
a few years ago. Like Kevin when I contacted Emagaic to upgrade to Logic
they said it was too late and they weren't doing any Atari stuff any more.
Which is interesting because when they were just coding for the Atari
platfrom I contacted them and asked if they were going to port
Creator/Notataor
to the PC platform. Not on your life was what they basically said. How short
sighted and up there own arses they seemed. So the only ways I could think
of getting hold of one was a) second hand...I haven't come across one
or b) a crack....haven't come across one.

So Steve Sweet, is listing your spec a bit of like measuring the size of
your member
you sad person.

Steve Sweet wrote in message <7l5014our2@news6.svr.pol.co.uk>...
>On 24 Jun 1999 12:38:05 , "Surinder Vir" wrote:
>:>Hi,
>:>Anyone out there got a cracked copy of emagic logic for the Atari?
>
>Thief!!!.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

1255. General Intro to ST world?

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Brian Vito <brian@innobyte.com>
Message-ID: <3777DEF1.5D239E7D@innobyte.com>
Source record: 76638

I would like to find a web site that could give me an overview of the Atari ST computers: the models, their specifications, etc. I'm looking to buy an old Atari ST, but I need some background info first. Thanks.

1256. FS:U.S. MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930607138.1326@www.remarq.com>
Source record: 76639

Mega STE/4mb/Maxtor internal SCSI (340mb?), mouse and
keyboard, TOS 2.06/1.44 floppy. $60.00 plus shipping.

With SC1224 add $15.00
With ICD Link add $20.00
With Video Master and Color Splitter add $15.00

Total for all $110.00 plus UPS shipping.

SC1224, Video Master and ICD Link not sold seperately.
MEGA STE is available as a standalone purchase.
All items in good condition.
No other offers accepted.

Location
Long: 117.39.37
Lat: 35.39.20

email Mike
mgrove@iwvisp.com

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1257. Re: Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Ted <no@more.spam>
Message-ID: <7l94ps$doc@journal.concentric.net>
Source record: 76640

Thanks! It's all coming back to me now. I had been using the ICD tools. But since my ICD host adapter died, I had to switch over to AHDI. I never had to use the AHDI tools to set auto boot before.

Everything is working fine now!

Ted

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message news:37773354.4CD49009@directprovider.REMOVETHECAPITALS.net...
>
>
> Ted a crit :
> >
> > I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
> > However, I seem to have forgotten the magic process used to mark the C:
> > partition as autoboot. How do I get the TT to automatically boot from C:?
> > Currently, I'm having to run AHDI from my floppy AUTO folder.
> >
>
> Use hinstall.prg that comes with the AHDI package:
>
> http://www.multimania.com/bales/ahdidisk.zip
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1258. Re: Stupid ST/TT harddrive question

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Ted <no@more.spam>
Message-ID: <7l94s4$dq6@journal.concentric.net>
Source record: 76641

It's an IBM DDRS-34560. It seems to be autobooting fine now.

Ted

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:7l82sv$8sf$1@snipp.uninett.no...
> Ted <no@more.spam> wrote:
> > I just replaced the ST157 50meg hard drive in my TT with a 4.5gig drive.
> > However, I seem to have forgotten the magic process used to mark the C:
> > partition as autoboot. How do I get the TT to automatically boot from
C:?
> > Currently, I'm having to run AHDI from my floppy AUTO folder.
>
> What brand/model is the drive? Not all drives can autoboot on a TT.
>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

1259. Re: Gemulator problems

Newsgroup: comp.sys.atari.st
Date: 1999-06-28 00:00:00 UTC
From: Grings <gringsX@Xbigfoot.com>
Message-ID: <gGbe3.994$C4.576@news.indigo.ie>
Source record: 76642

> The only trouble I've had with my UK Tos 2.06 image is that I get a
> couple of "Bad Rom CRC" messages on booting - apart from that everything
> seems OK...

I finally figured out what causes those. Turn off 'Fast Graphics'. Seems
that option patches the actual 'memory' ROM (not the disk image).

Not that it does any harm. I wish I could turn off that awful memory test /
HD timeout though.

==========
KS Grings,
Galway,
Ireland

gringsX@Xbigfoot.com
remove the 'X's to reply

1260. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37781235.3FF13D30@ihug.co.nz>
Source record: 76495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

Ryan Collins wrote:
>
> Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
> > He, I think you're overlooking the fact that the Imation Superdisk
> > only reads 1.44 disks.
> > As Josh has a ST his old floppies are most likely in 720 kb format.
>
> The superdisk can read low density (720K) and high density (1.44MB) Dos
> format disks, along with high density Mac HFS disks. It cannot read low
> density Mac disks (800K).

Ain't that a bummer! Fancy not supporting low density Mac disks and yet
supporting low density DOS disks!!! Is the iMac really a Mac??!! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1261. NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7l976o$k79@nnrp1.farm.idt.net>
Source record: 76496

Hi,

I just got an upgrade to my NVDI and its ver 5.2. I have installed with no problems. however, I only have one small program that uses GDOS and it now no longer recognizes NVDI as my GDOS as ver.3.02 did. I also cannot access the Printer config CPX that came wtih the upgrade. When I try and execute this CPX it list about 5 different 'Illegal AES calls'. I use a TT, 4ST/16TT ram, Crazy Dot II board (ET4000), Geneva. Any ideas?

At present I have gone back to my NVDI 3.02 which works well.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

1262. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3778137C.3D50BA6E@ihug.co.nz>
Source record: 76497

Hi there,

Jo Even Skarstein wrote:
>
> Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
>
> >>But does the iMac have any serial-ports??
>
> > Euch, no?
>
> I could only find Ethernet, USB and modem on ours. Perhaps I didn't look
> hard enough?

You looked hard enough!! The modem on iMac is a Mac 'standard' RS-422
connector, although it is possible to go from RS-232 to RS-422 using
a bit of soldering iron 'mongering'. I have succeeded in making an
RS-232 talk to an RS-422 (Falcon030 to PowerMac) but speed was limited
severely. RS-422 to RS-422 worked very well in comparison (1MB in 35-40
seconds from Falcon030 to PowerMac).

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1263. Re: 720k bare 3.5 Epson SMD-286 floppy drives for sale.

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377814C6.CDD874FA@ihug.co.nz>
Source record: 76498

Hi there,

Martin Wilson wrote:
>
> They look identical to the Falcon's internal Epson drive as
> they have the same front but they are only Double Density.

If anyone has a dead floppy in their Falcon, look at any old
386 PC's sitting around. The original Epson SMD-300/340 FDD
is old enough to come from 386SX days. Considering Falcon030
arrived 4 years after I saw the first 386SX, its pretty low
that Atari could stick 4 year old ex-stock floppy drives in
new Falcons...

Anyway if a 1.44MB disk dies in a Falcon, look for old 386's.
Epson drives are VERY common in those...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1264. Re: FS:U.S. MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930634696.921.37@news.remarQ.com>
Source record: 76499

On 28 Jun 1999 13:58:56 , M.Grove wrote:
From: M.Grove <mgrove@iwvisp.com>
Newsgroups: comp.sys.atari.st
Subject: FS:U.S. MSTE
Organization: http://www.remarq.com: The World's Usenet/Discussions Start Here
X-Originating-Host: 206.37.206.68
X-Wren-Trace:
cMHmxtPBneXdj5Xj0Y+AmouSgJCekNmNkZWOk5GMgcGcl9eOnNaanZ2Wi5KXwd/R0sLby/aX4d/JxpGG0Y7Y
Message-ID: <930607138.1326@www.remarq.com>
Lines: 24
Date: Mon, 28 Jun 1999 13:58:56 -0800
NNTP-Posting-Host: 10.0.3.195
X-Trace: WReNphoon3 930607402 10.0.3.195 (Mon, 28 Jun 1999 15:03:22 PDT)
NNTP-Posting-Date: Mon, 28 Jun 1999 15:03:22 PDT
Xref: rQdQ comp.sys.atari.st:204676

Thanks to all that replied.

The Mega has been sold.

Mike

1265. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930635415.500.19@news.remarQ.com>
Source record: 76500

I've have problems with the CPX as well. If I remember right, it is a problem with WDIALOG.PRG. I think there is an upgrade to that applicaton on the ASH web site. I just checked and I am using V5.0 of NVDI and the printer CPX is working. I'm in single TOS, so I can't jump back to check the version of WDIALOG, ATM.

What applicaton is not seeing GDOS now?

Mike

On 29 Jun 1999 01:23:36 , Frank W. Lawrence wrote:

Hi,

I just got an upgrade to my NVDI and its ver 5.2. I have installed with no problems. however, I only have one small program that uses GDOS and it now no longer recognizes NVDI as my GDOS as ver.3.02 did. I also cannot access the Printer config CPX that came wtih the upgrade. When I try and execute this CPX it list about 5 different 'Illegal AES calls'. I use a TT, 4ST/16TT ram, Crazy Dot II board (ET4000), Geneva. Any ideas?

At present I have gone back to my NVDI 3.02 which works well.

```
*****************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
*****************************
```

1266. Re: Scanners

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l9qtr$j92$2@news7.svr.pol.co.uk>
Source record: 76501

On 24 Jun 1999 20:34:53 , Jo Vandeweghe wrote:
>
>
>Mike Kerslake a *crit :
>
>>>I suppose you also drive it with the marvellous ScanX PRO from Nima Montaser ?
>
>>
>> I do indeed. Though I don't have the latest version, maybe time to
>> upgrade!
>
>Sure, because in the latest versions you can use a "Photocopy mode" which is very
>usefull for making direct photocopies ;), but you must use NVDI at least version 4

It's still B&W only ATM, but Nima has said that he's working on adding
colour to this facility.

The latest version of ScanX Pro adds the option of rescanning the SCSI bus
should you decide to scan something but have forgotten to turn the scanner
on before booting. I find that there's a problem with this and my CT2 as I
get a 68000 exception error tho'. My present workaround is to make a Spawner
data file which runs Steffen Engel's SCSIDRV.PRG and then the scanner
driver.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1267. Re: Is ExtenDos Gold Compatible with CT2B T

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l9qto$j92$1@news7.svr.pol.co.uk>
Source record: 76502

On 23 Jun 1999 02:14:50 , Phantomm wrote:
>Hi Folks,
>
>Is any one using any version of ExtenDos Gold in
>any of the 2 Turbo Modes of a CT2B?

I can use Extendos 2.4B without problems with my CT2, however my driver of choice is Spin. I'm using HDDriver BTW.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1268. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l9qtt$j92$3@news7.svr.pol.co.uk>
Source record: 76503

On 24 Jun 1999 01:09:21 , Phantomm wrote:

>I really like CentScreen. Thats what I'm using. Only problem I see
I'm staying with Videlity - Centek's screen expansion is good also but it
doesn't interface with MagiC at all well.

>is that the video file "video.dat" has the same name as the FalCam
>video.dat file that goes in the root folder.
>Not sure if one of them could be placed inside another folder or
>renamed.
If I was sitting in your chair I might load one or other of the programs
that use that data file into a binary file editor (I could use QED), and see
if I couldn't make a change or two to use a differently named data file!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1269. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l9qtv$j92$4@news7.svr.pol.co.uk>
Source record: 76504

On 24 Jun 1999 10:58:22 , joska@nuts.edu wrote:
>In article <376bf2c87da2dae@oden.se>,
> dlanor@oden.se (Ronald Andersson) wrote:
>
>> I still don't see the point of most 'screenblasters' etc, as Videl

>Well, to get decent resolutions with my old, standard SVGA I had to use
>a 36MHz pixelclock to get correct aspect-ratios. Also, using a pixel-
>clock that's separate from the system-clock is very important with some
>accelerators (perhaps not with the CT2). E.g. if you have a Nemesis or
>Speed Resolution Card you'll loose sync if you for some reason had to
>switch to another clock (e.g. slowing the Nemesis down to 20MHz when
>printing under MagiC).

After registering and using GEMSpooler I found a better answer to the
printing problem with Nemesis was the printer speeder iPRN. I've now
registered the MagiC XFS version and that was equally as effective.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1270. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7l9qu0$j92$5@news7.svr.pol.co.uk>
Source record: 76505

On 26 Jun 1999 07:03:23 , Slc.Dennis Bishop wrote:
>On 25 Jun 1999 06:58:06 , Derryck Croker wrote:
>
>>Everyone should try to join an Atari club, if there isn't one nearby then
>>there's nothing to stopone from starting one.
>
>And what if your the ONLY Atari user for almost 1,000 sq miles?

Would make travelling difficult - but clubs that run on a postal basis can
also work as demonstrated by the Atari Wrinklies here in the UK. Not as good
as a face-to-face meeting I'll admit.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1271. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37787160.BD142B54@directprovider.REMOVETHECAPITALS.net>
Source record: 76506

They never really left as far as I'm concerned

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1272. Re: General Intro to ST world?

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377873D4.EB44DBF5@directprovider.REMOVETHECAPITALS.net>
Source record: 76507

```
Brian Vito a ï¿½crit :
>
> I would like to find a web site that could give me an overview of the
> Atari ST computers: the models, their specifications, etc. I'm looking
> to buy an old Atari ST, but I need some background info first. Thanks.

The Quick FAQ should be a nice starting place. That's what it was
designed to be anyway...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1273. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37787376.6BF09D5E@directprovider.REMOVETHECAPITALS.net>
Source record: 76508

```
Breaka a ï¿½crit :
>
> http://www.mucs.com/newnew/cbymucs.htm
>
> Its in German , so translate it before reading if neccessary.
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

I wouldn't like to sound to negative, but don't some of the specs of
this computer sound a bit strange:
- When did Motorola start making an 80MHz 060 ?
- 3 serial ports ? Why not, but also why ?
- What the heck is a PS/2 Logitech _Atari_ mouse ?
- Why provide Iconnect without CAB, but with Draconis ?
- What use is ACS Pro (a GFA library) with Omikron Basic ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1274. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <O5%d3.311$x44.153381@news1.atlantic.net>
Source record: 76509

On 29 Jun 1999 01:23:36 , Frank W. Lawrence wrote:
>
>Hi,
>
>I just got an upgrade to my NVDI and its ver 5.2. I have installed
>with no problems. however, I only have one small program that uses
>GDOS and it now no longer recognizes NVDI as my GDOS as ver.3.02
>did. I also cannot access the Printer config CPX that came wtih
>the upgrade. When I try and execute this CPX it list about 5
>different 'Illegal AES calls'. I use a TT, 4ST/16TT ram, Crazy
>Dot II board (ET4000), Geneva. Any ideas?
>
>At present I have gone back to my NVDI 3.02 which works well.
>
>
> ****************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ****************************
>.
Frank,
I've run into the same problem with the printer cpx and, for me, it occurs
if WDIALOG isn't installed via the Auto folder.
John

1275. zero x

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01bec214$b9b90f00$03810ccf@dmcinerney>
Source record: 76510

I'm using Zero X with a Falcon and it loads ok but when I load a sample it locks up and shows an error message. Then I reboot the program and it runs fine from that point on. Whats going on?

1276. Re: CT2 is Cool!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37789E06.9568B650@NO.SPAM.emw.ericsson.se>
Source record: 76511

Ronald Andersson wrote:

> Well, that's all for now then...

You have never had the thought that beta testing should be directed to the author directly? I don't think many people finds it very interesting to read your 100+ mails about what you found out trying a program which still is in the development phase.

//MK

1277. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7lafrf$f57$1@nnrp1.deja.com>
Source record: 76512

In article <3778137C.3D50BA6E@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:

> > I could only find Ethernet, USB and modem on ours. Perhaps I didn't look
> > hard enough?
>
> You looked hard enough!! The modem on iMac is a Mac 'standard' RS-422
> connector, although it is possible to go from RS-232 to RS-422 using

Our iMac has a built-in 56k modem, and no external serial-port of any kind (apart from USB, but that doesn't help much). It looks like the only way to transfer something from a ST to an iMac without additional hardware on the Mac-side would be to hook up a modem to the ST...

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1278. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7lag9t$f9c$1@nnrp1.deja.com>
Source record: 76513

In article <NYQd3.719$k3.50921@news1.telusplanet.net>,
"Bengy Collins" <collins@bulli.com> wrote:

> Topics covered in this interview:
> The "Milan 500"
> MagiC Milan
> Internation Distribution
> How many Milans are sold?

Lots of interesting stuff there :-) But you forgot to ask him the most important question: Why did they use the 060 instead of a cheaper and much faster PPC? It would even be more compatible than the 060...

Also, he claims that it "feels" as fast as a 300MHz Pentium. I really hope it feels faster than that, even my Falcon/Afterburner *feels* faster than the Celeron@450 I had ;-)

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1279. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lagoi$7km$1@news.campuscwix.net>
Source record: 76514

```
On 29 Jun 1999 09:10:24 , Nicholas Bales wrote:
->
->They never really left as far as I'm concerned
->
->Nick
->--
-> ||| Nicholas Bales, Toulouse, France
-> ===|||================================================
-> / | \ The Atari ST Quick FAQ bales@
-> -' ' `- http://quickfaq.atari.org directprovider.net
->.

Dam straight! ;-)))))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

1280. ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3778C54D.ED68AB0D@cyberpeeps.freeserve.co.uk>
Source record: 76515

Due to space needed I am selling my excess Software and Hardware for IBM PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting from 30p.

Look at my web site WWW.CYBERPEEPS.FREESERVE.CO.UK
Updated 27/6/99

1281. Re: MyMAIL at NAS

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7lai6hmru1@news6.svr.pol.co.uk>
Source record: 76516

On 28 Jun 1999 06:32:18 , Erik Hall wrote:
>In article <7kv99udad1@news5.svr.pol.co.uk>, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) writ>es:
>>>>:>If Mymail had Newsreading capabilities I'd be more than happy to try it
>>>>I understand that its a 'on the to do list' fixture.
>>>True !
>>
>>Erik, do you think that it would be valuable to have a list of wished-for
>>features in a newsreading program? At the moment my list of "wants" spans

>I do not have the time at the moment to do the newsreader.
There's no hassle :-))

>But it will come when i have done some other changes in the program
>to make it more easy to add this newsreading functions.
But it will be looked forward to.

>Lots of the newsreading basics are already in the code but the user interface is missing.
The worse thing would be to have to reprogram from the ground up! :-))

Thanks for the feedback!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1282. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3778CF46.3981643E@patent.gov.uk>
Source record: 76517

According to your ISP Freeserve, the URL you give doesn't exist.

www.cyberpeeps.freeserve.co.uk/index.htm

does however.

Cheers,

Bob King

David LOUGHTON wrote:
>
> Due to space needed I am selling my excess Software and Hardware for IBM
> PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting
> from 30p.
>
> Look at my web site WWW.CYBERPEEPS.FREESERVE.CO.UK
> Updated 27/6/99

1283. Re: Is ExtenDos Gold Compatible with CT2B T

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930673221.8375@www.remarq.com>
Source record: 76518

On 23 Jun 1999 02:14:50 , Phantomm wrote:
Hi Folks,
Is any one using any version of ExtenDos Gold in
any of the 2 Turbo Modes of a CT2B?

I can use Extendos 2.4B without problems with my CT2,
however my driver of choice is Spin. I'm using HDDriver BTW.

Rgds, Derryck

That's what I thought. You can utilize the old ExtenDOS
drivers with the newer version of ExtenDOS to overcome any
fast ram problems AFAIK. It works on the Mighty and A/B for
me.

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1284. WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Breaka <kxo5258@rit.edu>
Message-ID: <7lb3ijnrs1@nnrp1.deja.com>
Source record: 76519

I new one day we would emerge from the bomb shelters and return to our former glory !!!!!

I hope and pray that Hasbro gives Milan the right to use the Fuji symbol. That will be the icing on the cake. YESSS YESSS !!!!
Finally I can buy an Atari just as powerful as my PC and way more stable.

Now all they need to do is get some Professional Audio software for the new Milan and my studio will be controlled by Atari once again !!!

LONG LIVE THE FUJI , TOS TOS TOS

Later

Breaka aka TOS 3000

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1285. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3778e1d640016960@holleman.demon.nl>
Source record: 76520

on Tue 29-06-1999 13:05 joska@nuts.edu wrote:

>Also, he claims that it "feels" as fast as a 300MHz Pentium. I really
>hope it feels faster than that, even my Falcon/Afterburner *feels*
>faster than the Celeron@450 I had ;-)

Amen to that... my stupid old TT *feels* nothing slower than a P-166 or 133, even the Vectra-400's only *feel* slightly faster than my TT. Except for handling JPG's, the decompression goes faster on Intelboxes. But lotsa things don't go faster on those recent "supermachines". I dare say that my TT boots faster with the bloody whole bunch than booting a P-166 with bare Win-95 alone... and we provided all those oldies with 24 or 32 megs to speed up things...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1286. Re: General Intro to ST world?

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Andy Blakely <Andy.Blakely@pnl.gov>
Message-ID: <377908B0.BD76BCF6@pnl.gov>
Source record: 76521

Hi Brian,
I would suggest two sites. For specifications look at
http://elysium.atari.org
For an overview of the Atari ST computers look at http://quickfaq.atari.org

If you have any questions that these sites don't answer, feel free to ask
this newsgroup.

Cheers,
Andy Blakely

Brian Vito wrote:

> I would like to find a web site that could give me an overview of the
> Atari ST computers: the models, their specifications, etc. I'm looking
> to buy an old Atari ST, but I need some background info first. Thanks.

1287. Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7lb1mh$e7h$1@news1.xs4all.nl>
Source record: 76522

I am busy getting Mintnet going.
I have a Minix partition on the harddisk.
Everytime I reboot a test is done on integrety of the filesystem and
every time it is lacking.
Something about zone-bits not written.
It does not seem to be dangerous.

But: How to do a shutdown that does no damage to the filesystem?

It find enough about logging in but nothing about logging out and
system shutdown.

Or is it so fundamental that everybody knows it except me?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1288. Re: Is ExtenDos Gold Compatible with CT2B T

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JF4PCBBFUP@data.rhein-main.de>
Source record: 76523

In <7l9qto$j92$1@news7.svr.pol.co.uk> Derryck Croker wrote:

>I can use Extendos 2.4B without problems with my CT2, however my driver of
>choice is Spin. I'm using HDDriver BTW.

Same as here, but with the latest ExtenDos 3.x release.
Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

1289. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37791B03.181A@midsouth.net>
Source record: 76524

Nicholas Bales wrote:
>
> Breaka a ï¿½crit :
> >
> > http://www.mucs.com/newnew/cbymucs.htm
> >
> > Its in German , so translate it before reading if neccessary.
> >
> > Sent via Deja.com http://www.deja.com/
> > Share what you know. Learn what you don't.
>
> I wouldn't like to sound to negative, but don't some of the specs of
> this computer sound a bit strange:
> - When did Motorola start making an 80MHz 060 ?
Probably an overclocked 060. Amiga geeks are hot on this topic with
modding thier Phase 5 060 accelerators.

> - 3 serial ports ? Why not, but also why ?

Probably for the lack of reliable USB compatible serial adapters. I
also didn't see any references to MIDI ports, so the more the merrier
for external MIDI boxes.

> - What the heck is a PS/2 Logitech _Atari_ mouse ?

I think it translates closer to a PS/2 connector Atari mouse made by
Logitech. As long as it didn't say von Bohlen und Halbach I think we're
pretty safe ;) I shudder to think of a mouse made by Krupp.

> - Why provide Iconnect without CAB, but with Draconis ?

Licensing problems?

> - What use is ACS Pro (a GFA library) with Omikron Basic ?
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

'Aleikum

Eric

1290. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37791E04.122@midsouth.net>
Source record: 76525

joska@nuts.edu wrote:
>
> In article <NYQd3.719$k3.50921@news1.telusplanet.net>,
> "Bengy Collins" <collins@bulli.com> wrote:
>
> > Topics covered in this interview:
<SNIPPEROO>
> Lots of interesting stuff there :-) But you forgot to ask him the most
> important question: Why did they use the 060 instead of a cheaper and
> much faster PPC? It would even be more compatible than the 060...

Probably because they have the experience of the Apple and Amiga
migration to the PPC platform. The 060 can be used without significat
recoding of the OS or reengieering of the hardware. The PPC requires a
fully supporting OS, or you get what the Mac suffered in the
transition- 68k emulation by the PPC resulting in less than
satisfactory performance in the initial models. It took them close to 4
years to move from the 68k dominant OS 7.5.5 to the PPC only OS 8.6.
The Amiga requires one of two alternate OSs (WarpUp and one other I
can't remember the name of at the moment) running in parallel to the
AmigaOS to utilize the PPC upgrades put into thier systems.

And FWIW- the 060 uses a lot less power and puts out a lot less heat
than the 040s ever did. And perhaps the PPC would be overkill for an
efficient OS like TOS.

'Aleikum

Eric

1291. Printing from cab

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <97663848_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 76526

Hi
Can someone advise. I have Cab 2.5 & NVDI 4.11 running with Magic 5 on my falcon.
I ca'nt get prinouts from the web.When I try I usually get the message "This page uses frames,but your browser does'nt support them".Somtimes it is a different reason but the result is the same .No printout, What tickles me is that the message is printed out ie to printer not screen.
Ta
Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it

1292. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7lbc98$o2f$1@snipp.uninett.no>
Source record: 76527

Brigitte & Eric McCormack <earthshaker@midsouth.net> wrote:

> Probably because they have the experience of the Apple and Amiga
> migration to the PPC platform. The 060 can be used without significat
> recoding of the OS or reengieering of the hardware. The PPC requires a

Since they've obviously reengineered the Milan anyway they could IMO just as well have gone the PPC-route. As for the OS... Well, you obviously can't boot TOS directly, but you can get a long way by booting a microkernel on the PPC and start up a 030-emulator, and then kickstart TOS. Everything will then work as normal, and if you go to the microkernel you can run PPC-native apps in parallel with 68k-apps.

You also have to consider the fact that the 060 is the fastest 68k that will ever be made, so if you ever want an upgrade (which is why most people buy a Milan in the first place I guess) you'll have to use another CPU sooner or later.

> fully supporting OS, or you get what the Mac suffered in the
> transition- 68k emulation by the PPC resulting in less than
> satisfactory performance in the initial models. It took them close to 4

...but now we have the technology and know-how to make really efficient emulators. I don't think this would be a significant problem. After all, a lone Swede (Sven Karlsson) has made a PPC-accelerator for the Falcon, including emulation (although I'm not sure how complete the emulation is).

> And FWIW- the 060 uses a lot less power and puts out a lot less heat
> than the 040s ever did. And perhaps the PPC would be overkill for an
> efficient OS like TOS.

You can never have too much CPU ;-) What's the point of having a lean and efficient OS if your computer suffers from a slow CPU? The point is to have both a efficient OS *and* a fast CPU.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1293. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7lbcd5$o2f$2@snipp.uninett.no>
Source record: 76528

Stichting ST <atarist@xs4all.nl> wrote:

> But: How to do a shutdown that does no damage to the filesystem?

Do you use a kernel from the 1.15-series and a recent minixfs.xfs? Then you'll either have to use a shutdown-program (N.Closure if you're using N.AES) or simply wait for the caches to flush (every five second) before you switch off.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1294. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7lbai1$5v$1@SOLAIR2.EUnet.yu>
Source record: 76529

Breaka <kxo5258@rit.edu> wrote in message
news:7l8d5pnoo1@nnrp1.deja.com...
> http://www.mucs.com/newnew/cbymucs.htm
>
> Its in German , so translate it before reading if neccessary.
>

I looked specifications of new Milan. It's well equipped with
peripherals, but I think that forcing 680xx family, with frequencies of 60
MHz is at least pity today. I just read about new AMD's CPU Athlon (former
name K7). There will be version which will run on 1000MHz in couple months.
It is developed with firm Kryotech, and of course will use special cooling
system. See more infos at amd.com or kryotech.com .
Considering that on my K6 at 375 MHz I have 20 times better speed than on
ordinary ST, it can be expected that on 1GHz machine it will be about 80
times ! And of course it will be faster than any Milan, even announced 100
MHz versions. So I see future of Atari in emulation.
I know that some people will not like me because of this, but this is
situation. Mass production of PC components has so much lowered prices, that
no chance to compete to anyone. Even Apple will be in deep trouble soon, I
think.

Pera

1295. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <mDbe3.784$k3.64384@news0.telusplanet.net>
Source record: 76530

In article <7lbc98$o2f$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> told us that:

> You also have to consider the fact that the 060 is the fastest 68k that
> will ever be made, so if you ever want an upgrade (which is why most
> people buy a Milan in the first place I guess) you'll have to use another
> CPU sooner or later.

Hello there Jo,

Why are you so certain that you say "...is the fastest 68k that will ever
be
made.." Do you know something I don't? :) Do you think it is impossible
that Motorola will develop a 68080? If so, please tell me why.

Bengy
PS: I just re-read my message, and hmm, I think i sound kind of mean :)
Please note that the tone of this message was not meant to sound as
sarcastic and angry as it does.
--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1296. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <37794D2F.1564B6C0@cyberpeeps.freeserve.co.uk>
Source record: 76531

Thanks for that comment all freeserve web sites begin index.htm the name
after www. points to the individual drive space where the web pages are
stored and loads index.htm to start, unless I have understood it wrong.

Dave

BobKing wrote:
>
> According to your ISP Freeserve, the URL you give doesn't exist.
>
> www.cyberpeeps.freeserve.co.uk/index.htm
>
> does however.
>
> Cheers,
>
> Bob King
>
> David LOUGHTON wrote:
> >
> > Due to space needed I am selling my excess Software and Hardware for IBM
> > PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting
> > from 30p.
> >
> > Look at my web site WWW.CYBERPEEPS.FREESERVE.CO.UK
> > Updated 27/6/99

1297. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377966F9.62D70D2@jps.net>
Source record: 76532

I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than my
ST or Falcon in common computing tasks. The only thing I find it lacking
on speed is net browsing.

Pera Putnik wrote:
>
> Breaka <kxo5258@rit.edu> wrote in message
> news:7l8d5pnoo1@nnrp1.deja.com...
> > http://www.mucs.com/newnew/cbymucs.htm
> >
> > Its in German , so translate it before reading if neccessary.
> >
>
> I looked specifications of new Milan. It's well equipped with
> peripherals, but I think that forcing 680xx family, with frequencies of 60
> MHz is at least pity today. I just read about new AMD's CPU Athlon (former
> name K7). There will be version which will run on 1000MHz in couple months.
> It is developed with firm Kryotech, and of course will use special cooling
> system. See more infos at amd.com or kryotech.com .
> Considering that on my K6 at 375 MHz I have 20 times better speed than on
> ordinary ST, it can be expected that on 1GHz machine it will be about 80
> times ! And of course it will be faster than any Milan, even announced 100
> MHz versions. So I see future of Atari in emulation.
> I know that some people will not like me because of this, but this is
> situation. Mass production of PC components has so much lowered prices, that
> no chance to compete to anyone. Even Apple will be in deep trouble soon, I
> think.
>
> Pera

1298. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990629162052.30963A-100000@hal.fishpool.fi>
Source record: 76533

> > Topics covered in this interview:
> > The "Milan 500"

This is starting to sound like an Amiga clone or something...
Milan 060 is better and it's what's expected.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1299. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199906290000.a30360@lu.maus.de>
Source record: 76534

Hello Nicholas,

b> - When did Motorola start making an 80MHz 060 ?
Not that fast, but the MC68LC060 and the MC68EC060 are existing in 75 MHz

versions (giving 117 MIPS according to Motorolas website).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1300. TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: Ted <no@more.spam>
Message-ID: <7lbv32$qpl@journal.concentric.net>
Source record: 76535

Do any of the few remaining U.S. Atari dealers have any TT Ethernet cards?

I get the impression that finding Ethernet connectivity for Atari's is like Arthur's search for the Grail.

Ted

1301. Re: Keyboards and pinouts

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: <>
Message-ID: <37780f7f.0@news.qnet.com>
Source record: 76643

On 28 Jun 1999 14:59:20 , Louis wrote:

>well, my keyboard (TT) IS degrading fast now.

sounds like mine used to be.

>Another BTW: any decent way to take apart the kbd-unit from a TT, getting
>to this mylar-thing without breaking all the plastic studs which keep the
>metal piece in place? Looks like a helluva job to me...

It's not hard if you take your time and use a pocket knift as a lever
to hold thetwo parts apart and gently push each of those tabs back. I
did brake two on mine, but fixed the bad area with a plant marker tab
between the metal and the plastic membrain. Works ok now.

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

1302. No Click Link

Newsgroup: comp.sys.atari.st
Date: 1999-06-29 00:00:00 UTC
From: <>
Message-ID: <37780f82.0@news.qnet.com>
Source record: 76644

Last week I signed onto a game site, www.itsyourturn.com, it works ok with the Atari and CAB, BUT one part!

You are given 40 moves to start with, then there is a header the says:

"Click on here to earn 20 more moves"

I click on there and all I get is the CAB drop down menu and no moves.

I also found out I have to delete my cab's cookies before going there or they'll fill up and bomb cab.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

1303. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <9uee3.745$Dc1.1174@news.flash.net>
Source record: 76536

On 29 Jun 1999 22:18:58 , "Bengy Collins" wrote:
>
>In article <7lbc98$o2f$1@snipp.uninett.no>, Jo Even Skarstein
><joska@nvg.ntnu.no> told us that:
>
>> You also have to consider the fact that the 060 is the fastest 68k that
>> will ever be made, so if you ever want an upgrade (which is why most
>> people buy a Milan in the first place I guess) you'll have to use another
>> CPU sooner or later.
>
>Hello there Jo,
>
>Why are you so certain that you say "...is the fastest 68k that will ever
>be
>made.." Do you know something I don't? :) Do you think it is impossible
>that Motorola will develop a 68080? If so, please tell me why.

Well, just from looking at Motorola's Web site, on their 680x0 pages,
their wording of things suggests that they are no longer going further
with the series. I believe they are focusing most of their attention
on PPC's. The only new 680x0-related items are the scaled-down
"coldfire" series. But I could be wrong...

Mike Freeman
nameerf@flash.net

1304. GEM is GPL.

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: "lerwick[SP"@M
Message-ID: <Abfe3.576$qz3.5339220@rsnws01.mn.mediaone.net>
Source record: 76537

Alright, so PC GEM at least is GPL now. I assume this is old news. I havn't been in this group for years, but found some interesting stuff when looking for some GEM docs to refresh my memory port some old code from GEM to Linux/X...

http://www.mathcs.emory.edu/~cfs/cpm/
http://www.seasip.demon.co.uk/Gem/index.html
http://www.deltasoft.com/

1305. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <3779672B.A232302C@club-internet.fr>
Source record: 76538

Pera Putnik wrote:

> Considering that on my K6 at 375 MHz I have 20 times better speed than on
> ordinary ST, it can be expected that on 1GHz machine it will be about 80
> times ! And of course it will be faster than any Milan, even announced 100
> MHz versions. So I see future of Atari in emulation.

but how long can you use a PC ?
6 months ?
1 year ?
after 1 year it's totaly outdated, oldies...
I was a Falcon owner since 3 years, with the Centurbo 1 every "top" software (Calamus, Photoline...)
were working very nice on it.
I bought a AMD K6-2 333Mhz in november 98... it's already outdated, Win98 is very slow (opening a
window is a very very slow process) and not stable (I use also Linux, but I've to update my libraries every months, it's boring !)
and MagiC PC isn't as fast as a Falcon with Centurbo 2...
and it emulates only the 68000, not the 68040 nor 68060...
You can't use the famous Mountain from Remi Vanel on MagiC PC :-(

I think I will sold very soon my PC and buy the Milan 060 or the iMac (MacOS X soon !!!)

> I know that some people will not like me because of this, but this is
> situation. Mass production of PC components has so much lowered prices, that
> no chance to compete to anyone. Even Apple will be in deep trouble soon, I
> think.

Uhh ?!
the iMac embodies the come back of Apple !
how many units were sold ?
And it innovates... what is innovating in a PC ? you have dozens of fucking cables, incompatible
drivers, a very huge system (200mo mini) and worse of all the CPU ! a old CISC ! compare an iMac 333
emulating Win98 with Virtual PC with a PC 333mhz running Win98... YOU WILL CRY !

1306. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: shammond@loop.com
Message-ID: <dthe3.126$Gm.13467@news2.randori.com>
Source record: 76539

On 29 Jun 1999 18:33:56 , Breaka wrote:
> I new one day we would emerge from the bomb shelters and return to our
> former glory !!!!!
>
> I hope and pray that Hasbro gives Milan the right to use the Fuji
> symbol. That will be the icing on the cake. YESSS YESSS !!!!
> Finally I can buy an Atari just as powerful as my PC and way more
> stable.

What - you don't like the "Blue Screen of Death" :)

Steve Hammond

1307. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: shammond@loop.com
Message-ID: <YIhe3.131$Gm.13618@news2.randori.com>
Source record: 76540

On 29 Jun 1999 17:38:18 , John Kolak wrote:
> I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than my
> ST or Falcon in common computing tasks. The only thing I find it lacking
> on speed is net browsing.
>
> Pera Putnik wrote:
> >
> > Breaka <kxo5258@rit.edu> wrote in message
> > news:7l8d5pnoo1@nnrp1.deja.com...
> > > http://www.mucs.com/newnew/cbymucs.htm
> > >
> > > Its in German , so translate it before reading if neccessary.
> > >
> >
> > I looked specifications of new Milan. It's well equipped with
> > peripherals, but I think that forcing 680xx family, with frequencies of 60
> > MHz is at least pity today. I just read about new AMD's CPU Athlon (former
> > name K7). There will be version which will run on 1000MHz in couple months.
> > It is developed with firm Kryotech, and of course will use special cooling
> > system. See more infos at amd.com or kryotech.com .
> > Considering that on my K6 at 375 MHz I have 20 times better speed than on
> > ordinary ST, it can be expected that on 1GHz machine it will be about 80

Try about 2X faster than the 375 chip. The higher clock speeds in the PC
world do not always equate with a proportionally faster machine. In
terms of real horsepower a 350 mHz Pentium II (K6II) is functionally
about 12X faster than a 32 mHz TT030 - I know, I got both and run
Calamus SL on both machines.
> > times ! And of course it will be faster than any Milan, even announced 100
> > MHz versions. So I see future of Atari in emulation.
> > I know that some people will not like me because of this, but this is
> > situation. Mass production of PC components has so much lowered prices, that
> > no chance to compete to anyone. Even Apple will be in deep trouble soon, I
> > think.

If the Milan gets the backing of Motorola and Motorola backs Atari
software developers, cleanly written software and operating system can
make up for a lot of processor speed. One of the driving forces behind
todays PC's are games and the fact that MicroSoft and other software vendors
don't write very efficient code.

I wish the Milan people all the luck - if the new model gets off the
ground there will be one on desk :)

Steve Hammond

1308. MGC99 Update

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <ztje3.854$k3.70221@news0.telusplanet.net>
Source record: 76541

Hello all
Here is an update for all who is interested in the MGC99 contest.
Currently we have approx. 7 entries. These daring programmers are making a
wide range of GEM games. Some of the more interesting games being made are:

GEM Pipemania
GEM Kicker
GEM Galaga
GEM Asteroids

And the sponsors are coming along nicely. So far we have over 500$ in
sponsor prizes and we plan on adding alot more! It is almost certain now
that every Entry will get some nice prizes.

So far, our sponsors are:

AtariComputing Magazine who will donate free mags/renegade CD's to all
entries.

M.u.C.S who has donated over 190$ in software

R.O.M Logicware who is giving one lucky contestant a free copy of the
latest Papyrus Office. (app. 150$)

6 Radium CDs (Radium CD's
include tracks from dexter.d and m.pire (produced
with Ataris), raytraced animations, a comic, paintings, starmaps and
more. Each CD is worth about 22$)

So for all Atari users interested in Games.. whether you use a Hades,
Milan, Falcon, ST, MagiCPC whatever, there should be a much wider selection
for you to choose from soon.

(PS for people wanting to enter the contest, you still have plently of
time)

MGC99 English page 1: http://mgc.atari.org
MGC99 English page 2: http://www.atari-computer.de/xonline/mgc/contest.htm
Contact: collins@bulli.com or thex@atari.org

Thanks!

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1309. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3779C2D9.E4E45A28@directprovider.REMOVETHECAPITALS.net>
Source record: 76542

```
Brigitte & Eric McCormack a ï¿½crit :
>
> Nicholas Bales wrote:
> >
> > Breaka a ï¿½crit :
> > >
> > > http://www.mucs.com/newnew/cbymucs.htm
> > >
> > > Its in German , so translate it before reading if neccessary.
> > >
> > > Sent via Deja.com http://www.deja.com/
> > > Share what you know. Learn what you don't.
> >
> > I wouldn't like to sound to negative, but don't some of the specs of
> > this computer sound a bit strange:
> > - When did Motorola start making an 80MHz 060 ?
> Probably an overclocked 060. Amiga geeks are hot on this topic with
> modding thier Phase 5 060 accelerators.

I wouldn't trust a design that embeds overclocking crucial components
beyond the manufacturer's specs.

> > - 3 serial ports ? Why not, but also why ?
>
> Probably for the lack of reliable USB compatible serial adapters. I
> also didn't see any references to MIDI ports, so the more the merrier
> for external MIDI boxes.

Right, but I would have preferred to see 2 serials + 1 Midi in/out

> > - What the heck is a PS/2 Logitech _Atari_ mouse ?
>
> I think it translates closer to a PS/2 connector Atari mouse made by
> Logitech. As long as it didn't say von Bohlen und Halbach I think we're
> pretty safe ;) I shudder to think of a mouse made by Krupp.

Now that would be heavy duty! Imagine a mouse made by General Electric!

Why not just call it a logitech mouse then! Surely there not going to
put them in the old square mouse cases!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
```

-' ' `- http://quickfaq.atari.org directprovider.net

1310. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <FVs3aBA3Nce3Ew0S@steverosie.demon.co.uk>
Source record: 76543

On Tue, 29 Jun 1999 at 23:48:15 a message from David LOUGHTON was
created on the subject of ATARI/IBM Software/Hardware going cheap. Site
updated..
>Thanks for that comment all freeserve web sites begin index.htm the name
>after www. points to the individual drive space where the web pages are
>stored and loads index.htm to start, unless I have understood it wrong.
>

Hi

I think that most web browsers look for 'index.htm' when they go to the
address or change of folder/path. So really doesn't need mentioning,
unless there's a specific page you want to start from. e.g.
index2.htm...

Also lowercase is much better than uppercase (shouting), and easier on
the eyes;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1311. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7lcnb2$9lr$1@nnrp1.deja.com>
Source record: 76544

In article <mDbe3.784$k3.64384@news0.telusplanet.net>,
"Bengy Collins" <collins@bulli.com> wrote:

> Why are you so certain that you say "...is the fastest 68k that will
ever
> be

Because Motorola hasn't done any 68k-development for years now, unless you consider the Coldfire microcontrollers as a 68k. But even Coldfire is departing from the 68k-kernel, and you can never expect a microcontroller to compete with a dedicated CPU when it comes to speed.

> made.." Do you know something I don't? :) Do you think it is
impossible
> that Motorola will develop a 68080? If so, please tell me why.

Unless the Amiga or Atari makes a huge comeback there's no chance in hell that Motorola will develop a new CPU in the 68k-series. Who would buy it??

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1312. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3779CEBC.A14338CD@NO.SPAM.emw.ericsson.se>
Source record: 76545

Michael and Nicole Freeman wrote:

> >Why are you so certain that you say "...is the fastest 68k that will ever
> >be
> >made.." Do you know something I don't? :) Do you think it is impossible
> >that Motorola will develop a 68080? If so, please tell me why.
>
> Well, just from looking at Motorola's Web site, on their 680x0 pages,
> their wording of things suggests that they are no longer going further
> with the series. I believe they are focusing most of their attention
> on PPC's. The only new 680x0-related items are the scaled-down
> "coldfire" series. But I could be wrong...

Thinking that Motorola will do anything with the 68k series is just plain stupid. Why would they? There is the new Coldfire family like you said and it's _MUCH_ cheaper, faster and the intro model is to some degree even 68k compatible. The 68k is only used in the embedded (any even there it's _very_ rare that anything above the 68040 is used) market these days and it's slowly shifting out from there as well.

So don't fool your self in thinking that there will be a new 68k processor.

Also, how much trust can we put in this new rumour? From what I have heard Ali talks lots of shit and there are many who knows him which doesn't believe him. If it's true, I would think it would be very cool indeed, but don't hold your breath. I wont.

//MK

1313. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7lcp1h$28h$1@zharh00t.europe.nortel.com>
Source record: 76546

In article <7lb1mh$e7h$1@news1.xs4all.nl>, atarist@xs4all.nl (Stichting ST) wrote:
>I am busy getting Mintnet going.
>I have a Minix partition on the harddisk.
>Everytime I reboot a test is done on integrety of the filesystem and
>every time it is lacking.
>Something about zone-bits not written.
>It does not seem to be dangerous.
>
>But: How to do a shutdown that does no damage to the filesystem?

I get a similar message when I run fsck, something about drive P being
invalidated & bits not written. I don't believe it's an issue.

For switching off, you could kill all user tasks, wait a few seconds for the ,
cache to be written, then switch off.

Does anybody know if there is a version of sync that works.

I like to park the drives before switchoff, just to be sure.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1314. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Marko <mark_r_spencer@FUCKSPAMhotmail.com>
Message-ID: <3779E95C.86969FB9@FUCKSPAMhotmail.com>
Source record: 76547

Pera Putnik wrote:

> Mass production of PC components has so much lowered prices, that
> no chance to compete to anyone. Even Apple will be in deep trouble soon, I
> think.
>
> Pera

Umm, Apple make different things to PCs, I'm afraid... stuff that I like to use
for one.

-M
(stop whinig about Apple, ferchrissakes!)

1315. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Marko <mark_r_spencer@FUCKSPAMhotmail.com>
Message-ID: <3779E9CA.9A5438D0@FUCKSPAMhotmail.com>
Source record: 76548

Sylvain Perchaud wrote:

> the iMac embodies the come back of Apple !
> how many units were sold ?
> And it innovates... what is innovating in a PC ? you have dozens of fucking cables, incompatible
> drivers, a very huge system (200mo mini) and worse of all the CPU ! a old CISC ! compare an iMac 333
> emulating Win98 with Virtual PC with a PC 333mhz running Win98... YOU WILL CRY !

Hear hear, an astute summation.

-M

1316. graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3779EF78.E539F9C3@patent.gov.uk>
Source record: 76549

Does anyone know if Graoumf Tracker is still being developed by Laurent de Soras or is still available for the Falcon. All references to it indicate that he is only developing for the PC as Graoumf Tracker 2 (MyGals page has shut down). I already have the Demo.

Thanks in advance.

Bob King.

1317. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Marko <mark_r_spencer@FUCKSPAMhotmail.com>
Message-ID: <3779EF75.AC2EAE83@FUCKSPAMhotmail.com>
Source record: 76550

Breaka wrote:

> Finally I can buy an Atari just as powerful as my PC and way more
> stable.
>

I migrated, unwillingly at first, several years ago from my three trusty Atari STs to a Mac
which now sits below my desk at home with Cubase VST running on it, quite happily the reliable centre of my home recording studio. At the moment it's a
132MHz 8500 which gives me 10 audio tracks alongside the midi. It's crashed
maybe 10 times in the two and a half years that I've owned it, which is way better
than any Atari I ever had (and I've been through about thirteen in my time)

>
> Now all they need to do is get some Professional Audio software for the
> new Milan and my studio will be controlled by Atari once again !!!
>

Can you really see the Milan, at 60MHz, keeping up with the 466MHz Yosemite
G3 that's on its way to me? I loved my old Ataris, but I can't see that the Milan
has any specs that would make me want to have one alongside my Mac, let alone replace it. There needs to be a clear path for the Milan to take with regards
to the future of the CPU, and the 680x0 series is obviously not going anywhere
if the latest version Motorola is shipping is clocking at around 75MHz.

It's such a pity that the Milan seems to me to be so half-baked. An operating system
as good as TOS shouldn't go in the bin because the hardware developers have no
foresight, but it will if no-one is realistic about the future of the market. The
PPC series of chips has its low-cost, low-consumption end, so why didn't they
take that path? If TOS 4.5 has been so extensively rewritten, the programming
team should have started again with a processor that is worth it. TOS is right up there

with the MacOS for ease-of-use and functionality, so don't abandon it. Then the Milan
could have been a series, with a 1GHz G4 version for the most insane and over-wealthy
buyers. :-) My advice to the Milan team is to think long and hard about where
you and the fiercely loyal Atari user-base are going and get a little more real with
the R&D. Then you'll have machines that kick the crap out of Windoze boxes

(admittedly not very difficult) and frighten the Mac community.

If this sounds like an anti-Atari rant, you obviously haven't been paying attention.
I use a Mac, I still love everything Atari, and would rather disembowel my mother than
have anything to do with Windows.

-keep the faith, Mark

1318. Re: graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377A119E.CD1D1405@directprovider.REMOVETHECAPITALS.net>
Source record: 76551

```
BobKing a ï¿½crit :
>
> Does anyone know if Graoumf Tracker is still being developed by Laurent
> de Soras or is still available for the Falcon. All references to it
> indicate that he is only developing for the PC as Graoumf Tracker 2
> (MyGals page has shut down). I already have the Demo.

Mygale (not MyGal !!! a mygale is a deadly spider!!) has actually moved.
You can reach most old mygale pages by doing the following conversion:
old: http://www.mygale.org/~login or http://www.mygale.org/01/login
new: http://www.multimania.com/login

Therefore, Laurent's new URL is http://www.multimania.com/ldesoras/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1319. Re: graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <377A1918.761A5F9B@patent.gov.uk>
Source record: 76552

Ta muchly, If I had a penny, old or new, for the typos I see on
messages, I'd be as rich as Rockafella (or is it Bill Gates)!!!
I always sign my name with a space between the Bob and the King, but
some-where in the bloody system that's been taken away as well!!
But seriously, Nicholas, thanks. Actually I had already been to the site
you quote (didn't known it was the 'Son of Mygale') and the 'Graoumf
Tracker' page part is dated 1998/12/29 and he mentions there that 'a PC
version is in preparation'. Now he seems to be pushing it. So what I
wanted to know was -- has he dropped the Falcon version. In retrospect
the best person to ask is Laurent himself, so must e-mail him.

Thought!!! I wonder if this 'deadly spider' you go on about is
responsible for the typos?

Bob (with a space) King

Nicholas Bales wrote:
>
> BobKing a ï¿½crit :
> >
> > Does anyone know if Graoumf Tracker is still being developed by Laurent
> > de Soras or is still available for the Falcon. All references to it
> > indicate that he is only developing for the PC as Graoumf Tracker 2
> > (MyGals page has shut down). I already have the Demo.
>
> Mygale (not MyGal !!! a mygale is a deadly spider!!) has actually moved.
> You can reach most old mygale pages by doing the following conversion:
> old: http://www.mygale.org/~login or http://www.mygale.org/01/login
> new: http://www.multimania.com/login
>
> Therefore, Laurent's new URL is http://www.multimania.com/ldesoras/
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1320. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7ld7ln$204$1@nyheter.chalmers.se>
Source record: 76553

In article <YIhe3.131$Gm.13618@news2.randori.com>,
Steve Hammond <shammond@loop.com> wrote:
>On 29 Jun 1999 17:38:18 , John Kolak wrote:
>> I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than my
>> ST or Falcon in common computing tasks. The only thing I find it lacking

Uhm. I have a 333MHz K6-2 and it's not far behind my Falcon/AB040 under
emulation (PaCifiST).

For most 'real' work, the processor should be 10-20 times faster
(than a 32Mhz '040 that is) or so, but I don't currently have many
programs to do a valid comparison with.

In case anyone really wants to know, I could port some sources. ;-)

>> > MHz is at least pity today. I just read about new AMD's CPU Athlon (former
>> > name K7). There will be version which will run on 1000MHz in couple months.
>> > It is developed with firm Kryotech, and of course will use special cooling
>> > system. See more infos at amd.com or kryotech.com .
>> > Considering that on my K6 at 375 MHz I have 20 times better speed than on
>> > ordinary ST, it can be expected that on 1GHz machine it will be about 80
>
>Try about 2X faster than the 375 chip. The higher clock speeds in the PC

There is a _very_ large difference between the internal architectures
of the Athlon and the old K6-2.

>world do not always equate with a proportionally faster machine. In

Clock speeds almost never do that, but in this case the Athlon does a
whole lot more per clock cycle, so it's very difficult to say.
Just looking at the memory, for example, the K6-2 has a second level
cache of perhaps 512kbyte on the motherboard, which it can access via
a 100MHz bus. The Athlon has its cache (also 512kbyte on the first
processors, it seems) on a special bus, running at 1/3 to 1/1 of the
processor core speed (half of 500-600MHz initially).

>terms of real horsepower a 350 mHz Pentium II (K6II) is functionally
>about 12X faster than a 32 mHz TT030 - I know, I got both and run
>Calamus SL on both machines.

That only says that its 12x faster running CalamusSL, of course.

>If the Milan gets the backing of Motorola and Motorola backs Atari

I really don't see why Motorola should get involved in something like
this, but it might of course make the potential market somewhat larger.

>software developers, cleanly written software and operating system can
>make up for a lot of processor speed. One of the driving forces behind

With an OS as limited as TOS, it doesn't really matter much how
efficiently it's implemented. It doesn't do much of anything that
affects the speed of most applications, anyway (except for graphics ouput).
It's another matter with an 'everything but the kitchen sink' OS, like
Windows.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1321. SV: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ld7h4$gi3$3@zingo.tninet.se>
Source record: 76554

Jo Even Skarstein <joska@nvg.ntnu.no> skrev i
diskussionsgruppsmeddelandet:7lbc98$o2f$1@snipp.uninett.no...

> You also have to consider the fact that the 060 is the fastest 68k that
> will ever be made, so if you ever want an upgrade (which is why most
> people buy a Milan in the first place I guess) you'll have to use another
> CPU sooner or later.

In the Phenix a second CPU is foreseen. Maybe Milan too will become a
multiprocessor type of computer? Will we see quadruple 68060's in the future
Milan computers? In that case we'll be seeing very much altered operating
systems as well.

> You can never have too much CPU ;-) What's the point of having a lean and
> efficient OS if your computer suffers from a slow CPU? The point is to
> have both a efficient OS *and* a fast CPU.

A lean OS is as fun as a skinny girl...
It's better to have the excess fat and a couple of hefty CPU's to move it
all. Seems like unix based derivates will do the job best. Maybe with a GEM
window manager.

The leanness you talk about is with Windows in mind I suppose?

MG

1322. Re: Printing from cab

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7ld8gqhhs1@news6.svr.pol.co.uk>
Source record: 76555

On 29 Jun 99 20:52:30 GM, Peter John Smith wrote:
>Hi
>Can someone advise. I have Cab 2.5 & NVDI 4.11 running with Magic 5 on my
>falcon.
>I ca'nt get prinouts from the web.When I try I usually get the message "This
>page uses frames,but your browser does'nt support them".Somtimes it is a
>different reason but the result is the same .No printout, What tickles me is
>that the message is printed out ie to printer not screen.

Try opening the file you want to print into a new window by holding the
shift key down when you select it. The other way is to use the CACHE editor
to find the file you want to print, and save it out and load into CAB
later. I've used these methods myself, so I do know they work, though
not as good as just printing direct!

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1323. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7ld8fnscn2@SOLAIR2.EUnet.yu>
Source record: 76556

Steve Hammond <shammond@loop.com> wrote in message
news:YIhe3.131$Gm.13618@news2.randori.com...
> On 29 Jun 1999 17:38:18 , John Kolak wrote:
> > I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than my
> > ST or Falcon in common computing tasks. The only thing I find it lacking
> > on speed is net browsing.

It looks that you didn't tried some really power hungry application on
your PC. And I even didn't mentioned FPU built in Pentium class CPU-s.
There is speed difference bigger for factor of about 10 (additional).

> If the Milan gets the backing of Motorola and Motorola backs Atari
> software developers, cleanly written software and operating system can
> make up for a lot of processor speed. One of the driving forces behind
> today's PC's are games and the fact that MicroSoft and other software
vendors
> don't write very efficient code.
>

There is too much 'if' . If hardware manufacturers will... then software
will... etc. Milan is not new machine, and new version not brings
significant speed increase, only peripherals are better.
I think that it's almost impossible writing very efficient code by such
complex OS-s like Windows, OS-2 , Linux and similar. Yes, games are driving
force, and it's normal. People like play as possible so realistic games, and
there is enormous space for development. Also it's very big money in game
business. Who will make games for Milan, when today you need team of 20
people to work year -two to make really good game. As I read some titles
were sold in count over 5 million.
I think that main problem is that Motorola stopped development of 860xx
family. We have Power PC for long time already. Even new Amiga should use
it.

> I wish the Milan people all the luck - if the new model gets off the
> ground there will be one on desk :)

Luck will not help much today. People want fast machine for low price.
Remember Atari's slogan: 'Power without price' . Last machine which
deserved such qualification was STE. Falcon was never enough cheap to
compete.

Pera

1324. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7ld8fkscn1@SOLAIR2.EUnet.yu>
Source record: 76557

Sylvain Perchaud <eslime@club-internet.fr> wrote in message
news:3779672B.A232302C@club-internet.fr...
>

>
> but how long can you use a PC ?
> 6 months ?
> 1 year ?
> after 1 year it's totaly outdated, oldies...

That's not true. I know many people which still uses 386 machines for book keeping and similar purposes.
You may buy complete system with mono monitor and hard disk of about 100 MB for 200 DEM. Just add printer, and you can work fine with old software.

> I was a Falcon owner since 3 years, with the Centurbo 1 every "top" software (Calamus, Photoline...)
> were working very nice on it.
> I bought a AMD K6-2 333Mhz in november 98... it's already outdated, Win98 is very slow (opening a
> window is a very very slow process) and not stable (I use also Linux, but I've to update my
> libraries every months, it's boring !)

If your Win98 is slow with K6, there is something wrong with video card or other thing (hard disk ?). I didn't found Win95/98 instable. Yes, there is many idiotic solution, but also we have lot of free and quality software.
I installed OS-2 and Linux, and I had lot of troubles with both. OS-2 works so much with hard disk, that it's make man to start worry for health of it.
Also Linux has problems with work with many cards.

Btw. I still use my old ST for some work. I made IDE disk interface, and some other peripherals, and I can work really fine with it , using old software.
Other btw. : It looks that almost nobody makes new software for Atari machines. So we can't even talk about reliability. Mint uses only small circle of people, as I see mostly developers of it.

> and MagiC PC isn't as fast as a Falcon with Centurbo 2...
> and it emulates only the 68000, not the 68040 nor 68060...
> You can't use the famous Mountain from Remi Vanel on MagiC PC :-(

There is much better emulator than Magic PC. It's Gemulator - see at emulators.com .

>
> I think I will sold very soon my PC and buy the Milan 060 or the iMac

(MacOS X soon !!!)
>
> the iMac embodies the come back of Apple !
> how many units were sold ?

I know that in Germany very few iMac was sold. In USA Apple has much bigger base and tradition, especially in education sphere, where he sell with big assent.

> And it innovates... what is innovating in a PC ? you have dozens of fucking cables, incompatible
> drivers, a very huge system (200mo mini) and worse of all the CPU ! a old CISC ! compare an iMac 333
> emulating Win98 with Virtual PC with a PC 333mhz running Win98... YOU WILL CRY !
>
Hmmm, your beloved Milan uses some innovations from PC world - like PCI slots, IDE disk ports . Why not uses some Macintosh compatible slots/ports ? Drivers are least problem today, Internet is full with downloads. Only trouble is if you buy some no-name card, then don't expect any support, and newer drivers.
Who will write drivers for Milan for diverse cards ? Even Apple has very few supported cards.

CPU's used in PC's are best in compare of price/speed. There is no doubt. And all newer are with RISC core. K6 and Pentium II can execute up to 4 simple instructions in one tact.
680xx family is really fine for programming in Assembler, and I enjoyed it, unlike 86x-s assemblers. But it's not enough.
Finally, PC world will in couple years go through big transformation, like Macintosh when Power PC arrived. New Merced CPU will not work with 68x code. Who will cry then, we will see.... My first candidate is Microsoft :-) .

Pera

1325. MagiC and the CyREL graphics card

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: rcollins@gcfn.org
Message-ID: <7ldb7k$e0q@acme.freenet.columbus.oh.us>
Source record: 76558

I would like to hear from any CyRel, Sunrise M16-1280 graphics card user who has successfully Magic.

I need some help with MagiC 6.

I have NVDI 5.02 installed with SpeedoGDOS 5.7 though I find that the file Show/Print output is affected badly with NVDI.

I would like to know what options you used under MagiC's installation?

I would like a step by step process how to edit the MAGX.INF and or the REDIRECT.INF to ensure use of the current 1024x768x256 screen resolution I use on my CyRel.

--
| Raymond Collins |
| rcollins@voicenet.com |
| rcollins@gcfn.org |

1326. [FS] Microtek ScanMaker E3 with latest ScanX PRO

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <377A1D9F.520D85C7@ping.be>
Source record: 76559

A4 scsi 24 bits scanner
Optical resolution 300*600 dpi
Interpolated resolution 2400*2400 dpi
Mint condition ...
UKP 150
Packaged with genuine box and Mac/PC CD
Contact me by email.

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1327. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7ldbat$ho1@nnrp2.farm.idt.net>
Source record: 76560

On 29 Jun 1999 05:50:15 , Michael Grove wrote:
>
>I've have problems with the CPX as well. If I remember right, it is a
>problem with WDIALOG.PRG. I think there is an upgrade to that
>applicaton on the ASH web site. I just checked and I am using V5.0 of
>NVDI and the printer CPX is working. I'm in single TOS, so I can't
>jump back to check the version of WDIALOG, ATM.
>
>What applicaton is not seeing GDOS now?
>
>Mike
>
>
Mike,

Tried to get WDIALOG.PRG to run in the Auto folder but it crashes my system. I did not try changing location. I am under the impression that this program is only needed if running MAGiC.

The program that does not recongnize GDOS is GEMVELOP.PRG.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

1328. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7ldbb1$ho1@nnrp2.farm.idt.net>
Source record: 76561

On 29 Jun 1999 08:03:58 , John Garone wrote:
>On 29 Jun 1999 01:23:36 , Frank W. Lawrence wrote:
>>
>>Hi,
>>
>>I just got an upgrade to my NVDI and its ver 5.2. I have installed
>>with no problems. however, I only have one small program that uses
>>GDOS and it now no longer recognizes NVDI as my GDOS as ver.3.02
>>did. I also cannot access the Printer config CPX that came wtih
>>the upgrade. When I try and execute this CPX it list about 5
>>different 'Illegal AES calls'. I use a TT, 4ST/16TT ram, Crazy
>>Dot II board (ET4000), Geneva. Any ideas?
>>
>>At present I have gone back to my NVDI 3.02 which works well.
>>
>>

-----snip-----
>Frank,
> I've run into the same problem with the printer cpx and, for me, it occurs
>if WDIALOG isn't installed via the Auto folder.
> John
>
>.

John,

I was 'kinda afraid of that. WDIALOG crashes my system during boot-up. I might
have to change location in the Auto folder to check it out. Thanks,

****
===== Frank Lawrence =====
===== Norman OK US =====
****

1329. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7ldbrd$2fc$1@nyheter.chalmers.se>
Source record: 76562

In article <3779672B.A232302C@club-internet.fr>,
Sylvain Perchaud <eslime@club-internet.fr> wrote:
>
>Pera Putnik wrote:
...
>but how long can you use a PC ?
>6 months ?
>1 year ?
>after 1 year it's totaly outdated, oldies...

It's not outdated if you don't buy any new software...

>I bought a AMD K6-2 333Mhz in november 98... it's already outdated, Win98
>is very slow (opening a window is a very very slow process) and not stable

I have the same and mine's not the least bit slow at anything except the
very latest games. Windows open in the blink of an eye.

If you're talking about opening directory windows, that has very little
to do with the processor, as you can notice by listening to your harddrive.

>You can't use the famous Mountain from Remi Vanel on MagiC PC :-(

What's that?

>I think I will sold very soon my PC and buy the Milan 060 or the iMac (MacOS X soon !!!)
...
>And it innovates... what is innovating in a PC ?

What's so very innovative about the iMac?

>drivers, a very huge system (200mo mini) and worse of all the CPU ! a old
> CISC ! compare an iMac 333

The P6 (PPro, PentiumII/III) and AMD K6/K7(Athlon) are actually RISCs
deep inside. They translate the x86 instructions on the fly.

The CISC/RISC thing is of course irrelevant to most users, but if you
compare Spec95 benchmarks you'll find that the PPC750/400 delivers
18.8 SPECint95 and 12.2 SPECfp95 (according to Motorola themselves at
http://motorola.com/SPS/PowerPC/products/semiconductor/cpu/750.html, but
the numbers are apparently estimates for some reason), while the
PentiumIII/550 does 22.3/15.1 (according to Intel) and the AMD Athlon/550
109%/146% better than that chip (according to AMD).
Not bad for the 'old CISCs'!

The very best chips today (according to www.spec.org) seem to be from
Digital/Compaq and HP and they reach about 30/50. That is, not all that

much better at integer, but more than twice as fast at floating point work.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1330. FA: 2 Mega ST's + more, 1LOT USA

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990630143346.23800.00002487@ng-fj1.aol.com>
Source record: 76563

Due to a new baby on the way (future Atari user?) I regretfully have to sell some of my Atari equipment to make room for the little one, I'm excited yes, but I'm loosing my 'play' room 8-(But don't fret I still have lots of Atari's to keep the new one occupied (atleast for the moment, my wife doesn't understand the necessity of Atari), my other two children love Atari! So to see what I have for auction on ebay, go to this address:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=125037180

Maybe one of you out there has room in your 'play' room for all of this cool stuff!!
Don't feel sorry for me, I'll be alright.....Maybe if I buy a bigger house.....

Gaining one, but losing two,
BG

1331. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199906300000.a31387@lu.maus.de>
Source record: 76564

Hello Michael,

n> Well, just from looking at Motorola's Web site, on their 680x0 pages,
n> their wording of things suggests that they are no longer going further
n> with the series. I believe they are focusing most of their attention
n> on PPC's. The only new 680x0-related items are the scaled-down
n> "coldfire" series.
Absolutly!

But on the other hand Motorola says, that the CPUs of the 68k series are
still the most successful ones for embedded systems (sounded, as they
couldn't believe it by themselves ;-)).

So why not?

Anyway: PPC would be faster, 68k seems to be cheaper.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1332. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199906300000.a31388@lu.maus.de>
Source record: 76565

Hello John,

j> I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than
my
j> ST or Falcon in common computing tasks. The only thing I find it
lacking
j> on speed is net browsing.
Maybe you have "lousy" components?

I have an AMD K6/233 and my PC is *significantly* faster than my ST and TT
in
"common computing tasks". Even within emulation it is significantly
faster.
Maybe you use a slow emulator.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1333. Re: SV: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: James Davies <jdavies@gromwin.demon.co.uk>
Message-ID: <7ldpf8$9mb$1@soap.pipex.net>
Source record: 76566

> A lean OS is as fun as a skinny girl...
> It's better to have the excess fat and a couple of hefty CPU's to move it
> all. Seems like unix based derivates will do the job best. Maybe with a GEM
> window manager.
>
> The leanness you talk about is with Windows in mind I suppose?
>

Windows? Lean?

James

1334. Re: SV: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377a5d5e52898760@holleman.demon.nl>
Source record: 76567

on Wed 30-06-1999 15:49 Martin Graiter wrote:

>> You can never have too much CPU ;-) What's the point of having a lean and
>> efficient OS if your computer suffers from a slow CPU? The point is to
>> have both a efficient OS *and* a fast CPU.
>
>A lean OS is as fun as a skinny girl...
>It's better to have the excess fat and a couple of hefty CPU's to move it
>all. Seems like unix based derivates will do the job best. Maybe with a GEM
>window manager.
>
>The leanness you talk about is with Windows in mind I suppose?

Well, the lean Atari OS perhaps is nice to broach about, but what good is
it today? At least one thing one can say about Win-95/98 is it's pretty
complete...

Now I don't run TOS much, my OS still is MagiC, but what comes on top of
that? First a decent desktop with facilities, Thing here. How much takes
Thing? Next a decent fileselector. Next a bunch of CPX'es. A few accs,
like ST-Guide, whatever. Next comes a texteditor. A viewer just to view
stuff. Installed apps for system handling. My NVDI plus bunch of fonts to
work with something else than only bitmapfonts. The card driving s/w, the
TCP/IP stack, goodies like Calendar, Multistrip, Bubble help, not to
mention a bunch of drivers for all kinds of s/w just to get a printer
going. Don't talk of gfx cards, ethernet cards, whatever.
I'm probably forgetting lotsa other stuff. Count it all up, does it fit on
a 20 meg hd??? I backed up my *basic* system the other day, including the
Internet bunch and it did fit on one 44 meg cartridge...

OK, a basic/"lean" Win takes around 50 megs too but then the difference
ain't that big...

OTOH, the Microslop bunch isn't programmed efficiently, neither does it
"use" space efficiently. I created an RTF file in Papyrus, using several
tt fonts, making sure the Winbox had them too. Filesize 3800 bytes. I
loaded the thing into Word, and saved again as RTF in Word. Size became
225% of 3800 bytes....

Finally, who was talking about Win being stable??? I said recently, don't
do anything, don't use anything, well maybe it keeps going.
Not even m/t-ing, the blue screens are numerous. Problem is, you can't do
much from there. 99 out of 100 times you need a restart. Even if you're so
lucky to get the box with one or more apps "not responding", the "finish
task" or "close app" options won't work at all.
I had one of those machines today, after removing the network card from

the active profile I restarted, and it refused to get even to Win. With
the bootkeys disabled you can only get to Win's safe mode using a boot
floppy...
After I got back into Win it somehow had managed to activate 3 floppy
controllers (for just one A-drive) and 3 gfx card devices for one
plug/play monitor.... (hey Bill, please explain!)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1335. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: draco <draco@no.stinking.spam.atari.org>
Message-ID: <377A6DA3.4DB7C99F@no.stinking.spam.atari.org>
Source record: 76568

> Does anybody know if there is a version of sync that works.

shutdown command (to be found on ftp://ftp.atari.org.pl/pub/atari/mint
or alternatively ftp://piwo.bl.pg.gda.pl/pub/atari/mint) calls sync()
before closing the system and generally does all stuff that seems
necessary. i am not sure if n.closure does it too.

> I like to park the drives before switchoff, just to be sure.

If you have an IDE drive, you need not to park it. Even older drives
(like Maxtor 7345AT) are able to flush their internal write cache and
park the heads when the power goes down. However, this does not apply to
the write cache maintained by the filesystem driver; this one has to be
flushed "manually" (using sync() call).

I don't think SCSI drives need to be parked either, though I am not
an SCSI specialist. :)

1336. Re: graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <377a6f5c$0$162@news.zetnet.co.uk>
Source record: 76569

On 30 Jun 1999 11:20:40 , BobKing wrote:
>Does anyone know if Graoumf Tracker is still being developed by Laurent
>de Soras or is still available for the Falcon. All references to it
>indicate that he is only developing for the PC as Graoumf Tracker 2
>(MyGals page has shut down). I already have the Demo.
>

Hi Bob,

I heard some time ago that the Atari version of this programme was being abandoned in favour of the PC platform - obviously aiming at a bigger market ;-)

If you are looking for trackers, here are some to check out;

DBE Tracker from STGhost/Sector One
This is capable of handling many of the current multichannel mods available from the PC - with the exception of Impulse and Mad Tracker tunes.
Denis is still updating the routines for this (in between his work on an Atari MP3 player).

Flex Tracker.
A new project from Thomas Bergstrom. It was originally created as a tool for demo-makers but has proved so popular with musicians (because of the extra features) that Thomas is already updating it and sees it as an ongoing project.
This one only handles .MOD format (up to 8 channels).

mik Tracker.
This has now been ported to Atari and is being tested (under MINT at this time. I heard yesterday that it will (hopefully) even run under TOS !

Hope this helps.

Jim

1337. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ldvg5$i2s$1@news1.xs4all.nl>
Source record: 76570

On 29 Jun 1999 21:04:37, Jo Even Skarstein wrote:
>Stichting ST <atarist@xs4all.nl> wrote:
>
>> But: How to do a shutdown that does no damage to the filesystem?
>
>Do you use a kernel from the 1.15-series and a recent minixfs.xfs? Then
>you'll either have to use a shutdown-program (N.Closure if you're using
>N.AES) or simply wait for the caches to flush (every five second) before
>you switch off.
>
>--
Yes indeed I have a very new kernel, taken from the belgium FTP-site
3 days ago.
After some fooling around with a .gz file and gzip.ttp I extracted a
working kernel. I needed that one because I am trying out to get
Linux working on the TT.
I wanted to have the Lunix ext2 partition visible with MintNet and
exportable. That works now.
About the minixfs: I use the one that come with the Nint 98 CD
install. date 2/8/98.

I see the light of the drive come on every few seconds.

I use n.closure but next boot always gives: 'zone bits not written
out when drive F invalidated'.
And repairing is done with the star-sprangeld message 'file system
changed.'

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1338. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ldvg8$i2s$2@news1.xs4all.nl>
Source record: 76571

On 30 Jun 1999 05:14:32, Steve Hammond wrote:
[,,,]
>
>Try about 2X faster than the 375 chip. The higher clock speeds in the PC
>world do not always equate with a proportionally faster machine. In
>terms of real horsepower a 350 mHz Pentium II (K6II) is functionally
>about 12X faster than a 32 mHz TT030 - I know, I got both and run
>Calamus SL on both machines.

Thank for this bit of information. I was thinking: am I mad or wrong?
But for the first time I find someone mentioning the same application
running PC and TT.
I found out that the PovRay raytracer version 3 goes about 20 times
faster on a PC with Celeron 400 MHz.
And I do not think that is a question only of 'better code generated
for Intel then for Motorola'.
It is the intensive floatingpoint that does it in this case and the
fact that a big part of the looping program code and data can be in
fast 128 kb cache.
The 680xx series takes many clockcycles to do the floating point,
more then the Intel I believe.
Correct me if I am wrong.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1339. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <Aove3.376$x44.225576@news1.atlantic.net>
Source record: 76572

On 30 Jun 1999 14:58:37 , Frank W. Lawrence wrote:
>On 29 Jun 1999 05:50:15 , Michael Grove wrote:
>>
>>I've have problems with the CPX as well. If I remember right, it is a
>>problem with WDIALOG.PRG. I think there is an upgrade to that
>>applicaton on the ASH web site. I just checked and I am using V5.0 of
>>NVDI and the printer CPX is working. I'm in single TOS, so I can't
>>jump back to check the version of WDIALOG, ATM.
>>
>>What applicaton is not seeing GDOS now?
>>
>>Mike
>>
>>
>Mike,
>
>Tried to get WDIALOG.PRG to run in the Auto folder but it crashes my
>system. I did not try changing location. I am under the impression
>that this program is only needed if running MAGiC.
>
>The program that does not recongnize GDOS is GEMVELOP.PRG.
>
>
>
> ****************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ****************************
>.
Frank,
I neglected to state I'm running NVDI 5.01 with the WDIALOG that came
with it on a Falcon (if any of that means anything?). Also, there are a few
versions of WDIALOG out there. An older version used to get corrupted
(at times) when running CAB and crashed the system while on-line and had
to reboot to load CAB again! However, I'm not experiencing those type of
crashes with NVDI 5.01, etc.
John

1340. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <930785503.493.0.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 76573

Steve Stupple wrote in message ...

>I think that most web browsers look for 'index.htm' when they go to the
>address or change of folder/path. So really doesn't need mentioning,
>unless there's a specific page you want to start from. e.g.
>index2.htm...

It's actually the web server which looks for index.html or index.htm if it's passed a directory name.

>Also lowercase is much better than uppercase (shouting), and easier on
>the eyes;)

Actually, it's simpler than that - URLs are case sensitive, pure and simple. Comes of originating in a Unix environment. So HTTP://WWW.WHALLEY.DEMON.CO.UK doesn't exist, http://www.whalley.demon.co.uk does. On the rare occasion that entering the wrong case or mix of cases works, one has been set up as an alias for the other, I think.

It would be a help if some designers got to grips with this: you see loads of adverts in magazines with upper case URLs. I suspect they mostly get away with it as people don't switch to caps when they type them in.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1341. Falcon for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Bill Anderson <wtanderson@NOSPAMatt.net>
Message-ID: <377AB694.AAF3FCFE@NOSPAMatt.net>
Source record: 76574

Excelent condition.

14 megs RAM (Wizztronics)
540 meg hard drive
Golden Image mouse
Screen Blaster
Muti-sync Gizmo
4x CD ROM
Atari Works, Studio Photo, Dyna CADD, Page Stream, Edit Track Platinum,
& more software

$500 US takes it all
buyer pays shipping from Houston

Delete the words, "NO SPAM" from my address to reply by e-mail.

1342. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <377a519015e8e10@ford-trucks.com>
Source record: 76575

on Wednesday 30-06-1999 14:58, Frank W. Lawrence wrote:

>Tried to get WDIALOG.PRG to run in the Auto folder but it crashes my
>system. I did not try changing location. I am under the impression
>that this program is only needed if running MAGiC.

You'll have to get WDialog to run to use the CPX. Move it or try a
different version. It run here when I boot in Geneva so I know it can be
done.

You have it wrong; you need it except *with* the latest version(s) of
MagiC.

>The program that does not recongnize GDOS is GEMVELOP.PRG.

GEMvelope definitely works with NVDI v5, I use it here, but it doesn't
print until you quit. Strange, but usable. I sent Email to Jeffrey when I
first upgraded to v5 but I never hear anything back.

Pat (Hi Frank)

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Consultant: Someone who knows 101 ways to make love, but can't get a date.

1343. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7leg49$f91$1@cubacola.tninet.se>
Source record: 76576

Marko <mark_r_spencer@FUCKSPAMhotmail.com> skrev i
diskussionsgruppsmeddelandet:3779EF75.AC2EAE83@FUCKSPAMhotmail.com...

> I use a Mac, I still love everything Atari, and would rather disembowel my
> mother than
> have anything to do with Windows.

What does that mean, "disembowel"?
Tried to figure it out from dictionaries, but no go.

MG

1344. HD floppy on Stacy?

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990630121020.2360A-100000@hal.fishpool.fi>
Source record: 76577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anyone familiar enough with the Stacy to confirm wether a high-
density floppy can be fitted in? I already have TOS 2.06 installed,
so that part is covered. What else beyond that, short of changing
the controler to an Ajax chip?

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1345. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990630104717.2026H-100000@hal.fishpool.fi>
Source record: 76578

> > But: How to do a shutdown that does no damage to the filesystem?
>
> Do you use a kernel from the 1.15-series and a recent minixfs.xfs? Then
> you'll either have to use a shutdown-program (N.Closure if you're using
> N.AES) or simply wait for the caches to flush (every five second) before
> you switch off.

Or use the 'shutdown' command found at http://yescrew.atari.org

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1346. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-06-30 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <cvvdl7.ba.ln@hog.hrz.tu-darmstadt.de>
Source record: 76579

Hi!

In article <7ldbb1$ho1@nnrp2.farm.idt.net>,
flawrenc@genie.idt.net (Frank W. Lawrence) writes:
> I was 'kinda afraid of that. WDIALOG crashes my system during boot-up.
> I might have to change location in the Auto folder to check it out.

If you're using N.AES or any other AES ontop of MiNT, do _not_ run
WDIALOG from the Auto-Folder, but from the config file of the AES, e.g.
gem.cnf or n_aes.cnf

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1347. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7nmipa.cf5.mlake@melake.erols.com>
Source record: 76445

>Do any of the few remaining U.S. Atari dealers have any TT Ethernet cards?

I purchased a Reibl card from a dealer a couple of months ago and at
the time he said he had lots of them. The only problem is that they
are pretty expensive at about $150 US. I forget the name of the
dealer. I have that info at home (I'm at work right now). If you
don't get any info from anyone else drop me an email and I'll send you
the dealer's name and number later.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/the-beach http://melake.erols.com/genealogy

1348. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377B4EF3.BCFDA304@NO.SPAM.emw.ericsson.se>
Source record: 76446

Oliver Schildmann wrote:

Hi,

> But on the other hand Motorola says, that the CPUs of the 68k series are
> *still* the most successful ones for embedded systems (sounded, as they
> couldn't believe it by themselves ;-)).

I know, but I can't imagine that there are many new designs using it.

> So why not?
>
> Anyway: PPC would be faster, 68k seems to be cheaper.

It's not, cheaper that is. You can get a 300MHz 603 cheaper than a 68030.

A 50MHz 030 as used in the CT2 costs $100
A 33MHz 040 as used in the Milan costs $212
A 50MHz 060 as used in the Hades costs $425
A 300MHz 603 costs $88

So the 68k is a realy bad idea to use!

//MK

1349. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <7lfjrb$7nj@news.rrz.uni-koeln.de>
Source record: 76447

Hi,

Marshall Lake <mlake@melake.erols.com> wrote:
>>Do any of the few remaining U.S. Atari dealers have any TT Ethernet cards?

> I purchased a Reibl card from a dealer a couple of months ago and at
> the time he said he had lots of them. The only problem is that they
> are pretty expensive at about $150 US. I forget the name of the
> dealer. I have that info at home (I'm at work right now). If you

Perhaps Brad Coda? This is, where I got my Riebl from.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1350. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377B501A.6BEF4B6C@NO.SPAM.emw.ericsson.se>
Source record: 76448

Mikey wrote:

Hi Mike,

> If one does a search out for "060", you will find many 060 embeded
> cards that are available with a standard VME interface. There are a
> few dual processor 80Mhz cards with ram, ethernet, scsi and serial
> connections. It sure would have seemed a lot easier to adapt a VME to
> the Falcon bus than to <try> and develope a PPC card for the same
> price without the scsi or networking..... But then some like to do
> things the hardway. Backward compatibility is king, so long live the
> 68K and Atari.

I don't know what you are shooting at but who in earth would like to
use a 2U VME card in the Falcon which costs more than a DEC Alpha???

Also as you have probably seen, about every company who sell 68k VME
cards also sell cheaper PPC/Pentium VME cards. There is no doubt
that there are many many 68k embedded systems out there, but they have
all been around for a couple of years now.

//MK

1351. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Marko <mark_r_spencer@FUCKSPAMhotmail.com>
Message-ID: <377B67C4.7EA8A159@FUCKSPAMhotmail.com>
Source record: 76449

Martin Graiter wrote:

> What does that mean, "disembowel"?
> Tried to figure it out from dictionaries, but no go.
>
> MG

Look up Jack the Ripper then. He turned disembowelling into a fine art.

-M

1352. Wanted: Link for download of a C-compiler

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Manfred_Koehn <koehn@hl.siemens.de>
Message-ID: <377B678D.9645D95@hl.siemens.de>
Source record: 76450

Folks,
after some years of dark absence in the corner of a cellar, my Atari STE has seen the
day of light again, and it's still in perfect condition ;-)
Most of the software I once owned is gone, so right now
I'm looking for a reliable C-compiler to re-start programming
the STE.
Does anybody have a good link for download ? I wouldn't mind
if a small editor was included :-)

BTW, it's a 4 MB STE, but without hard disk.

Thanks a lot for your answers

Manfred
--
Manfred Koehn
Center for high level noware

1353. Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7lfvoo$8ng$1@SOLAIR2.EUnet.yu>
Source record: 76451

Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy and fast modification of BIOS , TOS and GEM - really good thing for TOS patchers (Philip Taylor where are you ?) . If there will be some interest, I will make project, which should be quite simple btw.

Pera

1354. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7lg0fv$8vn$1@SOLAIR2.EUnet.yu>
Source record: 76452

Breaka <kxo5258@rit.edu> wrote in message
news:7l8d5pnoo1@nnrp1.deja.com...
> http://www.mucs.com/newnew/cbymucs.htm
>
> Its in German , so translate it before reading if neccessary.
>
>

Look this link: http://www.titan-bss.co.uk/ . Project Tempest...

Pera

1355. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930845334.24297@www.remarq.com>
Source record: 76453

It's not, cheaper that is. You can get a 300MHz 603 cheaper
than a 68030.

A 50MHz 030 as used in the CT2 costs $100 A 33MHz 040 as
used in the Milan costs $212
A 50MHz 060 as used in the Hades costs $425
A 300MHz 603 costs $88

So the 68k is a realy bad idea to use!

//MK

I recently purchased three 50Mhz XC68060's for $175.00 each.
Next question?

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1356. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lg4g1$fg2$1@news.campuscwix.net>
Source record: 76454

On 1 Jul 1999 09:50:58 G, joska@nuts.edu wrote:

->Btw. I tried to upgrade HD-Driver to 7.71 a while ago, but after I did
->that both my floppy and Zip-drive (SCSI) stopped working. I tried
->various configurations but the problems persisted. Does anybody know
->what I have to do to get 7.71 to work on my Falcon?
->
->Jo Even Skarstein

Hi Jo Even. I don't have v7.71, but I do have 7.61, and it works
fine on my Nemesized Falcon/MiNT. What seems to be the problem?

Catch ya later! ;-)

PS Er, just re-read your post. The floppy and Zip drive quits
working? I can't imagine why the floppy would stop working,
HDDriver shouldn't have anything to do with that, should it?
About the Zip drive, I'm assuming you have the drive ID
selected in HDDriver, right? Other than that...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1357. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lg4qs$fg2$2@news.campuscwix.net>
Source record: 76455

On 1 Jul 1999 14:06:12 +, Marko wrote:
->Martin Graiter wrote:
->
->> What does that mean, "disembowel"?
->> Tried to figure it out from dictionaries, but no go.
->>
->> MG
->
->Look up Jack the Ripper then. He turned disembowelling into a fine art.
->
->-M
->
->.

Along with Michael Meyer, Jason, Freddy Krueger, the black robed figure from "Scream", and the Gortons Fisherman from "I Know What You Did Last Summer"

;-))))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1358. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: "M.Grove" <anonymous@web.remarq.com>
Message-ID: <930847150.24605@www.remarq.com>
Source record: 76456

Hi Mike,

Mike wrote;
If one does a search out for "060", you will find many
060 embeded cards that are available with a standard VME
interface. There are a few dual processor
80Mhz cards with ram, ethernet, scsi and serial
connections. It sure would have seemed a lot easier to adapt
a VME to the Falcon bus than to and develope a
PPC card for the same price without the scsi or
networking..... But then some like to do things the
hardway. Backward compatibility is king, so long live the
68K and Atari.

MK wrote:
I don't know what you are shooting at but who in earth would
like to use a 2U VME card in the Falcon which costs more
than a DEC Alpha???

Also as you have probably seen, about every company who sell
68k VME cards also sell cheaper PPC/Pentium VME cards. There
is no doubt that there are many
many 68k embedded systems out there, but they have all been
around for a couple of years now.

//MK

Well, I don't know about a DEC Alpha for a standard 060 VME
card for compairson. I will admit that some are really
expensive. But just for fun, I really don't think that
spending over $1100.00 for a tempest and eclipse without
fast SCSI or networking is a very smart move either. Most of
the VME cards run POS-X and have a ton of flash rom onboard.
At least you can work with a card like this into the future.
With the eclipes (or whatever)PPC card, your likely to
become stuck at one point just like Afterburner users are
(without major hardware changes)now. PPC for the Atari may
be a nice vision for the future, but I don't think this card
is the answer, not only hardware withstanding, but software
compatibility. Maybe two or three coders will bother with
PPC code. Without that all you will have is a fast TT. Maybe
for all the Linx and MiNT freeks, this will be THE card, but
for the average Sam, if it's not 100% with his existing
software, why bother? So he can compile two minutes faster?
Anyway, there are pro's and con's to this project. In the
end, it made no difference for the typical Amiga user. I

doubt that it will be the second coming of Christ as Titan would like it to be. You doubt the word of the Milan people, I doubt the reliability of a U.K. company to deliver support and goods to the U.S. in a timely and cost effective maner.

Why does Titan (Core) still advertise the Expose with price on their new web pages. I guess for history, it's nice to have this posted. But it misleads people to think that they are still actually available. Surely if they were, Core would be servicing those units already sold with working replacements wouldn't they, or at lest suppling a repair schematic and replacment parts for those users with problems.

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1359. DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Frank@datast.net
Message-ID: <7lgbegkrk1@nnrp1.deja.com>
Source record: 76457

Hello

I'm looking for a DMA cable (19 pin male to 19 pin male) to connect a Harddrive to the ST.

If you have one or could give any clues as where I can find one, that would be great.

Thanks!

--
Frank Rothkamm
|
http://www.datast.net/~frank
|
Hollywood

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1360. itsyourturn

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: <>
Message-ID: <377ba34d.0@news.qnet.com>
Source record: 76458

I have found that CAB is not loading up all of the pages at itsyourturn.com. The 1st sign in one is fine, but all the rest are missing about 1/4th of the top section. As such Atari users can't get the extra turns nor see the ads at the top.

Notice: Gaming Site itsyourturn.com unuseable by Atari Computer Users.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

1361. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907010000.a32875@lu.maus.de>
Source record: 76459

Hello Magnus,

mk> I know, but I can't imagine that there are many new designs using it.
I really don't know, but reading the website of Motorola it just sounds
that
way.

mk> It's not, cheaper that is. You can get a 300MHz 603 cheaper than a
68030.
A stand alone 68k is just as useless as a stand alone PPC, you have to
built
a system around it. An embedded 68k system is cheaper.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1362. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907010000.a32874@lu.maus.de>
Source record: 76460

Hello Steve,

S> Graphics were missing and links bad etc.. At the time I didn't realise
S> that these were case sensitive and the FTP program I was using was
S> making ALL the files names and folder uppercase!
S>
S> Strangely the files in the root directory all remained lowercase!
Sure?

Typically a FTP program offers to convert all filenames to lowercase (at least, I don't know any program, which converts to uppercase, because uppercase filenames are not usual at the internet, but the lowercase conversion is at least needed for FAT filesystems like DOS & Windows or TOS).

I suppose, that your desktop shows the normal 8+3 files lowercase, but in

reality they are all uppercase. 8+3 FAT filenames are always uppercase, but
some desktops (some for TOS or the Windows Explorer) change the names in the
display (and only for that purpose).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1363. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377BB044.F822ECB2@jps.net>
Source record: 76461

Hi Oliver,

Oliver Schildmann wrote:
>

> Maybe you have "lousy" components?
>
> I have an AMD K6/233 and my PC is *significantly* faster than my ST and TT
> in
> "common computing tasks". Even within emulation it is significantly
> faster.
> Maybe you use a slow emulator.
>
> Greetings, Oliver
>
> ---
I don't think so. ATI Rage AGP video, Seagate Ultra DMA HD. I've heard
this hardware is fast with a lean OS like Linux, so I'm reading up on
that now. But Windoze really puts me to sleep with long boot up times
and lengthy hard drive accesses. It's always a pleasure to boot up the
Falcon or STE and get a quick boot up, and software that quickly loads
into memory and stays there.

jk

1364. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377bcd0853997a1@ping.be>
Source record: 76462

on Thu 01-07-1999 16:20 DarkChyld wrote:

>On 1 Jul 1999 09:50:58 G, joska@nuts.edu wrote:
>
>->Btw. I tried to upgrade HD-Driver to 7.71 a while ago, but after I did
>->that both my floppy and Zip-drive (SCSI) stopped working. I tried
>->various configurations but the problems persisted. Does anybody know
>->what I have to do to get 7.71 to work on my Falcon?
>->
>->Jo Even Skarstein
>
> Hi Jo Even. I don't have v7.71, but I do have 7.61, and it works
> fine on my Nemesized Falcon/MiNT. What seems to be the problem?
>
> Catch ya later! ;-)
>

I bought me HD-driver 7.71 quite some time ago and found that on my Hades
I couldn't access my SCSI-devices anymore as soon as HD-driver 7.71 was
installed. If I try I notice that my bootdrive (an IDE) spins and that my
mouse pointer becomes a busy bee but that's it, the SCSI device that I
wanted to open remains closed. The only thing I can do at this moment is a
reboot.
At boottime however HD driver recognise all my SCSI-devices but I just
can't open them. If I run "auto configuration" I ran also into trouble.
The same symptoms as above.

According to Uwe Seimet HDdriver won't work on the Hades because the
SCSI-routines of the Hades are not compatible enough with the
SCSI-routines of the TT.
Fredi Ashwanden (Medusa systems) however says that it's not the fault of
the Hades but the fault of HD driver.

BTW: HD driver 7.61 works just fine.

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1365. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7Igheniqo2@snipp.uninett.no>
Source record: 76463

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> PS Er, just re-read your post. The floppy and Zip drive quits
> working? I can't imagine why the floppy would stop working,
> HDDriver shouldn't have anything to do with that, should it?

Normally not, but 7.7x can remap other partitions to A:, so there might be
a problem there. If I tried to access the floppy with 7.71 installed I got
"Data on drive A: might be damaged"-messages every time. I *did* check
that I didn't have any partitions assigned to A:.

> About the Zip drive, I'm assuming you have the drive ID
> selected in HDDriver, right? Other than that...

Yes, HD-Driver recognised the Zip, but regardless of the configuration it
would only read the first 16Kb of it... If I repartitioned (or even
reformatted) a disk it would only have 16Mb available, although I
partitioned it with one single 96Mb partition. Thing could not eject the
disk either.

I fiddled around with 7.71 for a few hours before I gave up and returned
to 7.12, the latest version that works on my Falcon/AB.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1366. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <RHvSuBA4Z+e3EwXP@steverosie.demon.co.uk>
Source record: 76464

On Thu, 1 Jul 1999 at 00:00:00 a message from Oliver Schildmann was created on the subject of ATARI/IBM Software/Hardware going cheap. Site updated..
>Typically a FTP program offers to convert all filenames to lowercase (at
>least, I don't know any program, which converts to uppercase, because
>uppercase filenames are not usual at the internet, but the lowercase
>conversion is at least needed for FAT filesystems like DOS & Windows or
>TOS).

Strange as it may seem, WS_FTP changes lowercase to uppercase as default! Inconvenient just the same;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1367. SV: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lgstgceh1@cubacola.tninet.se>
Source record: 76465

BGarvey355 <bgarvey355@aol.com> skrev i
diskussionsgruppsmeddelandet:19990701001056.15727.00008544@ng-fp1.aol.com...

> If you were to slash someone's lower abdomen open with say, a rusty meat
hook,
> and reached inside their body cavity and pulled their intestines out, it
would
> be safe to say you had 'Disembowelled' them ;-)

Sounds painful...

In the context where it was used it was a way overdriven statement. Even for figuratively speaking. This reminds me of the oppositely often too restrained expressions in Swedish. A woman dressed in a morning gown standing in front of her burnt down house is asked by a journalist how she feels:

-One gets a little sad...

No tears, no curses, no big gestures. Like king Lear when he got news of his son's death. Tired from all misfortunes he only managed to reply:

-So it goes.

Or the swedish general on the war in Bosnia, when it was at it's worst:

-As we all know there's a little trouble down there...

So the phrase "I'd rather disembowel my own mother than hm-hm..." is in the line with expressions like "Over my dead body"? Not meant to be taken litterally, but like an overemphasized statement of defiance?

Interesting how a machine can bring up such strong emotions.

MG

1368. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <377BBF35.1C74@midsouth.net>
Source record: 76466

Pera Putnik wrote:
>
> Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
> in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
> and fast modification of BIOS , TOS and GEM - really good thing for TOS
> patchers (Philip Taylor where are you ?) .

If there will be some interest, I
> will make project, which should be quite simple btw.
>
> Pera

Please do!

Eric

1369. Falcon for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Bill Anderson <wtanderson@NOSPAMatt.net>
Message-ID: <377C27AE.75F80434@NOSPAMatt.net>
Source record: 76467

Excelent condition.

14 megs RAM (Wizztronics)
540 meg hard drive
Golden Image mouse
Screen Blaster
Muti-sync Gizmo
4x CD ROM
Atari Works, Studio Photo, Edit Track Platinum, & more software

$450 US takes it all
buyer pays shipping from Houston

Delete the words, "NO SPAM" from my address to reply by e-mail.

1370. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <377BFE03.41DCF64C@club-internet.fr>
Source record: 76468

Pera Putnik wrote:

> That's not true. I know many people which still uses 386 machines for book
> keeping and similar purposes.

A Falcon is cheaper and runs better with Papyrus :-P

> If your Win98 is slow with K6, there is something wrong with video card or
> other thing (hard disk ?). I didn't found Win95/98 instable.

hum... my configuration is:
AMD K6-2 333Mhz
Millenium 2 AGP 8mb
ASUS teck P5A 100Mhz main board
Ultra-Wide SCSI Adaptec PCI card (2940-UW)
IBM 4.3Gb UW-SCSI
64mb SD-RAM 100Mhz
only EXCELLENT and reckonized hardware !
Linux is very very fast ! (Gimp explodes Photoshop)
but Win98 is a pure turtle, very slow, very instable (don't lie, Win98 isn't a stable system !)

> Also Linux has problems with work with many cards.

I think you have an exotic card... XFree now supports a lot of cards...

> I know that in Germany very few iMac was sold. In USA Apple has much
> bigger base and tradition, especially in education sphere, where he sell
> with big assent.

in France (my country) a lot of iMacs were solds in the administrations and the education system
also a lot of non-computer friendly people have bought it

> Hmmm, your beloved Milan uses some innovations from PC world - like PCI
> slots, IDE disk ports .

IDE disk ports are only here because they are cheap, SCSI is far better
Apple has used the first the SCSI (with Atari), USB, FireWire...
IDE is past, USB and FireWire are future

> CPU's used in PC's are best in compare of price/speed.

but if you use Win98 you don't see the speed !

> Finally, PC world will in couple years go through big transformation, like
> Macintosh when Power PC arrived. New Merced CPU will not work with 68x code.
> Who will cry then, we will see.... My first candidate is Microsoft :-) .

THAT is a good PC ;-)

1371. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <377BFF47.C8DF11B@club-internet.fr>
Source record: 76469

Johan Klockars wrote:

> It's not outdated if you don't buy any new software...

so you never update your favorites softwares ?!

> >You can't use the famous Mountain from Remi Vanel on MagiC PC :-(
>
> What's that?

it's a video studio for Atari ! Very nice, have a look at it !

> What's so very innovative about the iMac?

USB port for everyone, a nice design, power (G3), integration of the modem, the death of 3.5' disks

1372. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990701111640.9109C-100000@hal.fishpool.fi>
Source record: 76470

> > Do any of the few remaining U.S. Atari dealers have any TT Ethernet cards?
>
> No the two if them have gone.

Best Electronics <bestelec@concentric.net> still has a few Riebl left.
Some German guy also has the schematics and is thinking of producing
another batch. I use it with MiNT-Net and it works rather well.

> > I get the impression that finding Ethernet connectivity for Atari's is like
> > Arthur's search for the Grail.
>
> Yes, I'm afraid so.

Mouhahahahaha! When you don't look and ask first, maybe.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1373. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990701112011.9109D-100000@hal.fishpool.fi>
Source record: 76471

> > Aussie geezer does a good one which has a distributor in the UK.
>
> There are 3 of these interfaces around at the moment:
>
> The TUS IDEal adapter from TUS in the UK, which is STE only
> http://www.tusdev.demon.co.uk/tusdev/

Actually, here's the real geezer. That homepage says zippo
about his products and services. No info. Nil.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1374. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990701164947.9679A-100000@hal.fishpool.fi>
Source record: 76472

> > If one does a search out for "060", you will find many 060 embeded
> > cards that are available with a standard VME interface.
>
> I don't know what you are shooting at but who in earth would like to
> use a 2U VME card in the Falcon which costs more than a DEC Alpha???

Either ways, the Falcon has no VME bus. TT does, though. Oh yeah.

I've started investigating what cards could work on a TT, to add
a section to The TT030 Homepage, because I keep on hearing that
NASA and many other US government agencies have used TTs because
they were the first affordable 32-bit workstations and have VME.

> Also as you have probably seen, about every company who sell 68k VME
> cards also sell cheaper PPC/Pentium VME cards.

Economy of scale, of course.

> There is no doubt that there are many many 68k embedded systems
> out there, but they have all been around for a couple of years now.

Make that, almost 10 years in some cases.

Basically, 68k technology is old as hell; some might say deprecated.
Then again, in real life, it's not a specs war. It's, what machine
gets the job done the quickest and in the most efficient way.

Atari wins hands-down, because programming an app to work within
4 MB of ram, limited hard-disk and diminitive graphic capabilities
means that coders create really compact, fast and efficient stuff.
By the time you run the same app on a TOS clone or 68k MagicMac,
things fly at speeds windows 1901 can only dream of, even on a K7.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1375. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990701134646.9318A-100000@hal.fishpool.fi>
Source record: 76473

> Btw. I tried to upgrade HD-Driver to 7.71 a while ago, but after
> I did that both my floppy and Zip-drive (SCSI) stopped working.

Funnily enough, my good old 5.13 never cause me any troubles.
7.04 is okay too, but anything since this seems to cause many
people many problems.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1376. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377AA4DB.E1AA4822@ihug.co.nz>
Source record: 76580

Hi there,

Nicholas Bales wrote:
>
> > Probably an overclocked 060. Amiga geeks are hot on this topic with
> > modding thier Phase 5 060 accelerators.
>
> I wouldn't trust a design that embeds overclocking crucial components
> beyond the manufacturer's specs.

Why not? Intel chips are always quoted at an overclocked speed (hence the prodigious use of heatsinking/fans). There are varying degrees of this, and with current 68060 running at a stated 75MHz, 80MHz overclocking will not cause problems. An 80MHz 68060 on a 32-bit 40MHz bus with 40MHz SDRAM access would be rather nice indeed...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1377. Re: MGC99 Update

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <xkze3.977$k3.73153@news1.telusplanet.net>
Source record: 76581

> AtariComputing Magazine who will donate free mags/renegade CD's to all
> entries.
>
> M.u.C.S who has donated over 190$ in software
>
> R.O.M Logicware who is giving one lucky contestant a free copy of the
> latest Papyrus Office. (app. 150$)
>
> 6 Radium CDs (Radium CD's
> include tracks from dexter.d and m.pire (produced
> with Ataris), raytraced animations, a comic, paintings, starmaps and
> more. Each CD is worth about 22$)

Just a quick follow up to this:
We learned today that Woller kindly is providing us with *3* copies of the highly anticipated N.AES Version 2.0.
This means that the first place, second place, AND third place winners will all also recieve N.AES 2.0.

Thanks,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1378. IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <377abd1a@news2.vip.uk.com>
Source record: 76582

Hi,
I'm looking to buy an IDE i/f for an STE and recall seeing that some
Aussie geezer does a good one which has a distributor in the UK.
Unfortunately that's all I know, anyone have an address. Also, I'm on the
lookout for a distributor of an Atari to SCART cable. All info appreciated.

Later

1379. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990701001056.15727.00008544@ng-fp1.aol.com>
Source record: 76583

>What does that mean, "disembowel"?
>Tried to figure it out from dictionaries, but no go.
>
>
>
>MG
>

If you were to slash someone's lower abdomen open with say, a rusty meat hook, and reached inside their body cavity and pulled their intestines out, it would be safe to say you had 'Disembowelled' them ;-)

1380. Re: Is ExtenDos Gold Compatible with CT

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930806479.488.69@news.remarQ.com>
Source record: 76584

Maybe it was the unidrive.dos file that I swapped. I don't remember
for sure now, and I have lost the mails when I was beta testing.
Try the unidrive.dos from V2.4 with Gold version.

Mike

On 29 Jun 1999 15:39:46 , Robert Schaffner wrote:
>In <7l9qto$j92$1@news7.svr.pol.co.uk> Derryck Croker wrote:
>
>
>>I can use Extendos 2.4B without problems with my CT2, however my driver of
>>choice is Spin. I'm using HDDriver BTW.
>
>Same as here, but with the latest ExtenDos 3.x release.
>Regards, Robert

1381. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930806966.289.22@news.remarQ.com>
Source record: 76585

```
On 30 Jun 1999 00:00:00 , Oliver Schildmann wrote:
>Hello Michael,
>
>n> Well, just from looking at Motorola's Web site, on their 680x0 pages,
>n> their wording of things suggests that they are no longer going further
>n> with the series. I believe they are focusing most of their attention
>n> on PPC's. The only new 680x0-related items are the scaled-down
>n> "coldfire" series.
>Absolutly!
>
>But on the other hand Motorola says, that the CPUs of the 68k series are
>*still* the most successful ones for embedded systems (sounded, as they
>couldn't believe it by themselves ;-)).
>
>So why not?
>
>Anyway: PPC would be faster, 68k seems to be cheaper.
>
>
>Greetings, Oliver
>
>---
> *We are Microsoft - Resistance is futile!*
>-------------------------------------------------------------------------
>CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

If one does a search out for "060", you will find many 060 embeded
cards that are available with a standard VME interface. There are a
few dual processor 80Mhz cards with ram, ethernet, scsi and serial
connections. It sure would have seemed a lot easier to adapt a VME to
the Falcon bus than to <try> and develope a PPC card for the same
price without the scsi or networking........ But then some like to do
things the hardway. Backward compatibility is king, so long live the
68K and Atari.

Mike
```

1382. Re: NVDI 5.2 Problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <930807679.991.85@news.remarQ.com>
Source record: 76586

```
On 30 Jun 1999 14:58:37 , Frank W. Lawrence wrote:
>On 29 Jun 1999 05:50:15 , Michael Grove wrote:
>>
>>I've have problems with the CPX as well. If I remember right, it is a
>>problem with WDIALOG.PRG. I think there is an upgrade to that
>>applicaton on the ASH web site. I just checked and I am using V5.0 of
>>NVDI and the printer CPX is working. I'm in single TOS, so I can't
>>jump back to check the version of WDIALOG, ATM.
>>
>>What applicaton is not seeing GDOS now?
>>
>>Mike
>>
>>
>Mike,
>
>Tried to get WDIALOG.PRG to run in the Auto folder but it crashes my
>system. I did not try changing location. I am under the impression
>that this program is only needed if running MAGiC.
>
>The program that does not recongnize GDOS is GEMVELOP.PRG.

I just ran wdialog from the desktop and was then able to utilize the
printer cpx without problem. The version is V2.04 and NVDI is V 5.01.
I had it disabled for some reason in the autofolder on this machine.
It's located about the middle of my autofolder (not that this makes
much sence:).

--------------------------------------------------
ExtenDOS Gold information formatted by ExtInfo v3.0
EXTINFO.TXT started on Fri Jun 25 20:13:40 1999
--------------------------------------------------

System information
------------------
TOS version: 4.04
TOS country: All
TOS date: March 8, 1993
TOS start address: 0xe00000
GEMDOS version: 0.30
AES version: 4.10
Max concurrent apps: Unlimited multitasking
MiNT version: 1.0f
ExtenDOS version: 3.0
```

```
Computer: Falcon030
Processor: 68030
Coprocessor: 68881 or 68882
Blitter: Installed
Largest free ST RAM: 2961024 bytes
Largest free TT RAM: 27047424 bytes

Hard disk driver: AHDI version 6.00
Installed drives: A CDEF U Z
Boot drive: C
Number of floppies: 1
Screen resolution: 1024 x 768 x 32768 colours (true-colour)

Cookie jar contents
-------------------
0x5f435055 (_CPU) 0x0000001e
0x5f56444f (_VDO) 0x00030000
0x5f4d4348 (_MCH) 0x00030000
0x5f535749 (_SWI) 0x000000bf
0x5f534e44 (_SND) 0x0000001f
0x5f464443 (_FDC) 0x01415443
0x5f465055 (_FPU) 0x00020000
0x5f414b50 (_AKP) 0x00000000
0x5f494454 (_IDT) 0x00000000
0x55534844 (USHD) 0x010287e4
0x58484449 (XHDI) 0x0102960e
0x4550726f (EPro) 0x0006a9ec
0x4e737064 (Nspd) 0x00000001
0x5f465242 (_FRB) 0x0008b4b0
0x4e4f5641 (NOVA) 0x010035aa
0x53435349 (SCSI) 0x0102cd40
0x4e564449 (NVDI) 0x010de2bc
0x46534d43 (FSMC) 0x010c576c
0x5f4a5044 (_JPD) 0x010f8548
0x4653454c (FSEL) 0x0116cba2
0x48424653 (HBFS) 0x0115d898
0x4d694e54 (MiNT) 0x0000010f
0x5f464c4b (_FLK) 0x00000000
0x52535646 (RSVF) 0x0009f580
0x5354694b (STiK) 0x011fd5cc
0x6e414553 (nAES) 0x000b4d50
0x494d4e45 (IMNE) 0x01027b8a
0x56534352 (VSCR) 0x010246d4
0x45644449 (EdDI) 0x01019bfa
0x41504558 (APEX) 0x0140ac58

Total cookies found: 30
Free cookie slots: 8

AUTO folder contents
--------------------
Auto folder is C:\AUTO
```

```
---Program--- --Size-- ---Date--- --Time--
EXTENDOS.PRG 11109 1998/09/20 01:46:02
NEMESIS.PRG 229 1997/02/10 03:42:24
NEM_LO.PRG 128 1997/02/10 03:38:14
NEM_HI.PRX 122 1997/02/11 23:46:36
MHZ32.PRG 7498 1998/09/15 21:01:56
FAFA32.PRG 4309 1995/07/29 02:11:10
EMULATOR.PRG 15102 1997/08/01 09:30:24
STA_VDI.PRG 132545 1997/08/01 09:35:48
XMENU.PRG 17972 1997/07/19 14:44:02
HDDRIVER.PRG 29240 1999/01/14 07:42:50
NVDI.PRG 319126 1998/11/02 07:30:16
JPEGD.PRG 9150 1998/09/18 23:46:48
TOGGLE_B.PRG 198 1998/08/20 00:16:24
WDIALOG.PRX 87096 1998/08/18 13:15:46
SLECTRIC.PRZ 67978 1998/10/06 22:21:14
BOXKITE.PRG 128404 1999/02/21 16:47:02
CHK_OFLS.PRX 2353 1998/10/06 22:20:10
MINTNP.PRG 191097 1998/11/23 22:11:46
DRVIN.PRG 3923 1999/06/20 18:45:24
SCC.PRG 8756 1999/06/20 18:45:32
STING.PRG 19488 1999/06/11 00:02:40
XRTSEVNT.PRX 740 1998/09/20 01:47:26
XXTENDOS.PRX 11109 1998/09/20 01:46:02
```

Mike

.

1383. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377B1767.81594DAA@directprovider.REMOVETHECAPITALS.net>
Source record: 76587

```
omelette a ï¿½crit :
>
> Hi,
> I'm looking to buy an IDE i/f for an STE and recall seeing that some
> Aussie geezer does a good one which has a distributor in the UK.

New zealander actually.

> Unfortunately that's all I know, anyone have an address. Also, I'm on the
> lookout for a distributor of an Atari to SCART cable. All info appreciated.

There are 3 of these interfaces around at the moment:

The TUS IDEal adapter from TUS in the UK, which is STE only
http://www.tusdev.demon.co.uk/tusdev/

Mario Becroft (the new zealand geezer)
http://planet.ak.planet.gen.nz/~mario/hardware/

A DIY project (if you are comfortable with soldering and programming
logic chips)
http://members.tripod.com/~piters/atari/astide.htm

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1384. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: pls@no.spam
Message-ID: <7lf610$9mr$1@zharh00t.europe.nortel.com>
Source record: 76588

In article <377A6DA3.4DB7C99F@no.stinking.spam.atari.org>, draco
<draco@no.stinking.spam.atari.org> wrote:

>I don't think SCSI drives need to be parked either, though I am not
>an SCSI specialist. :)

SCSI is all I have, no IDE.
I guess you don't really have to park them, but if the heads are in the park
position, there's less chance of something going wrong.

I think some SCSI drives can auto park on powerdown.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1385. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377B1C89.81546EFC@directprovider.REMOVETHECAPITALS.net>
Source record: 76589

```
Ted a ï¿½crit :
>
> Do any of the few remaining U.S. Atari dealers have any TT Ethernet cards?

No the two if them have gone.

> I get the impression that finding Ethernet connectivity for Atari's is like
> Arthur's search for the Grail.

Yes, I'm afraid so.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1386. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907010000.a32224@lu.maus.de>
Source record: 76590

Hello "John,

n> Actually, it's simpler than that - URLs are case sensitive, pure and
n> simple. Comes of originating in a Unix environment. So
No and yes. If the webserver runs on a case sensitive OS like UNIX, also
the
URLs are case sensitive, If not (i.e. Win NT), not.

n> HTTP://WWW.WHALLEY.DEMON.CO.UK doesn't exist,
n> http://www.whalley.demon.co.uk does. On the rare occasion that entering
the
No, domain/mail names are not case sensitive at all and on all systems (by

definition). So what you wrote is actually the same on *all* systems,
regardless wether they are case sensitive or not.

n> wrong case or mix of cases works, one has been set up as an alias for
the
n> other, I think.
No.

n> It would be a help if some designers got to grips with this: you see
loads
n> of adverts in magazines with upper case URLs. I suspect they mostly get
n> away with it as people don't switch to caps when they type them in.
No, it is (if not a fault) just for attention.

I.e. www.IBM.com or News@Whalley.Demon.Co.UK could be much more common for

peoples eyes than all written in lower case (therefore easier to remember

because it is matching the real company name better).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1387. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$LPZtFA42ye3Ewzj@steverosie.demon.co.uk>
Source record: 76591

On Wed, 30 Jun 1999 at 19:59:02 a message from John Whalley was created
on the subject of ATARI/IBM Software/Hardware going cheap. Site
updated..
>
>It would be a help if some designers got to grips with this: you see loads
>of adverts in magazines with upper case URLs. I suspect they mostly get away
>with it as people don't switch to caps when they type them in.

I uploaded some data on my web site, and I couldn't work out why it
didn't function properly. It worked fine on the PC with IE4, even better
with CAB on the Atari.

Graphics were missing and links bad etc.. At the time I didn't realise
that these were case sensitive and the FTP program I was using was
making ALL the files names and folder uppercase!

Strangely the files in the root directory all remained lowercase!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1388. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7lfdm0$9eq$1@nnrp1.deja.com>
Source record: 76592

In article <7ldvg5$i2s$1@news1.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:

> Yes indeed I have a very new kernel, taken from the belgium FTP-site
> 3 days ago.

[...]

> About the minixfs: I use the one that come with the Nint 98 CD
> install. date 2/8/98.

This is an old version, it's a lot slower than new ones and doesn't use the kernel's caching-mechanism. I strongly suggest that you get the latest version (also on the Belgium n.n.n.n ftp-site), it really is a lot better.

> I see the light of the drive come on every few seconds.

Yes, the old minixfs.xfs has its own writeback-cache which is flushed rather often.

> I use n.closure but next boot always gives: 'zone bits not written
> out when drive F invalidated'.

Sounds like I problem I had about a year ago. I can't remember in detail what the problem was, but fsck couldn't fix it. I solved the problem by backing up the minix-partition (with tar) to another partition, reinitialized the minix-partition and installed the backup.

Btw. this happened just when I upgraded HD-Driver, my C- and D-partition got damaged beyond repair as well so I suspect that HD-Driver did some irrecoverable damage. I "downgraded" to 7.12 and hasn't had any problems since.

Btw. I tried to upgrade HD-Driver to 7.71 a while ago, but after I did that both my floppy and Zip-drive (SCSI) stopped working. I tried various configurations but the problems persisted. Does anybody know what I have to do to get 7.71 to work on my Falcon?

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1389. Re: graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <377B3F1D.8ED1C432@patent.gov.uk>
Source record: 76593

Thanks very much for all your info. I have already e-mailed Laurent de
Soras and will keep you all posted. As you say, you can not blame hin
for trying to break into the PC market, we all have to make a living.
The only obvious difference I can see in the PC version is the use of
VCR type icon buttons for play etc.

Bob (with a space) King

James Smith wrote:
>
> On 30 Jun 1999 11:20:40 , BobKing wrote:
> >Does anyone know if Graoumf Tracker is still being developed by Laurent
> >de Soras or is still available for the Falcon. All references to it
> >indicate that he is only developing for the PC as Graoumf Tracker 2
> >(MyGals page has shut down). I already have the Demo.
> >
>
> Hi Bob,
>
> I heard some time ago that the Atari version of this programme was being
> abandoned in favour of the PC platform - obviously aiming at a bigger
> market ;-)
>
> If you are looking for trackers, here are some to check out;
>
> DBE Tracker from STGhost/Sector One
> This is capable of handling many of the current multichannel mods available
> from the PC - with the exception of Impulse and Mad Tracker tunes.
> Denis is still updating the routines for this (in between his work on an
> Atari MP3 player).
>
> Flex Tracker.
> A new project from Thomas Bergstrom. It was originally created as a tool
> for demo-makers but has proved so popular with musicians (because of the
> extra features) that Thomas is already updating it and sees it as an
> ongoing project.
> This one only handles .MOD format (up to 8 channels).
>
> mik Tracker.
> This has now been ported to Atari and is being tested (under MINT at this
> time. I heard yesterday that it will (hopefully) even run under TOS !
>
> Hope this helps.
>
> Jim

1390. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-01 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <377B42AB.80D7EDD8@patent.gov.uk>
Source record: 76594

If any one is thinking of using this fascinating information, please do
not use a 'rusty meat hook' - it's so unhygienic and could give the
disembowelled a nasty disease. Oh yes and be sure to ask the recipient
of your attentions for his/her/its permission before you start, it's
only polite.

Bob King

BGarvey355 wrote:
>
> >What does that mean, "disembowel"?
> >Tried to figure it out from dictionaries, but no go.
> >
> >
> >
> >MG
> >
>
> If you were to slash someone's lower abdomen open with say, a rusty meat hook,
> and reached inside their body cavity and pulled their intestines out, it would
> be safe to say you had 'Disembowelled' them ;-)

1391. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BmsGWJAxLPf3EwPD@steverosie.demon.co.uk>
Source record: 76395

On Fri, 2 Jul 1999 at 14:00:24 a message from Nicholas Bales (please edit email addressto reply) was created on the subject of IDE i/f info required..
>Yeah, a bit silly if you ask me. I mean he goes to lengths to put up a
>web site and then doesn't put any contents.
>
>Anyway, his products are great, which is what is most important, and his
>email is on the page somewhere.
>
>Nick

And I'm still waiting for them to send a list of services they do!!!
I'll try again Monday, who knows third time lucky.

It's a pity as they could be losing customers!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1392. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <GmRHGOAFNPf3EwOY@steverosie.demon.co.uk>
Source record: 76396

On Fri, 2 Jul 1999 at 14:59:22 a message from Dean Richard was created
on the subject of WTB: An ST.
>Hi all,
>
>My Mega ST seems to have died. My monitor and hard disk appear to be OK, but I
>need a replacement for the CPU unit itself. Does anyone have an ST at
>reasonable price? A Mega ST 2 or 4, or even an STe might fill the bill. All I
>need to be able to do is run Notator with the SMPTE sync box. Please reply via
>Email to drichard@execpc.com.
>
>Thanks in advance,
>
>Dean
>

Hi

It all depends where in this wide world you are?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1393. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7livr3$a10$1@news8.svr.pol.co.uk>
Source record: 76397

On 17 Jun 1999 09:05:37 , Nicholas Bales wrote:
:>
:>
:>guitarra@afn.org a ?crit :
:>>
:>> Hi friend:
:>>
:>> I am quite sure that without a modification a Falcon can not do more than 19200 (14.4)
:>> try setting your port to 19200.
:>>
:>
:>Yes it can. Only the ST(E/F/Mega) have that limitation.

Really, mine is happy to throtlle up to 230400, and is currently
being used at 115200 bps

:>The Falcon's modem2 port can go up to 115Kbps.

That 'K' is a mistake isnt it?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1394. Re: Question re: TT030 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990702135947.14693D-100000@hal.fishpool.fi>
Source record: 76398

> How does one upgrade the TT030's RAM when Atari only sent it out with a
> 4/4 configuration? Advice and stratagies, please.

If you have the newer CA401059 ST-RAM card, it can be upgraded to
8 MB if you have proper hot-air desoldering tools and skills, for
a total of 10 MB of ST-RAM (2 MB on motherboard, 8 on card).

The TT-RAM card is also upgradable, but if you have the older
CA 400312 card, it requires trace-cutting and more work than
people would bargain for. The CA 401058 card already accepts
4 MB simms, you just have to change some jumpers.

Everything is documented in the Memory section of my homepage.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1395. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990702160056.14693F-100000@hal.fishpool.fi>
Source record: 76399

> > > The TUS IDEal adapter from TUS in the UK, which is STE only
> > > http://www.tusdev.demon.co.uk/tusdev/
> >
> > Actually, here's the real geezer. That homepage says zippo
> > about his products and services. No info. Nil.
>
> Yeah, a bit silly if you ask me. I mean he goes to lengths to put up a
> web site and then doesn't put any contents.
>
> Anyway, his products are great, which is what is most important, and his
> email is on the page somewhere.

Are they great? How can I tell, if there's no info and no reviews
quoted on the site? I have asked him before, about his Veloce+, if
he could get around uploading something. He never did. Idiot.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1396. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <377D0422.1A8E229C@excite.com>
Source record: 76400

A couple months ago Hotmail started using cookies... and if you had
cookies turned off, you couldn't get in. I'm not familiar with CAB, but
perhaps it doesn't support cookies?

For those who don't know what cookies are, I found this on the internet:
"Cookies are a general mechanism which server side connections (such as
CGI scripts) can use to both store and retrieve
information on the client side of the connection. The addition of a
simple, persistent, client-side state significantly extends the
capabilities of Web-based client/server applications."

Hope this helps,
Andy Blakely

Paul Mac wrote:

> Hi ,
>
> I'm having problems logging in to hotmail. There is no error message
> from hotmail but when I press Enter I get a time-down and Transaction
> Failed error message.
>
> I looked at the help pages and they mentioned SSL , does CAB support
> SSL?
>
> A couple of months ago logging into Hotmail was fine with CAB.
>
> any help would be much appreciated.
>
> cheers
>
> Paul Mac
> --
> paul_mc@atariste.freeserve.co.uk
> +mostly harmless+
>
> '...and the beat goes on'
>
> * It's a rough road that leads to the stars * - apollo 1
>
>
>

1397. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9907022045460.97-100000@milan>
Source record: 76401

Hi!

> > I use n.closure but next boot always gives: 'zone bits not written
> > out when drive F invalidated'.
>
> Sounds like I problem I had about a year ago. I can't remember in
> detail what the problem was, but fsck couldn't fix it. I solved the
> problem by backing up the minix-partition (with tar) to another
> partition, reinitialized the minix-partition and installed the backup.

This was a bug in FreeMiNT itself in interaction with the filesystem
checker.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

1398. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <377ca03c3437bb40@lvdi.net>
Source record: 76402

On Fri 02-07-1999 12:32, Paul Mac TOS'd the following:

> I looked at the help pages and they mentioned SSL , does CAB support
> SSL?

Nope.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1399. SV: WOOOOO WEEEEE RETURN OF THE FUJI !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lj5qd$486$2@cubacola.tninet.se>
Source record: 76403

DarkChyld <darkchyld@pcc-uky.campuscwix.net> skrev i
diskussionsgruppsmeddelandet:7lhfg9$9r4$4@news.campuscwix.net...

> ->Interesting how a machine can bring up such strong emotions.
>
> Yes, and I feel exactly the same way! ;-)

Why? It's dead Jim.
(Bones to Kirk, Star Trek)

> My hospital just updated all their computer systems, and I managed
> to grab one of the older ones. Now I know it isn't much, but I got
> a 14" Infotel monitor, IBM PS/2 386/25mhz, 6 megs Ram, 250 meg HD,
> Ethernet card, keyboard, mouse, etc, etc, for free. So what did I
> do? I deleted everything Microsoft off of it, gonna get DRDOS and
> Geos (now supported by Newdeal) and put them on it...

Hope you didn't delete really all? Those PS/2:s can be tricky to revive
without that setup disk which is required every time you change something.
DRDOS is crap. And it paints you into a corner. Rather use the latest
possible MS-DOS and install Arachne, the DOS based Internet browser.
You can download it from:

http://home/arachne.cz/

Don't think that this is some ugly ANSI kid! It has pretty graphics and a
GUI.

> (in case you are wondering what in the world I would want it for-
> well, I have the Portfolio transer cable/card that fits in PC's
> and I'm gonna get me a Portfolio one of these days. You just
> knew there would be an Atari tie-in there, didn't ya?)

People are more kinky than one believes, specially upper class Englishmen...
Ministers with plastic bags over their head, orgies with dwarfs, PS/2:s in
hospitals. Nothing surprises me any more...

:^)

> I also have an Amiga...as well as my Atari 800XL, 1040STe, Mega ST,
> TT030, and Nemesized Falcon running MiNT. (Lynx and Jag too!)

Obviously you're a computer megalomaniac. Why not pool all that energy into
something altruistic? Mr Spock once instructed the ship's computer to
calculate the exact value of PI (Ludolfs number). Stupid as it was it went
for it and assigned more and more resources for the job, which of course is
a never ending task. This in turn led to reduced attention to other tasks
which made it possible for Spock to get in and turn the damn machine off.

However, what impressed me the most was the speech interface which recognized Mr Spocks (and everyone else's) voice commands. A crew member only needed to speak out into the air, "Computer, calculate the distance to the Andromeda galaxy and estimate the time needed for a warp 9 journey to it's closest arm". And the Ship Computer did it.

Now THERE's a Good User Interface!

Only problem is that it would require a computer system of it's own to get realized. Well, you have a Falcon, don't you? Microphone in and audio out. Nudge-nudge, get my drift?

> (And I'm keeping the Amiga A1000 because it has Jay Miners signature
> on the inside cover [his dog too!], and Jay had a little something
> to do with the Atari 8-bits in his early days. You knew there would
> be another Atari connection, right?)

What breed is the dog?

MG

1400. Re: Question re: TT030 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lj5qc$486$1@cubacola.tninet.se>
Source record: 76404

John S. Gray <db361@torfree.net> skrev i
diskussionsgruppsmeddelandet:FE88s9.4Mq.0.bloor@torfree.net...

> How does one upgrade the TT030's RAM when Atari only sent it out with a
> 4/4 configuration? Advice and stratagies, please.

Here's a company in Germany that sells TT-RAM upgrades:

http://www.seidel-soft.de/atari/ramchips.html

MG

1401. Problem accessing Dejanews

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7lj59k$p73$4@SOLAIR2.EUnet.yu>
Source record: 76405

Hi, everyone.

I have just unsuccessfully tried to find some earlier messages in Atari newsgroups on Dejanews. I have tried it both via Hallvard's Launchpad and directly, and in both cases I get the message in CAB that the Dejanews "server does not respond".

Does anybody have problem contacting Dejanews news database? Has the URL changed? Maybe I have missed some info on that item, as I was out of touch with newsgroups and Internet in general for a couple of months. Can somebody help, please?

Thanx in advance.

Cu.

1402. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7lj59h$p73$3@SOLAIR2.EUnet.yu>
Source record: 76406

On 2 Jul 1999 09:10:35 +, please edit email addressto reply wrote:
>
>
>Frank@datast.net a crit :
>>
>> Hello
>>
>> I'm looking for a DMA cable (19 pin male to 19 pin male) to connect a
>> Harddrive to the ST.
>>
>
>You can build one yourself, or get it built by someoone who can handle a
>soldering iron. It easy to make. Just connect the cable pin to pin, no
>crossovers.
>

But beware: if you happen to get a cable with unsuitable characteristic impedance, it may work unreliably. That has happened to me. The symptoms are: disk driver reports occasional errors in communication with the HD.

They say that grounding the cable shield at both ends can also cause problems here.

And it may not be easy to find the D-19 connectors.

Cu.

1403. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7lj63n$g9r$1@news4.svr.pol.co.uk>
Source record: 76407

On 2 Jul 1999 10:28:48 -, Terry May wrote:
>On Fri 02-07-1999 12:32, Paul Mac TOS'd the following:
>
>> I looked at the help pages and they mentioned SSL , does CAB support
>> SSL?
>
>Nope.
>--
>Otagger ♦1.23: Terry May - Las Vegas NV
>The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/
>.

ahh..

Does Dracnois support SSL? Accessing my hotmail account is vital.
Is there anyway I can do this without resorting to a flamin' PC?

Why does everything have to get so complicated , SSL , cookies ,
biscuits , kit-kats , marsbars who invents these blasted things?!

cheers

Paul Mac

---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

1404. ST>New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <020719991355173481%tos4ever@ping.be>
Source record: 76408
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**

ftp://193.190.204.128/atari/graph-tools/mountain-090.lzh (French version)

**mint**

ftp://193.190.204.128/atari/mint/mintlib/mintlib-0.51-0.52.patch.gz
ftp://193.190.204.128/atari/mint/mintlib/mintlib-0.52.tar.gz

ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.2b/freemint-1.15.2b-bin.tar.gz
ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.2b/freemint-1.15.2b-src.tar.gz

**network**

ftp://193.190.204.128/atari/network/ethernet/realtek/ether_pa.zip
ftp://193.190.204.128/atari/network/ethernet/realtek/eth_src.zip

Ethernet driver and diagrams for a ROM port->parallel port PCB,
for STinG 1.20 supporting Realtek's RTL 8012 pocket ethernet

**sound-utils**

ftp://193.190.204.128/atari/sound-utils/elly-1_2.lzh (MOD player)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1405. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FE9H4K.Ky9@cix.compulink.co.uk>
Source record: 76409

In message <3779672B.A232302C@club-internet.fr>, eslime@club-internet.fr said:
>From: Sylvain Perchaud <eslime@club-internet.fr>
>Newsgroups: comp.sys.atari.st
>Subject: Re: Are ATARI computers Back ???? !!!!
>Date: Wed, 30 Jun 1999 00:39:08 +0000
>
>
>Pera Putnik wrote:
>
>
>I think I will sold very soon my PC and buy the Milan 060 or the iMac (MacOS X soon !!!)
>
>> I know that some people will not like me because of this, but this is
>> situation. Mass production of PC components has so much lowered prices, that
>> no chance to compete to anyone. Even Apple will be in deep trouble soon, I
>> think.
>
>Uhh ?!
>the iMac embodies the come back of Apple !
>how many units were sold ?

It was announce (in a PC mag of all things) that it was the fastest
selling PC (that's 'Personal Computer') ever. Mac dead? You must be
joking?

>And it innovates... what is innovating in a PC ? you have dozens of fucking cables,
incompatible
>drivers, a very huge system (200mo mini) and worse of all the CPU ! a old CISC ! compare
an iMac 333
>emulating Win98 with Virtual PC with a PC 333mhz running Win98... YOU WILL CRY !
>
>
True :)

Chris (still saving up for a G3)

1406. Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377d24921739160@holleman.demon.nl>
Source record: 76410

Hi,

well, today I finally got my replacement for the differential SCSI IBM-0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned it and finally I have some space to breathe in... :-)

Next Q of course is: who knows about the jumpers on the front side. Those on the side I suppose to be the ID ones. But the row on the front...

None of them is jumpered, the drive works fine, can autoboot but nevertheless I'd like some info.

And tomorrow I'll get this Mega-STe, and with it a (hopefully) nice working keyboard so I can replace the TT one that won't let me use the "l" key properly, and has a degrading spacebar, m-key and the "ENTER" thing stopped working some months ago...(Am I glad there's a separate "RETURN" key...)

Next job is repairing the mylar on the TT-kbd... I'm not looking forward to that one! :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1407. Re: vga monitors and stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <377d337d$0$162@news.zetnet.co.uk>
Source record: 76411

On 21 Jun 1999 09:43:46, Nicholas Bales wrote:
>
>
>eric simmons a crit :
>>
>> could anyone help need to connect my just bouhgt stfm to a vga monitor or
>> would consider buying a second hand one
>
>You need an Atari monitor, either monochrome or colour, depending on
>what you want to use the machine for.
>
>You can connect an STFM to a TV instead of using a colour screen.
>
>If you really have no other option, you can use a VGA as a monochrome
>monitor, but this means getting out the soldering iron and building an
>adapter. There are instruction in the Quick FAQ.
>

Or buying one from any of Mario Becrofts distributors...

chrisc

1408. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <xtbf3.1189$k3.97472@news1.telusplanet.net>
Source record: 76412

Hi Al,
Ofcourse that is very sad to hear, but I wish you would have opened it up even further: Instead of allowing any usergroup to take it off your hands, I would have expanded that (*if* you could see no user group wanted it..) to any individual who was interested. I would have /loved/ more then anything to get my hands on that stuff, but I am no member of an Atari usergroup nor Do I have extra funds to go towards that. I really can't even think about 700 titles being destroyed, Aurgh it just makes me so angry. As i said, I would have loved this stuff...As im sure lots of Atari individuals would have.

Well thanks for all your support over the years and good luck in the future.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1409. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <377D65D9.A5D5152E@qnet.com>
Source record: 76413

Steve,

It says where he is from. Ive clipped the information below.

Don

Subject:
WTB: An ST
Date:
2 Jul 1999 14:59:22 GMT
From:
drichard@execpc.com (Dean Richard)
Organization:
ExecPC Internet - Milwaukee, WI

1410. TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <377D6D3A.A7BCC925@qnet.com>
Source record: 76414

Since I cant find out how to install a second drive into my TT on the net I need some help.

Here is what I have.

TT terminated
IBM WDS-3160 NOT terminated
Quantum 160 Terminated

Why does this not work what am I doing wrong. It will only boot from the last drive and that is the Quantum. Yes they are both working drive and I have booted from both.

Any help will be appreciated

Don

1411. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <377d26383ac26f30@lvdi.net>
Source record: 76415

On Fri 02-07-1999 20:06, Paul Mac TOS'd the following:

>Does Dracnois support SSL? Accessing my hotmail account is vital.
>Is there anyway I can do this without resorting to a flamin' PC?

I don't know.

>Why does everything have to get so complicated , SSL , cookies ,
>biscuits , kit-kats , marsbars who invents these blasted things?!

Because those are GOOD things. No reason for the rest of the world
to stay behind with us. SSL protects you from people accessing
important information such as your credit card numbers, passwords,
etc. Sure wish I could do my banking online, but I sure don't expect
nor want my bank to have my account info up there unprotected.

And CAB 2.7 supports cookies, though none of the CAB.OVLs work 100%
with them. I've found the CAB.OVL that comes with CAB 2.7 probably
works the best. Dan Ackerman's works pretty good, too. Olivier
Booklage's doesn't seem to work at all, at least for me.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1412. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907020000.a37104@lu.maus.de>
Source record: 76416

Hello Ken,

a> owner. WHAT ABOUT BUS SPEED!? (sorry for shouting)
a> A 1000MHz CPU on a 32 MHz bus ain't so damn fast buddy! ;-)
It is, if only the CPU has a big sized Level 1 cache. You can see the
difference even at todays CPU with a smaller and a bigger Level 1 cache
...

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1413. A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19990702000347.03842.00008416@ng-ce1.aol.com>
Source record: 76474

June 1st came and went and The Computer Dungeon closed its doors for the last time.

It was a great time running the Dungeon; the best experience of my life. But eventually reality set in and there wasn't enough sales or interest to keep the business afloat. I can't begin to relate the feelings I experienced when I decided to close the business and began the process of doing so.

But the saddest part of all was watching over 700 ST & Falcon software titles loaded into the back of the county refuse truck and hearing the sound of the crusher doing its job.

We tried to find the software a good home: we ran a "Garage Sale" during the last two months we were open where people could name their own buying price but only 9 offers were made & 33 titles sold in over 60 days. We said we would give it away FREE to any user group that wanted it and all they had to do was send us a letter on club stationary asking for the software and offering to pay for the shipping charges. But not one letter came.

Over 700 ST & Falcon software titles: from Calamus to Pagestream; from Dungeon Master to Populous; from Bentley Bear to Steinberg. Plus joysticks, mice, cables, two ST's, 8bit software & hardware.... gone.

It was great running the Dungeon.... and sad to see it close.

Thanks to all who supported us.

Al Horton

1414. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lheqs$9r4$3@news.campuscwix.net>
Source record: 76475

On 1 Jul 1999 20:01:27 G, Jo Even Skarstein wrote:

->Yes, HD-Driver recognised the Zip, but regardless of the configuration it
->would only read the first 16Kb of it... If I repartitioned (or even
->reformatted) a disk it would only have 16Mb available, although I
->partitioned it with one single 96Mb partition. Thing could not eject the
->disk either.

That seems odd. With v7.61, I've used both an EZ135 and EZ230. Both
worked just fine (after I turned them on in HDDriver <grin>) and Thing
does find and eject them.

You know, I couldn't figure out at first why HDDriver wasn't finding
them when I booted up (via HDDRIVER.SYS) so I did something that I'm
not sure is well, "correct". When I first booted HDDriver from floppy
(first time installation), HDDRIVER.PRG in the AUTO folder found my
IDE and SCSI stuff. So I renamed HDDRIVER.SYS to HDDRIVER.BAK on my C:
drive, then copied HDRIVER.PRG from the floppy's AUTO folder to my C:
driver and renamed it to HDDRIVER.SYS. I re-booted, and it found all
my drives, SCSI's included. Then, I configured it withe the utils,
and only made once change at a time, so as not to loose my SCSI drives
again. Well, it worked... ;-)

(I'm sure all that I needed to do was read the docs more carefully
but you know how us TOS users are... <grin>...)

->I fiddled around with 7.71 for a few hours before I gave up and returned
->to 7.12, the latest version that works on my Falcon/AB.

So you tried v7.61 as well? Knowing you and Uwe, I'm sure you've both
exchanged E-mails about this, and if it had been an easy thing to fix
you would have already nailed it down... ;-)

See ya later..

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1415. Re: SV: WOOOOO WEEEEE RETURN OF THE FUJI !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lhfg9$9r4$4@news.campuscwix.net>
Source record: 76476

On 1 Jul 1999 20:37:57 +, "Martin Graiter" wrote:

->Interesting how a machine can bring up such strong emotions.

Yes, and I feel exactly the same way! ;-)

My hospital just updated all their computer systems, and I managed to grab one of the older ones. Now I know it isn't much, but I got a 14" Infotel monitor, IBM PS/2 386/25mhz, 6 megs Ram, 250 meg HD, Ethernet card, keyboard, mouse, etc, etc, for free. So what did I do? I deleted everything Microsoft off of it, gonna get DRDOS and Geos (now supported by Newdeal) and put them on it...

(in case you are wondering what in the world I would want it for- well, I have the Portfolio transer cable/card that fits in PC's and I'm gonna get me a Portfolio one of these days. You just knew there would be an Atari tie-in there, didn't ya?)

I also have an Amiga...as well as my Atari 800XL, 1040STe, Mega ST, TT030, and Nemesized Falcon running MiNT. (Lynx and Jag too!)

(And I'm keeping the Amiga A1000 because it has Jay Miners signature on the inside cover [his dog too!], and Jay had a little something to do with the Atari 8-bits in his early days. You knew there would be another Atari connection, right?)

No MS *BS* for me! ;-)))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1416. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <377c5091@nemo.idirect.com>
Source record: 76477

On 30 Jun 1999 05:14:32 , Steve Hammond wrote:
:On 29 Jun 1999 17:38:18 , John Kolak wrote:
:> I beg to differ. My 300 MHz AMD K6-2 is not significantly faster than my
:> ST or Falcon in common computing tasks. The only thing I find it lacking
:> on speed is net browsing.
:>
:> Pera Putnik wrote:
:> > I looked specifications of new Milan. It's well equipped with
:> > peripherals, but I think that forcing 680xx family, with frequencies of 60
:> > MHz is at least pity today. I just read about new AMD's CPU Athlon (former
:> > name K7). There will be version which will run on 1000MHz in couple months.
:> > It is developed with firm Kryotech, and of course will use special cooling
:> > system. See more infos at amd.com or kryotech.com .
:> > Considering that on my K6 at 375 MHz I have 20 times better speed than on
:> > ordinary ST, it can be expected that on 1GHz machine it will be about 80

Why do so many people seem to be mindlessly repeating the PC
Marketing Hype?? Especially disappointing in an Atari (I think)
owner. WHAT ABOUT BUS SPEED!? (sorry for shouting)
A 1000MHz CPU on a 32 MHz bus ain't so damn fast buddy! ;-)

:Try about 2X faster than the 375 chip. The higher clock speeds in the PC
:world do not always equate with a proportionally faster machine. In
:terms of real horsepower a 350 mHz Pentium II (K6II) is functionally
:about 12X faster than a 32 mHz TT030 - I know, I got both and run
:Calamus SL on both machines.
:> > times ! And of course it will be faster than any Milan, even announced 100
:> > MHz versions. So I see future of Atari in emulation.
:> > I know that some people will not like me because of this, but this is
:> > situation. Mass production of PC components has so much lowered prices, that
:> > no chance to compete to anyone. Even Apple will be in deep trouble soon, I
:> > think.
:
:If the Milan gets the backing of Motorola and Motorola backs Atari
:software developers, cleanly written software and operating system can
:make up for a lot of processor speed. One of the driving forces behind
:todays PC's are games and the fact that MicroSoft and other software vendors
:don't write very efficient code.
:
:I wish the Milan people all the luck - if the new model gets off the
:ground there will be one on desk :)
:
:Steve Hammond
:.

1417. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <377C65EB.2D73F2BC@online.TAKE.THIS.OUT.fr>
Source record: 76478

```
Frank@datast.net a ï¿½crit :
>
> Hello
>
> I'm looking for a DMA cable (19 pin male to 19 pin male) to connect a
> Harddrive to the ST.
>

You can build one yourself, or get it built by someoone who can handle a
soldering iron. It easy to make. Just connect the cable pin to pin, no
crossovers.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1418. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7lhvaafkj1@user2.teleport.com>
Source record: 76479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. You can find NEW Atari ST software Marked down in Price and I've added and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, July 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1419. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <377C89E5.DE668FE6@patent.gov.uk>
Source record: 76480

Mountain by Remi Vanelm looks good -- see:

http://www.multimania.com/tntmag/mountep.htm

Bob King

Sylvain Perchaud wrote:
>
> Johan Klockars wrote:
>
> > It's not outdated if you don't buy any new software...
>
> so you never update your favorites softwares ?!
>
> > >You can't use the famous Mountain from Remi Vanel on MagiC PC :-(
> >
> > What's that?
>
> it's a video studio for Atari ! Very nice, have a look at it !
>
> > What's so very innovative about the iMac?
>
> USB port for everyone, a nice design, power (G3), integration of the modem, the death of 3.5' disks

1420. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7li64l$8sr$1@nnrp1.deja.com>
Source record: 76481

```
In article <377BFF47.C8DF11B@club-internet.fr>,
Sylvain Perchaud <eslime@club-internet.fr> wrote:
>
>
> > What's so very innovative about the iMac?
>
> USB port for everyone, a nice design, power (G3), integration of the
modem, the death of 3.5' disks
```

I guess the design is a matter of taste. I rally wouldn&#65533;t want my computer to look like a toy, but that is me. :) The death of 3.5 disc&#65533;s is maybe not all that good if you want to stay compatible with older systems. In my humble opinion it is still the most convinient way to transfer small files like documents and stuff like that.

I also guess that the G3:s power in itself isn&#65533;t really innovative, and in no ways I know of outperforming a wintel system. With the rather heavy and slow MacOS the G3 don&#65533;t feel all that fast IMO.

```
Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

1421. Question re: TT030 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FE88s9.4Mq.0.bloor@torfree.net>
Source record: 76482

How does one upgrade the TT030's RAM when Atari only sent it out with a 4/4 configuration? Advice and stratagies, please.

Thanks in advance,

John S. Gray

XEST newsletter/fanzine editor
Canada

1422. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0207990410440001@user-33qsqab.dialup.mindspring.com>
Source record: 76483

In article <3778137C.3D50BA6E@ihug.co.nz>, jwandjw@ihug.co.nz wrote:

>You looked hard enough!! The modem on iMac is a Mac 'standard' RS-422
>connector,

Nope. The iMac has no externally accesible serial ports. The modem is an internal unit which plugs into the motherboard with a custom connector. The easiest way to get serial ports compatible with the old Mac serial ports is to buy the 2-port KeySpan USB-serial adapter. It doesn't do everything that the built-in serial ports could do (you can't run AppleTalk on it), but for data communication with a ST it will work pretty much exactly like an ordinary Mac serial port.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

1423. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0207990416300001@user-33qsqab.dialup.mindspring.com>
Source record: 76484

In article <377c5091@nemo.idirect.com>, anarkist@idirect.com (Ken Macdonald) wrote:

>Why do so many people seem to be mindlessly repeating the PC
>Marketing Hype?? Especially disappointing in an Atari (I think)
>owner. WHAT ABOUT BUS SPEED!? (sorry for shouting)
>A 1000MHz CPU on a 32 MHz bus ain't so damn fast buddy! ;-)

Try up to 200 MHz for the AMD Athlon. PCI runs at 33 MHz, but that's only for I/O devices, not memory.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

1424. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: tas@mindspring.noUCE.com
Message-ID: <tas-0207990425070001@user-33qsqab.dialup.mindspring.com>
Source record: 76485

In article <377AA4DB.E1AA4822@ihug.co.nz>, jwandjw@ihug.co.nz wrote:

>Why not? Intel chips are always quoted at an overclocked speed (hence the
>prodigious use of heatsinking/fans).

Not! It's *users* who overclock Intel chips, not Intel. When Intel prints "400 MHz" on a CPU, they mean that it is intended to run at 400 MHz and has been tested for stable operation at that speed, not that it's really 333 MHz and you should overclock it. In fact, Intel has been taking steps over time to make their chips harder to overclock; for example, the bus multiplier setting is now permanently fixed at the factory, which means that you have to raise the bus speed to force the CPU to run faster than its rating.

A heatsink and a fan is required equipment for any current x86 or compatible CPU, not an optional thing that you only put on when overclocking.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

1425. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7li86v$dr8$1@nyheter.chalmers.se>
Source record: 76486

In article <377BFF47.C8DF11B@club-internet.fr>,
Sylvain Perchaud <eslime@club-internet.fr> wrote:
>
>
>Johan Klockars wrote:
>
>> It's not outdated if you don't buy any new software...
>
>so you never update your favorites softwares ?!

I wouldn't if it made them too slow to use, which was my point (well,
actually I was also referring a bit to the fact that on the Atari many
software packages haven't been updated for years).
Most people only use a small fraction of the functionality of their
software, anyway, so being a version or three behind doesn't hurt much
(unless you need to be able to read files in some new format, obviously).

>> What's so very innovative about the iMac?
>
>USB port for everyone, a nice design, power (G3), integration of the modem, the death of
3.5' disks

Are there modern PCs without USB?
I agree that the iMac looks better than most PCs, but I wouldn't call
that innovation.
As I showed in another article recently, the G3s aren't any better than
the x86 processors on real benchmarks.
There are lots of PCI modems available.
Removing the floppy drive is certainly not my idea of innovation. For new
computer users it might not hurt that much, but if you've been using other
computers for a few years you're likely to have lots and lots of stuff
on floppies.

Please, don't think that I don't like Macs. At work I could chose and on
my desk you'll find a reasonably fast G3 machine (running MkLinux since
I'd rather use Unix than any other operating system (most of my actual
work is done on a Sun workstation)).
At home, I simply can't afford it, so I have a PC instead as my second
machine beside the Falcon/AB040. The PC is mainly used for games and
internet access under Win98 (which is pretty unstable, unfortunately)...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1426. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7li95adti1@nyheter.chalmers.se>
Source record: 76487

In article <tas-0207990416300001@user-33qsqab.dialup.mindspring.com>,
Timothy A. Seufert <tas@mindspring.noUCE.com> wrote:
>In article <377c5091@nemo.idirect.com>, anarkist@idirect.com (Ken
>Macdonald) wrote:
...
>>owner. WHAT ABOUT BUS SPEED!? (sorry for shouting)
>>A 1000MHz CPU on a 32 MHz bus ain't so damn fast buddy! ;-)
>
>Try up to 200 MHz for the AMD Athlon. PCI runs at 33 MHz, but that's only

Don't forget the caches!

While the AMD Athlon memory interface (it isn't a bus, actually) is
currently at 200MHz, it can also have a huge second level cache on a
separate channel at 1/3-1/1 (currently 512kbyte at 1/2) of the processor
clock (the Intel Xeon's have various sizes of full speed level two cache
on the processor card, the PII/III 512kbyte half speed cache on card, the
current Celeron's 128kbyte full speed cache on die and the AMD K6-III
256kbyte full speed cache on die, IIRC).

Also, remember that these processors have relatively large internal
level one caches (64*2 kbyte on the AMDs and 32*2 kbyte on Intels, IIRC)
that run at the full processor speed, so they don't even have to access
the second level cache all that often.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1427. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <377CA9D8.A2D2AD3A@online.TAKE.THIS.OUT.fr>
Source record: 76488

```
Martin-Eric Racine a ï¿½crit :
>
> > > Aussie geezer does a good one which has a distributor in the UK.
> >
> > There are 3 of these interfaces around at the moment:
> >
> > The TUS IDEal adapter from TUS in the UK, which is STE only
> > http://www.tusdev.demon.co.uk/tusdev/
>
> Actually, here's the real geezer. That homepage says zippo
> about his products and services. No info. Nil.
>

Yeah, a bit silly if you ask me. I mean he goes to lengths to put up a
web site and then doesn't put any contents.

Anyway, his products are great, which is what is most important, and his
email is on the page somewhere.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1428. Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7libhhfmp3@news5.svr.pol.co.uk>
Source record: 76489

Hi ,

I'm having problems logging in to hotmail. There is no error message from hotmail but when I press Enter I get a time-down and Transaction Failed error message.

I looked at the help pages and they mentioned SSL , does CAB support SSL?

A couple of months ago logging into Hotmail was fine with CAB.

any help would be much appreciated.

cheers

Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

1429. WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <7lik4a$llj@newsops.execpc.com>
Source record: 76490

Hi all,

My Mega ST seems to have died. My monitor and hard disk appear to be OK, but I need a replacement for the CPU unit itself. Does anyone have an ST at reasonable price? A Mega ST 2 or 4, or even an STe might fill the bill. All I need to be able to do is run Notator with the SMPTE sync box. Please reply via Email to drichard@execpc.com.

Thanks in advance,

Dean

1430. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377CD757.F3E9798E@NO.SPAM.emw.ericsson.se>
Source record: 76491

M.Grove wrote:

> Well, I don't know about a DEC Alpha for a standard 060 VME
> card for compairson. I will admit that some are really
> expensive. But just for fun, I really don't think that
> spending over $1100.00 for a tempest and eclipse without
> fast SCSI or networking is a very smart move either.

You better check you facts before you write down things. The
Tempest will cost ₧200 (UK pound) and the Eclipse the same.
I don't know which currency you have, but that can hardly be
$1100. It's more like $500.

> (without major hardware changes)now. PPC for the Atari may
> be a nice vision for the future, but I don't think this card
> is the answer, not only hardware withstanding, but software
> compatibility. Maybe two or three coders will bother with
> PPC code. Without that all you will have is a fast TT. Maybe
> for all the Linx and MiNT freeks, this will be THE card, but
> for the average Sam, if it's not 100% with his existing
> software, why bother? So he can compile two minutes faster?

Again you havn't checked the facts but are making assumptions.
With the Tempest it will be possible to convert all 68k binaries
to PPC native code and save it to disk giving you a huge speed up.
So your old application will basicly become PPC native
applications. All this is to be read if you want to.

> would like it to be. You doubt the word of the Milan people,
> I doubt the reliability of a U.K. company to deliver support
> and goods to the U.S. in a timely and cost effective maner.

That I can see and it is a problem.

//MK

1431. Re: Question re: TT030 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7linll$11s$1@testinfo.uoguelph.ca>
Source record: 76492

: How does one upgrade the TT030's RAM when Atari only sent it out with a
: 4/4 configuration? Advice and stratagies, please.

See the TT030 homepage at http://www.megacom.net/~q-funk/TT030/TT/ .

The best solution is probably the Aixit Magnum TT RAM card. See
http://www.systemsfortomorrow.com who have it in stock at $170 US. It
uses standard FPM or EDO 72-pin SIMMs, and will handle up to 256MB.

A lower-initial-cost option is the Atari 4/16 meg TT RAM board. B&C
Computervisions sells (or sold) them for $100 US. It uses 30 pin SIMMs.
If you're interested, I've got one sitting around, and $100 Canadian will
take it. Why am I not using it? It doesn't work with the 4meg SIMMs I
have, although it does work with the 1meg SIMMs from my older,
non-upgradeable TT RAM card. I'm not sure if it's the SIMMs or if it's my
early-revision TT. Email me if you're interested.

THeo

1432. TT030 for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: Bill Anderson <wtanderson@NOSPAMatt.net>
Message-ID: <377CECE6.DA4DA62B@NOSPAMatt.net>
Source record: 76493

Excelent condition.

TOS 3.0.6
HD floppy
Floptical drive & disks
14 megs RAM (4 Mb TT RAM + 10 Mb ST RAM)
540 Mb hard drive
AlberTT graphics card
Dyna CADD, Page Stream, Edit Track Platinum, & more software

$400 US takes it all
buyer pays shipping from Houston

Delete the words, "NO SPAM" from my address to reply by e-mail.

1433. Cornerstone DualPage 120

Newsgroup: comp.sys.atari.st
Date: 1999-07-02 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <377CECF9.D1E9FCB6@patent.gov.uk>
Source record: 76494

There is a remote chance that I can get my hands on the above grayscale monitor. Does anyone know if it can be connected to the Falcon? All the specs on the 'net seem to be blank about the connector. It seems to be digital input, 1600x1280 res., horizontal scan rate 105 KHz, refresh rate 76 Hz. It gives a very crisp landscape near A3 size display, ideal for non colour DTP.

Bob.King

1434. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7llmup$2jr$3@SOLAIR2.EUnet.yu>
Source record: 76345

On 30 Jun 1999 00:39:08 , Sylvain Perchaud wrote:

>Pera Putnik wrote:
>
>> Considering that on my K6 at 375 MHz I have 20 times better speed than on
>> ordinary ST, it can be expected that on 1GHz machine it will be about 80
>> times ! And of course it will be faster than any Milan, even announced 100
>> MHz versions. So I see future of Atari in emulation.
>> [...]
>> I know that some people will not like me because of this, but this is
>> situation. Mass production of PC components has so much lowered prices, that
>> no chance to compete to anyone.

I agree with Pera (though I think that his speed estimates are a bit
optimistic): the future of Atari may vey well be in emulation.

There is simply no way that any Atari-clone manufacturer can produce machines
competitive with cheap PC-hardware that is produced in millions, and
available even in supermarkets.

So, instead of designing clones destined to be stillborn, it may be more
worthy to concentrate efforts on making a really good Atari-emulator for
the PC-hardware platform. The Atari-clone designers tend to imitate
PC-hardware anyway, with a lot of RAM, PCI slots, IDE interfaces, CD drives,
etc.

I have tried a little of the PaCifiST, TOSbox and the new Gemulator98
Atari emulators. All three work at approximately the same speed (with
negligible differences), and suffer from the same drawbacks:

* Some programs do not work:
There are situations where program X works on one emulator and program Y
does not, while on another emulator program X does not work and program
Y does. Combining all three emulators, all the software I have tried works,
one way or another.

* Screen refresh and mouse movements are slow and jerky:
It seems that the brute force of fast PCs is overcaming this drawback
at last. Maybe writing NVDI screen drivers specific to use with
an emulator might also help, as they may bypass some of the emulation
and go directly to the hardware.

* Floating-point performance is very miserable:
Adding emulation of a floating-point-coprocessor (routing those calls
straight to the real one in the CPU) should not be too difficult,
and that would tremendously boost some serious applications as
Calamus or Dynacadd.

What I am trying to say that, maybe with a team effort, a really good Atari emulator may be just behind the corner, combining the good features of the existing emulators (I admit that they have very different design concepts, but...)

For the moment, the Gemulator seems to me the best candidate for a good emulator. I would prefer, though, an emulator that does not drag the burden of a monstrously large operating system (Windows, that is), even if the emulator is so well designed that this has no speed penalty.

I would like an emulator that operates on DOS stripped off of all things unneeded, maybe keeping just that couple of system files, and some device drivers. So the user may not see the DOS at all- the machine may boot into TOS right away.

Or, maybe, one can dispose of DOS completely, and use just a little of PC BIOS to boot up, and after that dispose even of the BIOS. The compact QNX operating system on the PC does just that, and works perfectly (btw. I hear that the new Amigas, if they ever appear, will have a QNX OS kernel. Maybe QNX kernel is the way to go, it may replace Mint, as both are Unixoid). So, maybe some kind of TOS-for-Intel-CPU might be designed instead of new Atari-clone hardware.

A new version of some TOS-derivative would be needed anyway, to take care of all those interfaces, PCI, etc. So the new de-facto standards and address ranges would have to be declared, as was once the case for the IDE cards for the Atari. Of course, it would be a large project, but much cheaper and easier than design of a complete new computer.

And then, someone may design a nice Fuji-logo sticker to put on the computer box, and one can have a feel of a real Atari, especially if the box has a grey colour :)

Do not think that I enjoy PCs very much, but some degree of 'cooperation with the inevitable' may in fact benefit the Atari users, as all those STs, Megas, TTs and Falcon will die of hardware faults some day, and a live replacement would be needed. After all, it is the software and the hardware capabilities that make a computer, it does not matter much which brand name is on it.

>but how long can you use a PC ?
>6 months ?
>1 year ?
>after 1 year it's totaly outdated, oldies...

This is not a very good argument. Once you make a good configuration that suits your needs, it can run for years, until it dies of old age (as the Atari itself shows). There is no need to replace computers twice a year, like fashion clothes.

In fact, the PC-users that buy a new computer every few months, just to be able to run the latest versions of software monsters for Windows, may be very good for potential Atari-emulator users: very powerful and fast machines, declared as 'obsolete' can be bought second-hand but in perfect

condition for quite a small price.

Cu.

1435. Another Newsie Question

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <377e6cd1$0$163@news.zetnet.co.uk>
Source record: 76346

Hi All,

I have recently downloaded a couple of postings which contained multiple attachments - munpack.ttp only gives me one out of each of these !

Anyone got ideas about something to extract all of the files ?

TIA

Jim

1436. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377E6D5A.FBC7E429@jps.net>
Source record: 76347

Doctor Clu wrote:

>
> Now to look at ATARI... wow! Seven years later, and Atari-clones are
> being made by HOW MANY COMPANIES? What's really ironic is that we are
> probably selling more Ataris now throughout the various companies
> (Milan, C-LAB, etc...) than we Atari was actually around. ;) (I have a
> low opinion of the early days of the Atari ST).

It's not the early ST days, it's the later days....refusal to make the
STE a 256 color VGA, crippled VGA on the TT, and crippled speed and
video on the Falcon...etc

1437. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377E6BA7.CFA942AB@jps.net>
Source record: 76348

Absolutely criminal activity. I sent you an offer and received no
response.

ComDungeon wrote:
>
> June 1st came and went and The Computer Dungeon closed its doors for the last
> time.
>
> It was a great time running the Dungeon; the best experience of my life. But
> eventually reality set in and there wasn't enough sales or interest to keep the
> business afloat. I can't begin to relate the feelings I experienced when I
> decided to close the business and began the process of doing so.
>
> But the saddest part of all was watching over 700 ST & Falcon software titles
> loaded into the back of the county refuse truck and hearing the sound of the
> crusher doing its job.
>
> We tried to find the software a good home: we ran a "Garage Sale" during the
> last two months we were open where people could name their own buying price but
> only 9 offers were made & 33 titles sold in over 60 days. We said we would give
> it away FREE to any user group that wanted it and all they had to do was send
> us a letter on club stationary asking for the software and offering to pay for
> the shipping charges. But not one letter came.
>
> Over 700 ST & Falcon software titles: from Calamus to Pagestream; from Dungeon
> Master to Populous; from Bentley Bear to Steinberg. Plus joysticks, mice,
> cables, two ST's, 8bit software & hardware.... gone.
>
> It was great running the Dungeon.... and sad to see it close.
>
> Thanks to all who supported us.
>
> Al Horton

1438. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377E6C2F.3DFD99A4@jps.net>
Source record: 76349

My TT keyboard only required brushing dust off the mylar.

Louis wrote:
>
> Hi,
>
> well, today I finally got my replacement for the differential SCSI IBM-
> 0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned
> it and finally I have some space to breathe in... :-)
>
> Next Q of course is: who knows about the jumpers on the front side. Those
> on the side I suppose to be the ID ones. But the row on the front...
>
> None of them is jumpered, the drive works fine, can autoboot but
> nevertheless I'd like some info.
>
> And tomorrow I'll get this Mega-STe, and with it a (hopefully) nice
> working keyboard so I can replace the TT one that won't let me use the "l"
> key properly, and has a degrading spacebar, m-key and the "ENTER" thing
> stopped working some months ago...(Am I glad there's a separate "RETURN"
> key...)
>
> Next job is repairing the mylar on the TT-kbd... I'm not looking forward
> to that one! :-)
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> | BBS: +31-412-644411 |
> |_____________________________________|

1439. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <377E6C91.21E1C570@jps.net>
Source record: 76350

Good question. I'm using an IBM differential SCSI on my Falcon too. I don't know the techical details, but it works fine. Hope I'm not going to blow up the Falcon with wrong voltage!!!

Martin Graiter wrote:
>
> Louis <louis@holleman.demon.nl> skrev i
> diskussionsgruppsmeddelandet:377d24921739160@holleman.demon.nl...
>
> > well, today I finally got my replacement for the differential SCSI IBM-
> > 0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned
> > it and finally I have some space to breathe in... :-)
>
> Differential SCSI on the Atari?
>
> Isn't differential 12 Volts?
>
> MG

1440. Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377e69888f720b1@holleman.demon.nl>
Source record: 76351

Hi,

well, I opened up the Mega STe, raped the serial-2 connector plus flatcable from it to use it on my TT and found some stuff good enough for questions:

I've got a machine with TOS 2.06, 2 Mb, no co-processor.
HD is a Seagate one. Yup, 40 megs was B-I-G in '91, now I wonder: what can I do with it???

The controller board in the casing for the Seagate, is it a SCSI adapter? It connects to a 50 pin connector. Furthermore, there are 3 dipswitches on the board. These for ID settings or what? I figure so, since all three are "on", thus giving ID 7 for the board... Also, I figure there are no ACSI drives, are there? Well, maybe Atari's own drives. Problem remains that one cannot put Hushi on this disk, since SCSITools won't recognize the drive as a SCSI one. I don't like AHDI, it crashes some oldies that Hushi won't crash... I solved the problem by putting Hushi.sys on the Conner SCSI drive which is second in ID, but Hushi will boot from the first drive on the chain by default and that's the Seagate. Works wonderful... but that way I always need the Conner on the ACSI bus.

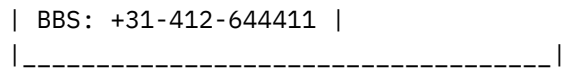
How about mem expansion? There's 2 free slots (upper and lower ones), I figure 30 pin SIMMS would do, but does one need to fiddle with the nearby jumpers?

Problem, as usual: I got a nice dutch Owners Manual, which explains there are 2 types of Mega's, 2 and 4 Mb types.
The 2 seals across the bottom screws "break this and you'll loose all guarantee" didn't worry me much, but appearently Atari considered users as dumbo's who can't manage to shove in two extra SIMMS and move around some jumpers... So there's nothing in the manual about it.

How about the floppy drive? This one won't read HD disks... but it might be just a dipswitch setting. Once again, which one was it? Bloody "manual" (wrong word for such a thing) doesn't mention it at all. Users, keep off the screws! Nice little note: even the dipswitch bank has been sealed! You wouldn't believe it until you saw it with your own eyes... :-) Fort Knox is easier to get into...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |


| BBS: +31-412-644411 |

1441. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7lm0ljgns1@news8.svr.pol.co.uk>
Source record: 76352

On 18 Jun 1999 23:45:05 , Trevor Spencer wrote:

:>There are some old programs that need GDOS and won't work with NVDI4 such
:>as the DTP program Timeworks2.

I used Timeworks 2 with SpeedoGDOS and NVDI 4 and NVDI 5.

I upgraded to Papyrus eventually and later discovered that TW2 now
refuses to work with my processor upgrade?!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1442. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9907031813040.112-100000@tampa1-005.southeast.net>
Source record: 76353

On Fri, 2 Jul 1999, Terry May wrote:

> On Fri 02-07-1999 12:32, Paul Mac TOS'd the following:
>
> > I looked at the help pages and they mentioned SSL , does CAB support
> > SSL?
>
> Nope.
> --

Nope what?

CAB doesn't know about SSL or NOT, just displays html code "basically"
Now we are talking about the ovl.
And yes, MiNTnet cab ovl does support SSL.
But of course, none of you use MiNT, so you wouldn't know.

Most people here are denying the directions Atari Corp was going.
Remember, as always, Atari Corp always was ahead of their times, MiNT
starts to prove ONCE again this theory.

Thanks for reading.

1443. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377e6fdc94630d0@holleman.demon.nl>
Source record: 76354

on Sat 03-07-1999 13:03 John Kolak wrote:

>Good question. I'm using an IBM differential SCSI on my Falcon too. I
>don't know the techical details, but it works fine. Hope I'm not going
>to blow up the Falcon with wrong voltage!!!

John, the 5 and 12 volt lines are exactly the same ones as on SCSI-
whatever.
Problem is that all the data lines connect different. In fact the whole 50
(or 68) pin connector connects different.
I've seen statements not to work diff SCSI on a regular (single-end) SCSI
because of possible damage...

You're surprising me: from what I gathered, diff SCSI won't work right on
a single-end bus. At least the IBM 0662 (diff SCSI) didn't work on my TT.
The drive was seen OK, but neither HDDriver, nor Hushi nor ICD-Pro
couldn't work with it.

I know Falcon's SCSI isn't implemented very right, but don't tell me they
got a diff SCSI bus on the Falcon????? Anyway, as long as it works it
saves you a 500 dollar adapter :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1444. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199907032153.a40713@wun.maus.de>
Source record: 76355

Hallo Steve!

SD>Zip disks can only be read by Zip drives,

that's true, but isn't this the case for most media?

SD>which have proven to be unreliable.

I have to disagree with this statement. I'm currently operating four Zip drives, 3x SCSI and 1x ATAPI, all of these internal. One of these drives had an electronic failure shortly after I purchesed it, but that was three years ago, and I haven't had any problems since then, neither with the drives nor with the media. Two of the media are used for transporting my messagebase from here to Bubenreuth and back every weekend, and have proven to be perfectly reliable.

SD>Much better to use the LS-120 super floppy.

AFAIK, these are much slower than the Zip drives are, and there is no SCSI version. I don't know of external versions either. They are not bootable unless there is special BIOS support, and it might be impossible to read exotic floppy formats (like "hyperformat" Atari disks) on them.

SD>For bigger back-ups, use a CD-Rewriter rather than some removable hard
SD>drive like a Jaz.

That's perfectly true. Especially with media prices for CD-RW being very low and thus enabling multi-generational backups.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1445. Re: SV: WOOOOO WEEEEE RETURN OF THE FUJI !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7llos9$ml6$4@news.campuscwix.net>
Source record: 76356

On 2 Jul 1999 18:00:02 +, "Martin Graiter" wrote:

->Why? It's dead Jim.
->(Bones to Kirk, Star Trek)

Hmm...maybe thats why it evokes such strong emotions. Perhaps all of
us (still) dedicated Atari users have a touch of the Japanese in us,
who often have greater empathy for the heroic figures who try and
fail, then win...simply because its the effort involved thats most
important. ;-)

->Hope you didn't delete really all? Those PS/2:s can be tricky to revive
->without that setup disk which is required every time you change something.
->DRDOS is crap. And it paints you into a corner. Rather use the latest
->possible MS-DOS and install Arachne, the DOS based Internet browser.
->You can download it from:
->
->http://home/arachne.cz/

I surely did. No regrets (in fact, a certain amount of glee!) either...
Had to format the drive though. It didn't have a setup disk with it,
and I have not had to have it so far. Hmm, I've read a lot of reviews
to the effect that DRDOS is quite a bit better than MS-DOS? Oh well.
Ever seen Geos/NewDeal? It includes a nice GUI that runs on legacy
machines, as well as a browser too... Thanks for the URL though, I'll
check it out.

->People are more kinky than one believes, specially upper class Englishmen...
->Ministers with plastic bags over their head, orgies with dwarfs, PS/2:s in
->hospitals. Nothing surprises me any more...
->
->:^)

The time for them to upgrade was long past due... ;-)

->Obviously you're a computer megalomaniac. Why not pool all that energy into
->something altruistic? Mr Spock once instructed the ship's computer to
->calculate the exact value of PI (Ludolfs number). Stupid as it was it went
->for it and assigned more and more resources for the job, which of course is
->a never ending task. This in turn led to reduced attention to other tasks
->which made it possible for Spock to get in and turn the damn machine off.
->
->However, what impressed me the most was the speech interface which
->recognized Mr Spocks (and everyone else's) voice commands. A crew member
->only needed to speak out into the air, "Computer, calculate the distance to
->the Andromeda galaxy and estimate the time needed for a warp 9 journey to

->it's closest arm". And the Ship Computer did it.
->
->Now THERE's a Good User Interface!

I'd have to agree, that interface is marvelous. ;-)

->Only problem is that it would require a computer system of it's own to get
->realized. Well, you have a Falcon, don't you? Microphone in and audio out.
->Nudge-nudge, get my drift?

Heh, wish my programming skills were that good! Seen WHIP! from No
Escape? Seems they are on the right track, using the Falcons Mic to
convert the audio stream into a graphical response, even playing Pong
with it (sort of). ;-)

->What breed is the dog?

You know, I'm not sure. Its pawprint is not too big, so I'm assuming
a smaller breed. Go to comp.sys.amiga, and I'm sure they can give you
volumes of trivia about that subject as well as any other Amiga
related topic. ;-))))

->MG

Catch ya later!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1446. Woller replies (N.aes news)!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7llrak$ob0$1@news.campuscwix.net>
Source record: 76357

Okay, I sent another E-mail to Woller Systems in Germany, who
are responsible for N.aes. For those of you who don't know, N.aes
is an important component in setting up a modern MiNT system with
a replacement multitasking AES/replacement desktop. (I use and
highly recommend Thing!) Anyways, as some of you know, getting
N.aes in the United States has been, well-unlikely. Read this
E-mail for signs of Hope. ;-)

From : Konstantin_Woller@b2.maus.de (Konstantin Woller)
To : darkchyld@pcc-uky.campuscwix.net
Subject: N.aes available in the USA?

RJH> I hear rumors that version 2.0 of your excellant N.aes software is

ready estimated end of August 99 ...

RJH>almost ready. Please, please tell me that buyers in the United States
RJH>will be able to purchase this product as well! Please appoint a US

yes ... that will be possible ..

RJH>distributor such as Systems For Tomorrw-who are really excellant. If
RJH>not that, then please let us use a credit card such as Visa or Master

VISA

RJH> SO...can I buy it? ;-)

yes, stay tuned ... .)

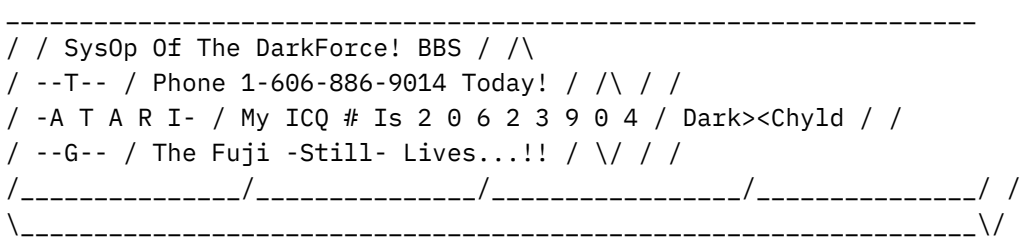
with best regards, Konstantin (woller systeme, Berlin)

I sent a reply asking them to please post an announcement in comp.sys
atari.st then the new version is ready, and can be bought by VISA...

Now, I know its considered "bad form" to post an E-mail without the
senders permission, so I apologise in advance. However, I felt that
the content was worthwhile enough to forgo this common courtesy.

Looks like potentianl MiNT users in the USA (and other countries)
might finally be able to grab this key piece of software! ;-)))))

Later gang...


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

1447. Ethernet pocket driver

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37803cfc6473dc0@mail.otenet.gr>
Source record: 76358

Hi Guys,

Seems I've finished the ethernet driver for Realtek's RTL 8012 pocket adapters. For the last couple weeks I'm using it connected to 2 PCs with 'normal' PCI ethernet cards and transfer files between them using FTP Server on the TT and WS_FTP on the PCs, or WebLight and PC browsers.

STinG's Masquerade also works fine, I can now use our clients for mail and news and Netscape's Communicator or IE for really 'tough' pages ;-)

There are still some problems with STinG's TCP module, especially Trumpet Winsock on the PC side reveals them, I hope Ronald will fix them soon. Anyway, it's a pleasure even with the current version to transfer files from/to PC at 72-75 (some times 93) KB/sec.

STinG driver, schematic diagrams for the small PCB that turns the ROM port to a parallel port and sources for this driver can be found in my homepage "http://users.otenet.gr/~papval/" or the Belgian FTP server "193.190.204.128/atari/network/ethernet/realtek"

I'll try to modify MintNet's de600.xif driver for Dlink adaptors, but if anyone with more MintNet experience can do it, please let me know. (to save me the extra work ;-))

This development resulted also in a faster FTP Server (hmm, I think we need a new name for this program ;-), even for the serial / midi connections. Also in my homepage (V1.07)

Note: I do NOT own two PCs. No way! ;-)

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1448. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377d4976b7c9a2@ping.be>
Source record: 76417

on Fri 02-07-1999 20:06 Paul Mac wrote:

>On 2 Jul 1999 10:28:48 -, Terry May wrote:
>>On Fri 02-07-1999 12:32, Paul Mac TOS'd the following:
>>
>>> I looked at the help pages and they mentioned SSL , does CAB support
>>> SSL?
>>
>>Nope.

YES, cab, in fact the ovl does support SSL at least if you use the
cab-for-mintnet.ovl

>ahh..
>
>Does Dracnois support SSL? Accessing my hotmail account is vital.

AFAIK, no

>Is there anyway I can do this without resorting to a flamin' PC?

Yes, install MiNT/MiNTnet and use the special SSL cab-for-mintnet.ovl

You can find this ovl at the Belgian ftp-site
ftp://193.190.204.128/atari/mint/www/cab-for-mint_ovl/ssl_18404.ovl.zip

HTH
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1449. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <377d641428897a0@smok.krakus.top.pl>
Source record: 76418

On Thu 01-07-1999 11:18 (+0300) Martin-Eric Racine wrote:

>Best Electronics <bestelec@concentric.net> still has a few Riebl left.

Do you know its price?
Is it this same Riebl ethernet card for use with TT and MEGA STE?

>I use it with MiNT-Net and it works rather well.

Do you know, will Riebl be working with a STiNG 1.20 under a single-TOS?

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1450. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <7ljqt3$b5v@newsops.execpc.com>
Source record: 76419

Sorry, forgot to say. USA.

Dean

In article <GmRHGOAFNPf3EwOY@steverosie.demon.co.uk>, Steve@atari.org says...
>
>On Fri, 2 Jul 1999 at 14:59:22 a message from Dean Richard was created
>on the subject of WTB: An ST.
>>Hi all,
>>
>>My Mega ST seems to have died. My monitor and hard disk appear to be OK, but
I
>>need a replacement for the CPU unit itself. Does anyone have an ST at
>>reasonable price? A Mega ST 2 or 4, or even an STe might fill the bill. All I
>>need to be able to do is run Notator with the SMPTE sync box. Please reply
via
>>Email to drichard@execpc.com.
>>
>>Thanks in advance,
>>
>>Dean
>>
>
>Hi
>
>It all depends where in this wide world you are?
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1451. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <377D5ED4.64041C30@club-internet.fr>
Source record: 76420

"Joakim Hï¿½gberg" wrote:

> IThe death of 3.5 discï¿½s
> is maybe not all that good if you want to stay compatible with older
> systems. In my humble opinion it is still the most convinient way to
> transfer small files like documents and stuff like that.

Do you still used 5'1/4 disk in 1990 ?
certainly not, so in 1999 we don't use 3'5 disks, Zip cartgridges are more convenient
sometimes you have to jump to a new standard

> I also guess that the G3:s power in itself isnï¿½t really innovative, and
> in no ways I know of outperforming a wintel system. With
> the rather heavy and slow MacOS the G3 donï¿½t feel all that fast IMO.

G3 power in itself isn't innovative, I agree, but such power at this price is innovative
(before
only Atari and Amiga have done it)
And, absolutely MacOS is a very heavy, old system... but Linux works very well and Mac OS X
will
come soon...
Would you want to use Win2000 ? You need 128mo RAM...

1452. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dubsfc.1l4eei418yw7wgN@pm-d19.rhein-main.de>
Source record: 76421

> My Mega ST seems to have died. My monitor and hard disk appear to be OK, but I
> need a replacement for the CPU unit itself. Does anyone have an ST at

What do you mean with cpu unit? The megast unit itself or only the
internal 68000 cpu chip?
If you mean the chip: 8DM on some electronic stores..
replace the chip is a job for one hour.. ;-)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1453. FS/T: Atari ST games [07/03/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <377e948e.2292123@news.nls.net>
Source record: 76422

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 06/26/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 6.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 6.00 Alcon (Taito)
$ 6.00 All Aboard! (Terrific Software)
$ 6.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 6.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 6.00 Battleship (Epyx)
$ 6.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 6.00 Blockout (California Dreams)
$ 6.00 Bobo (Terrific Software)
$ 7.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 6.00 Championship Wrestling (Epyx)

$ 6.00 Crash Garrett (Metal Hurlant)
$ 6.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 6.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 6.00 Dynasty Wars (Capcom)
$ 6.00 East vs. West Berlin 1948 (Time Warp)
$ 6.00 Eliminator (Hewson)
$ 6.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 6.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 6.00 Golden Path (Firebird)
$ 6.00 Goldrunner II (Microdeal)
$ 6.00 Hyperdome (Exocet)
$ 6.00 Jewels of Darkness (Firebird)
$ 6.00 Jupiter Probe (Microdeal)
$ 6.00 Keith Van Eron's Pro Soccer (Microplay)
$ 6.00 Knight Orc (Rainbird)
$ 6.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 6.00 Last Duel (Capcom)
$ 6.00 Leander (Psygnosis)
$ 6.00 Major Motion (MichTron)
$ 6.00 Man Hunter: New York (Sierra)
$ 6.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 6.00 Phantasm (Exocet)
$ 8.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 6.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 6.00 Professor Craps (Scorpio Systems)
$ 6.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 6.00 Rambo III (Taito)
$ 6.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 6.00 Rick Dangerous (Microplay)
$ 6.00 RVF Honda (Microplay)
$ 6.00 Savage (Microplay)
$ 6.00 Silicon Dreams (Firebird)
$ 6.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 6.00 Space School Simulator (CRL Group)
$ 6.00 Star Quake (Terrific Software)
$ 6.00 Starglider (Rainbird)
$ 6.00 StarRay (Logotron Recreation)
$ 6.00 Stunt Track Racer (Microplay)

$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 6.00 The Advanced OCP Art Studio (Rainbird)
$ 6.00 The Games (Epyx)
$ 6.00 The Guild of Thieves (Rainbird)
$ 6.00 The Pawn (Rainbird)
$ 6.00 The Sentry (Firebird)
$ 6.00 The Viking Child, Prophecy 1 (Imagitec)
$ 6.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 6.00 Transputor (CRL Group)
$ 6.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 6.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 6.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 6.00 Zero Gravity (Microdeal)
$ 6.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1454. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <377D946E.5F25@geocities.com>
Source record: 76423

A usergroup *DID* want it, and I wrote on the behalf of that club, The Atari Users of North Texas, on several occations. They were not written on legal letterheads but through E-mail, but then again, a REPLY requesting this would have resulted in a club letterhead (and even the signature of every member if that's what he wanted).

I even invited him to join our club when he retired out of the Atari retail business.

No response... now we have crumpled up bits of Atari hardware and software. It was their stuff afteral, and if that's the fate they wanted for it, that is their choice.

What's done is done. :(

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1455. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <377D9E11.67E@geocities.com>
Source record: 76424

Breaka wrote:
>
> I new one day we would emerge from the bomb shelters and return to our former glory !!!!!
>
> I hope and pray that Hasbro gives Milan the right to use the Fuji
> symbol. That will be the icing on the cake. YESSS YESSS !!!!
> Finally I can buy an Atari just as powerful as my PC and way more
> stable.
>
> Now all they need to do is get some Professional Audio software for the new Milan and my studio will be controlled by Atari once again !!!
>
> LONG LIVE THE FUJI , TOS TOS TOS
>
> Later
>
> Breaka aka TOS 3000
>

Well, I for one agree with you. I'm excited by just how much "Atari" is alive and kicking... as a game division under Hasbro, as an arcade division, and as a possible computer division in Germany.

Beautiful.

Take it from me. I'm a loyal Newton MessagePad user, and in that "world", there is little hope. We have and use the Newtons because they are VERY useful, and out of practicality, we will use them until they finally fall apart. But the future of the Newton is a bleek one, with no hope of another Newton, no third party Newtons, NOTHING! Apple COMPLETELY killed any idea of continuing the Newton or letting anyone else continue the Newton.

Now to look at ATARI... wow! Seven years later, and Atari-clones are being made by HOW MANY COMPANIES? What's really ironic is that we are probably selling more Ataris now throughout the various companies (Milan, C-LAB, etc...) than we Atari was actually around. ;) (I have a low opinion of the early days of the Atari ST).
People still make software, and hardware. User groups still exist.
And people *LOVE* the old Atari games.

Ladies and gentlemen, the only thing dead about Atari is the company building in California that used to house the Tremmels. But from the earliest days the name "Atari" has been bought and resold.
The fact that "Atari co." is no longer around is showing to mean less and less. The fact is, people are still coming up with some cool stuff

for it.

Granted, not a 500 mhz PC or a G3 iMac, but non-the-less, a computer that still stands DISPITE THE FACT the original company is gone. Macintosh sure as hell couldn't accomplish that, the PC has made a killing off such an existance (spawned from IBM), and Atari are still a loved and trusted by many.

Ah yes, I will welcome the new "Atari" computer. Hell, at $900, I would welcome it, with out without the fuji. (I'll just stencil one on later.) ;)

Go Milan!!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1456. Re: SV: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <HP.EP.f22o0cjJu8cAL5c.NR@earthlink.net>
Source record: 76425

"MG" == "Martin Graiter" writes:

> Will we see quadruple 68060's in the future
> Milan computers? In that case we'll be seeing very much altered operating
> systems as well.

You won't want quadruple '060s -- the price would be astonishing. Better
to use PPCs with 68K emulation. Or failing that, use Coldfires as IAT is
doing for a planned Amiga accelerator. They're using (or at least planning
to use) a custom microkernel to handle the SMP aspect. We'll
see...........

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1457. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <iVe+6NA7pcf3Ew5s@steverosie.demon.co.uk>
Source record: 76426

On Fri, 2 Jul 1999 at 18:22:33 a message from Don Schoengarth was
created on the subject of WTB: An ST.
>Steve,
>
>It says where he is from. Ive clipped the information below.
>
>Don
>
>
>Subject:
> WTB: An ST
> Date:
> 2 Jul 1999 14:59:22 GMT
> From:
> drichard@execpc.com (Dean Richard)
> Organization:
> ExecPC Internet - Milwaukee, WI
>

My sincere apologies, I didn't notice the organisation. I usually look
at the address (not always reliable) and the signature, will add
organisation to my list. Good idea though;)

Thanks for pointing it out:)

(can I get off my knees now!)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1458. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <SP.OP.f22H1RRJu8cfdVa.NR@earthlink.net>
Source record: 76427

"SP" == "Sylvain Perchaud" writes:

> but how long can you use a PC ?
> 6 months ?
> 1 year ?
> after 1 year it's totaly outdated, oldies...

So just get a new motherboard with a faster CPU.

> I bought a AMD K6-2 333Mhz in november 98... it's already outdated, Win98 is very slow (opening a
> window is a very very slow process) and not stable

That's the fault of Win98, not your PC. Luckily for me, I ordered mine
when Win95 R2 was the default OS. I upgraded to Win98, then after awhile
uninstalled it and went back to 95. Win98 is especially slow if you
activate the Active Desktop features. Turn them off -- if you can! I also
ran into lots of Explorer crashes, which brought down the whole system
thanks to the foolish integration of browser and OS.

> I think I will sold very soon my PC and buy the Milan 060 or the iMac (MacOS X soon !!!)

Milan, cool. MacOS X ... yawn.

> Uhh ?!
> the iMac embodies the come back of Apple !

And that's a *good* thing? :-/

> And it innovates...

Innovates how? Just an ordinary Mac in a fancy case, with a tiny monitor
you can't upgrade, no way to improve its 3D game performance or really any
feature, since it's a closed case and difficult to access. And this is a
new wonder computer?

> what is innovating in a PC ? you have dozens of fucking cables,

Same thing in a blue G3. And at least you can change the monitor. :>

> incompatible
> drivers, a very huge system (200mo mini) and worse of all the CPU ! a old CISC ! compare an iMac 333
> emulating Win98 with Virtual PC with a PC 333mhz running Win98... YOU WILL CRY !

You will cry indeed if you try and emulate a PC running Half-Life, because
the iMac will turn in a very sorry performance and you'll say, 'For the
same price, I coulda had a PC that would rock all over this and be totally
upgradeable.' And with MacOS, should your internet connection take a long

time to complete (say, in excess of 40 seconds), lotsa luck trying to launch an entertaining MP3 or run a Quicktime movie to pass the time. Natch, this is no problem with the Amiga. :P

I confess to being stunned at the enthusiasm of Atarians for Macs. I've owned PMacs since '95 and I'm going to sell my last one soon, with no regrets.....

Which is not to say that PCs don't suck, too, but at least I can maintain my sanity thanks to my Amiga.

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1459. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <fP.bP.f22w1nSJu8cXlVa.NR@earthlink.net>
Source record: 76428

"SP" == "Sylvain Perchaud" writes:

> Do you still used 5'1/4 disk in 1990 ?
> certainly not, so in 1999 we don't use 3'5 disks, Zip cartgridges are more convenient
> sometimes you have to jump to a new standard

The Zip is a lousy standard. Zip disks can only be read by Zip drives,
which have proven to be unreliable. Much better to use the LS-120 super
floppy. For bigger back-ups, use a CD-Rewriter rather than some removable
hard drive like a Jaz. I bought a SyQuest SyJet a couple years back. I'm
not happy about it now. :<

> G3 power in itself isn't innovative, I agree, but such power at this price is innovative
(before
> only Atari and Amiga have done it)

Nah, Pentium2 400Mhz systems are diving into the under $1,000 range. Even
when the iMac was introduced, a comparable PC could be had for the same
price, or less, and you could upgrade it without having to string cables
all over your desk.

> And, absolutely MacOS is a very heavy, old system... but Linux works very well and Mac OS
X will
> come soon...
> Would you want to use Win2000 ? You need 128mo RAM...

My PC has 192. :>

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1460. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <377de3dc823220@club-internet.fr>
Source record: 76429

Hello,

in article <377ca03c3437bb40@lvdi.net> (comp.sys.atari.st)
Terry May wrote on Fri 02-07-1999 10:28 (-0700):

> On Fri 02-07-1999 12:32, Paul Mac TOS'd the following:
>
> > I looked at the help pages and they mentioned SSL , does CAB support
> > SSL?
>
> Nope.

It's not a problem with Cab but with the OVL. The one for MiNTNet
supports SSL afaik.

Bye,
/Pascal/

--
Okami Mail/Newsreader Version 2.1B-5
http://perso.club-internet.fr/pricard/index.html
Today's thought:
You want it all but you can't have it

1461. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <rP.hP.f2262o8Ju8c1ZOc.NR@earthlink.net>
Source record: 76430

""G" == ""Christopher Good"" writes:

> It was announce (in a PC mag of all things) that it was the fastest
> selling PC (that's 'Personal Computer') ever. Mac dead? You must be
> joking?

Maybe not dead, but whistling past the graveyard.....

There are not tons of new apps coming out for the Mac. There's hardly any native game developers, and very few ports. Thanks to an Atari programmer (Alexander Clauss) they finally have a native browser. Can you imagine how lame the Mac programming community must be that they've gone all this time using crippled ports of Netscape and IE? Have you ever used Netscape on a Mac? It's way slower than the PC version or any Amiga or PC browser, and it's incredibly unstable, fragments your memory, etc. etc.

What do MacHeads do for fun with their machines? There's no demo scene on the Mac, no MOD scene, very little in the way of level designing for games.

How can anyone even use a Mac on a 1024x768 screen or above, with that incredibly slow mouse? Do aftermarket mice ship with mouse accelerators? My MacAlly mouse didn't. The three-speed control panel in the OS just isn't good enough. The fastest setting is far too slow.

And then, of course, there's the Mac's famous multitasking......

> Chris (still saving up for a G3)

Save up for an AmigaNG. It'll be a lot cheaper. :>

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1462. Re: IDE i/f info required.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990703141000.16305E-100000@hal.fishpool.fi>
Source record: 76431

```
[about TUS products]
> And I'm still waiting for them to send a list of services they do!!!
> I'll try again Monday, who knows third time lucky.
>
> It's a pity as they could be losing customers!

They have certainly lost many. i know several people who bought
Mario Becroft's interface, just because TUS failed to respond to
their e-mail... Myself, I was interrested in their Veloce+ 020
accelerator card for the STE, but they never replied. THEN, I'm
the one being called an asshole for speaking the truth about the
lack of customer support... *sheesh*

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/
-----------------------------------------------------------------
Intellitel Communications www.intellitel.com +358 (5) 624 3283
```

1463. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990703141308.16305F-100000@hal.fishpool.fi>
Source record: 76432

> >Best Electronics <bestelec@concentric.net> still has a few Riebl left.
> Do you know its price?

Currently $150 USD.

> Is it this same Riebl ethernet card for use with TT and MEGA STE?

I think so, but you have to change jumper settings.

> >I use it with MiNT-Net and it works rather well.
> Do you know, will Riebl be working with a STiNG 1.20 under a single-TOS?

It _should_, but I never tried the STinG drivers myself.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1464. Re: TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990703141648.16305G-100000@hal.fishpool.fi>
Source record: 76433

> Here is what I have.
>
> TT terminated
> IBM WDS-3160 NOT terminated
> Quantum 160 Terminated
>
> Why does this not work what am I doing wrong. It will only boot from the
> last drive and that is the Quantum. Yes they are both working drive and
> I have booted from both.

First, check that both drives have different SCSI ID numbers. The
bootable one normaly has ID #0.

Second, termination. Typically, the internal drive _should_ be
terminated, plus the last external device on the SCSI chain also.

Last, some recent drives use "initiator ID" which most drivers
cannot provide. HD-Driver handles those well, but they cannot
be used as the boot drive, only as secondary drives.

I hope this helps.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1465. FS/T: HP 320LX Palmtop

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <377E157F.A1DBD98E@midamer.net>
Source record: 76434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have a Hewlet Packard Palmtop I am considering selling. It is complete with docking bay to a PC, CD software, 4meg and Windows-CE (similat to Win95). If you are interested, please e-mail me your offer. Unit is still in the box.

Would also consider trade for scanner with USB connection, software and at least 600x600 res.

Tony

1466. Atari Online News, Etc. #0118

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5xW6Pxt.dpj@delphi.com>
Source record: 76435

```
A-ONE #0118 07/02/99

~ People Are Talking! ~ CC: Classic Chips! ~ MS' Game Blocker
~ Computer Dungeon Gone ~ AOL To Release 5.0 ~ Core Design News
~ Best Catalog Addendum ~ Interview: Milan News! ~ MGC '99 Update!
~ Compaq: Bleak Future? ~ Sega Bets Everything! ~ bleem Goes Retail

-* HI Releases Atari History CD *-
-* The "Anatomy" of Hard Drive Design! *-
-* SEC Probing Microsoft Accounting Practices *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1467. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Kerstin Hoef-Emden <kerstin.hoef-emden@uni-koeln.de>
Message-ID: <7ll18k$l5q@news.rrz.uni-koeln.de>
Source record: 76436

Hi,

Krzysztof Maj <kmaj@smok.krakus.top.pl> wrote:

> Do you know, will Riebl be working with a STiNG 1.20 under a single-TOS?

It does! You need the ether.stx for it.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1468. Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ll509qjm2@zingo.tninet.se>
Source record: 76437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ethernet Open Discussion Project

Seeing the lack of ethernet connectivity as a major drawback in using the Atari M68K machines and in view of the stalled SCSI-->Ethernet project, I'd like to propose a discussion on an ethernet solution based on massproduced ISA cards.

Karl Samyn has told me that there are people who can write the software drivers, which to me seems the biggest job. This discussion will be focused on hardware matters.

Anyone can join in and propose, criticize or correct in the discussion.

What's it good for?
Lots of things. One minimal requirement is that you have access to at least two computers, a solo network is a contradiction in terms...
A network means that you can share resources like printers, harddisks, modems, etc. Say that your family is all computerized. A PC is used by the kids to play games on. You're using your Atari for music production and your wife has another Atari for writing her novel. With a network all of you would have access to the PC:s harddisks, which means that harddisks for the ST:s wouldn't be necessary. Also the weird windows-only printer connected to the PC can now be used by both Ataris as well. All the family can surf the net at the same time, each on his/her own computer.

There are many more uses. An extreme computing project on the Linux platform is the Beowulf system. Beowulf networks a number of (differently equipped) computers into one "organism", to perform distributed computing tasks.

One such task could be to compute graphical manipulations to happen in realtime. A virtual picture is defined, say 1.000.000 pixels horizontally and 600.000 vertically. Say that the color depth is 32 bits and you get L-O-T-S of pixels to work with... Say that the computing time for one transition is 6 monts with one machine. With 6 machines it would be 1 month. With 60 machines it would be 3 days, etc etc.

(For anal types who'd want to remark that there are losses due to overhead, yes you're right. But I'm just trying to draw a picture here...)

Here are some starting points to begin with.

*Is there already a solution for the Amiga or Macintosh computers that could be easily adapted to the Atari hardware?

*Where to interface the ISA card? On the processor bus, on the cartridge port, on the DMA port? I vote for the processor bus, but all suggestions are

welcome.

*Which well-documented card (chip) to choose in the first place?
It is best to concentrate all efforts to one single type of card in the beginning. Later new drivers can be developed for other manufacturers.

*Ideally this solution would work on all the processors and bus speeds used by the various Atari models and their accellerator cards. Also this is supposed to be an unrestrained solution, that would give the same possibilities as on a PC. No stupid "parity disabled SCSI interface" or "almost SCSI, but not really, we call it ACSI", or "we delivered the printer port from one signal that the rest of the world has included". In other words no Tramiel cheapness!

*The information from this discussion is free and available to all, and so is the right/grant to use it for projects/products. If you're industrious and want to make a buck from producing cards/adaptors then go ahead! But you can't copyright the solutions emerged in this discussion to stop others from producing their own.

*My thought is that after a working prototype series is made to work we could dispose of the cumbersome ISA cards and produce a small (matchbox size) card that would easily fit inside any Atari. The Realtek card I have at home only needs the surface of a matchbox to fit its single chip and capacitors.

CONNECTION TO PROCESSOR BUS QUESTIONS:

*What about the Lo-byte Hi-byte issue concerning ISA cards on the Motorola bus? Do we flip the data bus or the address bus? In fact this is also a qustion for the cartridge and DMA solutions.

*What hardware address to choose for the memory mapping of the ethernet interface? Is one foreseen by Shiraz Shivji & Co? The Riebl card obiviously must have some address it dwells on?

*It looks to me as if this project can be realized in a very similar manner to the TOS 2.06 decoder for the ST series and even more the IDE interface. Any thoughts?

Martin Graiter

1469. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ll505qjm1@zingo.tninet.se>
Source record: 76438

Louis <louis@holleman.demon.nl> skrev i
diskussionsgruppsmeddelandet:377d24921739160@holleman.demon.nl...

> well, today I finally got my replacement for the differential SCSI IBM-
> 0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned
> it and finally I have some space to breathe in... :-)

Differential SCSI on the Atari?

Isn't differential 12 Volts?

MG

1470. Microvitec Cub to ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: jerry.glenwright@sixty3ink.ndo.co.uk
Message-ID: <7llc9k$8tp$1@nnrp1.deja.com>
Source record: 76439

Anyone successflly connected the standard old BBC monitor to their ST?
I'd be greatful for advice...

I've got mine working with my ST but the colours are very washed-out --
the screen is almost all white in fact. I used a couple of small signal
diodes (1N414) for synching which works fine but the display is either
inverted (black and unreadable where it should be white) or else almost
completely white.

Jerry

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1471. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7llbkascf1@athena.netset.com>
Source record: 76440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Graiter <graiter@starmail.com> wrote in
<7ll509qjm2@zingo.tninet.se>:

>
>
Hi!

When I was doing research on a possible 1040STf motherboard replacement, I ran accross the 68K systems out there that use ISA cards. Perhaps we ought to contact that crowd for some help.

Regards,

Jim W. Krych

1472. FS: ST Dive Bomber

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <a2rf3.5456$I72.596348@nnrp1.ptd.net>
Source record: 76441

I have one copy of Dive Bomber (Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

1473. Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <7llf6q$5rb$1@news1.cableinet.co.uk>
Source record: 76442

I downloaded wensuite 3 today but cannot get it to work. I get the dialog box to put in the serial number but when I click okay it crashes. I have a Mega4 with T25 accelerator running magic 5 and I have tried many combinations to try and get it to work.

Any ideas?

TIA

Niall

1474. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <377e48a0$0$155@news.zetnet.co.uk>
Source record: 76443

In a former life as an exotic dancer, Steve Stupple <Steve@atari.org> wrote:
> >Typically a FTP program offers to convert all filenames to lowercase (at
> >least, I don't know any program, which converts to uppercase, because
>
> Strange as it may seem, WS_FTP changes lowercase to uppercase as default!
Inconvenient just the same;)
>

I've noticed that the DOA based FTP program in Win '95 also tends to convert
to uppercase. As with most command line FTP programs, though, you can specify
the source and destination names separately. I.e.:-

put myfile.tar

usually results in MYFILE.TAR on the machine I'm transferring to, whereas:-

put myfile.tar myfile.tar

results in myfile.tar being put there. In summary, therefore:-

put sourcefilename destinationfilename

is a useful trick for command line FTP programs (and can also be used to
get around the problem of moving long filenames via 8.3 machines.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

1475. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-03 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377e48487576900@holleman.demon.nl>
Source record: 76444

on Sat 03-07-1999 14:28 Martin Graiter wrote:

>
>Louis <louis@holleman.demon.nl> skrev i
>diskussionsgruppsmeddelandet:377d24921739160@holleman.demon.nl...
>
>
>
>> well, today I finally got my replacement for the differential SCSI IBM-
>> 0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned
>> it and finally I have some space to breathe in... :-)
>
>
>Differential SCSI on the Atari?
>
>Isn't differential 12 Volts?

Hi Martin,

nope: differential is different... :-) all lines double and the layout on 50 or 68 pin connectors completely different. Usually used in mainframe systems. If you want to use it on a regular SCSI bus you need adapters at US$ 500 each...

You missed that part of the story, but quite some months ago I purchased an IBM 0661 SCSI-2 disk, didn't manage to get it to work and consequently sent it back to the vendor. I got a replacement drive, being an 0662 type, which turned out to be differential SCSI. No go on the bus. So I sent that one back too, phoned the guys about a dozen times and yesterday (hurray) the postman delivered a parcel containing a Seagate ST12400N 2 gig drive. Works flawlessly, is autobooting and thank God I have some diskspace again (at 3.7 gigs now I wonder for how long :-))

Meanwhile I picked up a Mega STe, swapped the keyboard with my TT one so at last I can type again normally, without using CTL-V to create an "l", the m-key, spacebar and Enter stuff work OK again. Next job is upgrading the mylar on the old keyboard... which now sits on the Mega STe.

The Mega came with a 40 meg Seagate, partitioned into 4 (!) parts, with AHDI somuch on it. I wiped out the whole contents, removed AHDI, repartitioned into 2 parts and now I boot from the external SCSI drive with Hushi. The Seagate boots by means of Hushi on the SCSI drive, and since it has ID 0 I use the C-partition to boot from... no probs at all.

Drats, I just missed a cheap TT with 6 megs, no HD, incl. VGA monitor... would have been a nice spare parts machine.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1476. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931108964.3470.1.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 76295

kellis wrote in message ...
>Most people here are denying the directions Atari Corp was going.

Er, nosediving?

:-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1477. Free old mags!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7lo6t8$f5$1@epos.tesco.net>
Source record: 76296
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

I have a pile of old computer mags - mainly Computer & Video Games but some other bits and pieces. Due to be filed under 'bin' unless anyone wants to come and get them (location Manchester UK)!

Rob

1478. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377fc0a635c0bf2@ping.be>
Source record: 76297

on Sun 04-07-1999 16:21 Louis wrote:

>For the first time ever, I saw something like a decent browser...

Yes, they are getting somewhere but still lots to do.

>Haven't set it up yet, just tried the browser. Next problem is the
>language. My french is pretty rusty... :-)
>All docs are in french, same remark.

You 'Hollanders' uses lots of French words in your language but doesn't understand French, strange isn't it? :-))

Anyway I don't think there will be an official English version in the near future. The makers of Wensuite don't even have a website. Strange but true.

>I tried to wrestle through some menu's (which show up pretty weird, around
>2/3 of the regular size. Same as the icons). Saw an option for support on
>Matrix cards, but that was greyed out (demo feature?). When I tried to get
>other fonts it left with a #69 error...

No, I don't think it's a demo feature. I think however that any graphic card connected to the VME bus is supported if you use the ISA/PCI option in option/afficage/graphique. The Mach 64 plus card and the ET6000 are surely supported. Don't forget to save your setup (option/sauver inf)

>Need some decent translation of the docs (preferrably the RSC file too)
>before I can work with it. Perhaps it's a good replacement for CAB???

Hello French readers of this group, anyone volumteer to translate the docs/rsc?

As for this moment it can't replace Cab yet but they are getting somewhere. It's already much more reliable on my Hades then Draconis which crashes quite often.
It's a pity that Wensuite comes with his own TCP/IP stack.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1479. kick off editor ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Nico Martin <timmie@club-internet.fr>
Message-ID: <7logd0jma1@front7m.grolier.fr>
Source record: 76298

Smbdy knows how to change kick off 2 player names ?

1480. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7loh0t$5eq$4@news.campuscwix.net>
Source record: 76299

On 4 Jul 1999 17:18:15 G, Johan Klockars wrote:

(note I'm really replying to this thread and not to Johan specifically)

Emulation is all well and good, however...if it has to run under
Windog or any other MS product, I will *NOT* use it. Period.

I will also continue to support the Atari market by buying 3rd
party products, and clones/upgrades. By choice.

If there ever comes a day that I can not buy Atari software
and/or hardware, then I will convert completely to:

1) Linux
2) Amiga

and continue to fight the good fight against Microsoft and
Gates...until, upto, and including the day I leave this Earth.

Until then, I remain;

a humble, fellow Atarian...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

1481. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377fc108176e3b0@holleman.demon.nl>
Source record: 76300

on Sun 04-07-1999 19:55 Martin "Nightowl" Byttebier wrote:

>You 'Hollanders' uses lots of French words in your language but doesn't
>understand French, strange isn't it? :-))

Martin, yes we do... but us "Ollanders" still are using Jerry-language
most and English second. I used to be pretty good in French but that's a
long-long time ago. Ever since I haven't visited France regularly I lost
most of it... Same with Portugese: I used to speak it understandably, but
the last time I was in Portugal/Brasil was 1971... Also I could manage
fairly reasonable in Swedish, but the last time was 1986 and ever since...
Daily practise is zero!
>
>No, I don't think it's a demo feature. I think however that any graphic
>card connected to the VME bus is supported if you use the ISA/PCI option
>in option/afficage/graphique. The Mach 64 plus card and the ET6000 are
>surely supported. Don't forget to save your setup (option/sauver inf)

Well, it shows up pretty good on my card (24 bit rez) but like I said,
menu bar height = 1/2, so I read the Thing menu underneath. I can't
select the Matrix card item... That's why I figured it was a demo.
>
>>Need some decent translation of the docs (preferrably the RSC file too)
>>before I can work with it. Perhaps it's a good replacement for CAB???
>
>Hello French readers of this group, anyone volumteer to translate the
>docs/rsc?

-SUPPORT MODE ON -

YES please, even crappy English would do!!! :-)

-SUPPORT MODE PARTLY OFF-
>
>As for this moment it can't replace Cab yet but they are getting
>somewhere. It's already much more reliable on my Hades then Draconis which
>crashes quite often.
>It's a pity that Wensuite comes with his own TCP/IP stack.

Don't complain. I bet we're the only platform with 5 different and
incompatible stacks: Stik/Sting, Mintnet, Draconis, Wensuite and Iconnect.
Each wanting it's own clients... Internetting on an Atari? YESSIR, make
your choice, select the components and off you go... Don't whine about
incompatibility! Phew, how the hell do they expect us to survive??????

Well, one final yell then:

HELLO Mr. OXO!?! Do you read Atari newsgroups? Is your market/future
market aimed at France only??? Then hit the "Next Message Button" please!
If not, is there any chance of getting at least an English RSC file with
Wensuite, preferrably accompanied by english docs as well.
Mind you, since CAB is no longer supported, you might have a terrific
chance of getting a lot of new customers worldwide!

(I wouldn't even mind changing my TCP/IP stack for that...)

-SUPPORT MODE FULL OFF-

You know, those French surely can program: look at Aniplayer, Vision,
whatever. Glad these got at least English support. I recall having seen ST-
Effets or something, great program. Too bad I didn't understand most of
the menu-items, so in the end I put it into the trashcan. Would be a
bloody shame if Wensuite went the same way.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1482. Re: Hotmail prbs.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <377f5ed25685b171@lvdi.net>
Source record: 76301

On Sat 03-07-1999 18:16, kellis TOS'd the following:

>CAB doesn't know about SSL or NOT, just displays html code "basically"
>Now we are talking about the ovl.

Actually, I get a "Page Not Found" (or whatever it says) when I try
to access an SSL site.

>And yes, MiNTnet cab ovl does support SSL.
>But of course, none of you use MiNT, so you wouldn't know.

Well, isn't that the point? While my answer wasn't completely true,
it was true for the vast majority of Atarians.

>Most people here are denying the directions Atari Corp was going.

I've never denied they were going downhill.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1483. For sale Atari hard and soft

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7lojde$576$1@news1.xs4all.nl>
Source record: 76302

Hi ,
For sale: a Lighthouse black tower for Atari MegaSTE (and TT if you
are a bit handy)
an empty Atari TT case, original, can also be used for
a Mega STE
Golden Image handscanner with Touch UP
Dyna Cadd with key
Masterscore Steinberg with key
Twenty Four Steinberg with key
Lots of textprocessors, databases all originals, all
with manuals

If you are interested, please react ! I live in the
Netherlands......
Jos (<jovlie@xs4all.nl>)

1484. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <377FC77D.680F@geocities.com>
Source record: 76303

Joakhim's right...

... we shouldn't let this get to us. I figure this is PRECISELY what the Computer Dungeon wants us to do.

My club and at least two others offered to give all that a home, but in the end, it became a way for the Computer Dungeon to vent their anger at the lack of customers.

Dispite the fact that the offer was made over a large medium (the internet) and dispite the fact that people responded, it was their stuff after all.
So in the end, the Computer Dungeon got what they REALLY wanted..
.. a chance to vent and let off steam and a tax write off.

So long Computer Dungeon... I'm happy to say that when it came to the Atari community you were the exception and not the rule.

Doctor Clu

1485. Re: TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7lokg4$576$2@news1.xs4all.nl>
Source record: 76304

On 2 Jul 1999 18:54:02 -, Don Schoengarth wrote:
Hi Don,
Remove the termination on the TT motherboard first.
Your internal drive must be terminated !!
Then you check if this drive will boot, if not ,you have a drive
which cannot be booted by Atari !
I got an Atlas and a Hawk, which didn't boot !!
Now I have a Seagate Baracuda and this one boots perfectly.
On the external scsibus you can connect extra harddrives, CDROMS,
scanners.....but you HAVE TO TERMINATE the last unit on the chain !!
Jos

1486. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <377fe2604949570@club-internet.fr>
Source record: 76305

Hello,

in article <377fc0a635c0bf2@ping.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Sun 04-07-1999 19:55 (+0200):

> Hello French readers of this group, anyone volumteer to translate the
> docs/rsc?

If nobody already did this, I'm volumteer to do it (if OxO's guys agree).

Bye,
/Pascal/

--
Okami Mail/Newsreader Version 2.1B-5
http://perso.club-internet.fr/pricard/index.html
Today's thought:
Come on my friends lets make for the hills

1487. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7lol6i$576$3@news1.xs4all.nl>
Source record: 76306

On 3 Jul 1999 20:50:28 G, Louis wrote:
Hi Louis,
In my Mega STE sits a Maxtor 300 MB .Works for almost 2 years
wonderful, no problems.You have to check the floppydrivecontroller!
An AJAX chip would be perfect and then you have to get a modified HD
drive.I believe a normal PC HD drive won't work, check your dealer
(MABN).On the ACSI bus I have an ICD The Link cable connected to a
500MB harddisk.It works all very good with also ICD SCSI drivers.
Good luck, the Mega STE is very very relieable and my working horse
for Cubase and Score Perfect, so no MagiC installed, only NVDI 5.2 !
Jos

1488. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <377fe5ad$0$161@news.zetnet.co.uk>
Source record: 76307

On 3 Jul 1999 21:51:47 G, Steve Sweet wrote:
>On 18 Jun 1999 23:45:05 , Trevor Spencer wrote:
>
>:>There are some old programs that need GDOS and won't work with NVDI4 such
>:>as the DTP program Timeworks2.
>
>
>I used Timeworks 2 with SpeedoGDOS and NVDI 4 and NVDI 5.
>
>I upgraded to Papyrus eventually and later discovered that TW2 now
>refuses to work with my processor upgrade?!.

Interesting. When I upgraded with Veloce+ I used GDOS and NVDI 2.5 with
no problems. As soon as I used NVDI 4 the fonts went whatever I did with
the assign.sys file etc. MagiC was definitely out as according to GST TW2
is very fussy about file selectors.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1489. Re: For sale Atari hard and soft

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <377fe8ad$0$162@news.zetnet.co.uk>
Source record: 76308

On 4 Jul 1999 21:23:58 , Jos Vlietstra wrote:
>Hi ,
>For sale: a Lighthouse black tower for Atari MegaSTE (and TT if you
>are a bit handy)
> an empty Atari TT case, original, can also be used for
> a Mega STE
> Golden Image handscanner with Touch UP
> Dyna Cadd with key

Does DYNACADD work with HOP7475A plotter? If it does then I'm interested...Is there anything you want that I do (Mario agent for UK)?....I saw DYNACADD for sale at the last few Atari Shows for about 30 UKP, which is about a tenth of the price it used to be, but then I guess it isn't supported anymore....

chrisc

1490. Re: Problem accessing Dejanews

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <377FF654.30CE@ix.netcom.com>
Source record: 76309

Djordje Vukovic wrote:
>
> Hi, everyone.
>
> I have just unsuccessfully tried to find some earlier messages in > Atari newsgroups on Dejanews. I have tried it both via Hallvard's > Launchpad and directly, and in both cases I get the message in CAB > that the Dejanews "server does not respond".
>
> Does anybody have problem contacting Dejanews news database? Has the
> URL changed? Maybe I have missed some info on that item, as I was out > of touch with newsgroups and Internet in general for a couple of > months. Can somebody help, please?

Dejanews recently renamed themselves Deja. Along with a new website they
also changed their URL to <www.deja.com>. Otherwise it's pretty much the
same.

Liam Busey

1491. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <377f53a813f2e0@smok.krakus.top.pl>
Source record: 76310

On Sat 03-07-1999 20:50 (GMT) Louis wrote:

>The controller board in the casing for the Seagate, is it a SCSI adapter?

Yes, it is simplified SCSI adapter - for 1 drive only. Jumpers on this
drive *must* be set to SCSI ID=0. With the another setting adapter
can't see this drive.
You have to remember to disable parity control on this HDD. Internal
SCSI adapter doesn't support parity control.

>Furthermore, there are 3 dipswitches on
>the board. These for ID settings or what?

Yes. Dip switches 2 and 3 on your host adapter are to change the SCSI ID
number and goes as follows:

2 3 ID
=============
ON ON 0
ON OFF 1
OFF ON 2
OFF OFF 3

Dip switch 1 is set to ON at me but I don't know what is its purpose.

>I figure so, since all three are "on", thus giving ID 7 for the board...

It is strange! I also have all three switches ON but my 730 MB Quantum
Lightning appeares as SCSI ID=0!

>Problem remains that
>one cannot put Hushi on this disk, since SCSITools won't recognize the
>drive as a SCSI one. I don't like AHDI, it crashes some oldies that Hushi

Both: Hushi and ICD drivers work at my internal HDD properly.
Using ICD I can boot from internal or external HDD, I am can't recall
how about Hushi.

>How about mem expansion? There's 2 free slots (upper and lower ones), I
>figure 30 pin SIMMS would do, but does one need to fiddle with the nearby
>jumpers?

No. The only thing you should know is that SIMMs have to be inserted in
pairs: 2 even slots or 2 odds slots or all 4 slots.

>How about the floppy drive? This one won't read HD disks... but it might
>be just a dipswitch setting. Once again, which one was it? Bloody "manual"
>(wrong word for such a thing) doesn't mention it at all.

Most of MEGA STE's were equipped with floppy drive 720 kB.
When installing drive 1.44 MB one needs to change a dipswitch on
motherboard. Which one? I don't know :(
I have a 1.44 MB drive installed on my MEGA STE.
On its dipswitch bank S701 all switches are OFF except a switch number 7.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1492. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <377f23d4467e50@smok.krakus.top.pl>
Source record: 76311

On Sat 03-07-1999 14:14 (+0300) Martin-Eric Racine wrote:

>> Do you know its price?
>
>Currently $150 USD.

It seems to be a little bit too much.
For $150 I can buy a 486DX-100 computer equpped with ethernet card.
I am looking for a solution to connect my MEGA STE with my son's PC but
I want to make it in a reasonable price.

BTW:
What is proper name of this card: Riebl or Riebel?
I have met both names.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1493. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Yeah right <nospam.haynesd@ibm.net>
Message-ID: <3782416e@news1.us.ibm.net>
Source record: 76312

Sylvain Perchaud wrote in message <377BFF47.C8DF11B@club-internet.fr>...
>
>
>Johan Klockars wrote:
>
>> It's not outdated if you don't buy any new software...
>
>so you never update your favorites softwares ?!
>
>> >You can't use the famous Mountain from Remi Vanel on MagiC PC :-(
>>
>> What's that?
>
>it's a video studio for Atari ! Very nice, have a look at it !
>
>> What's so very innovative about the iMac?
>
>USB port for everyone, a nice design, power (G3), integration of the modem,
the death of 3.5' disks

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In my opinion the G3 Macs are yet another example of Apple being so
obtuse as to be funny.

Example - go to the apple web page and price a G3. With:

450MHz
64MB RAM
12GB HD
16MB PCI bus video
24X CD-ROM (?? this is last years technology!)
10/100 Ethernet

Their price is $2519USD

Now go to the Dell web page. For $2500USD you can get:

550MHz CPU
256MB SDRAM
25.5GB HD
32MB AGP video (*much* faster than PCI)
6x DVD-ROM/32x CD-ROM
Sony CD-RW drive
Altec Lansing speakers w/subwoofer

3COM V.90 modem
100MB ZIP drive
1.44MB floppy
3COM 10/100 Ethernet card

Needless to say even an interpreted BASIC software emulator on a 550MHz P-III would emulate an Atari rather quickly - and it would have all of the standard connections, cheap peripherals, drivers and connectivity features the Ataris and clones will always lack.

Economically speaking, new Atari hardware doesn't make a lot of sense. In six months to one year the same Dell system will probably be in the $1500-$1800USD range.

Just my thoughts - though I have an interest in 68K based computers in general and Ataris in particular (if I found a good deal on a Falcon or TT030 I'd snap one or two up quick like) but I think the PC won a long time ago...

Dan Haynes

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.0 for non-commercial use <http://www.pgp.com>

iQA/AwUBN3/ocwp0ZORytDyzEQL1OwCgp5b1/Qhcn4r3HVNF8zXNWvHYgkEAn1Dd
aJdrzVlZs0NYd9j0Bxq8A8+p
=LD32
-----END PGP SIGNATURE-----

(spammers beware - if you send UCE spam to this address the advertised website will be shut down, any e-mail addresses will be closed, and any 800 number you send to my computer will be dialed thousands of times every month by my computer. So don't even think about it, cheese dick)

1494. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377E6FBC.DDB3FF59@ihug.co.nz>
Source record: 76359

Hi there,

Timothy A. Seufert wrote:
>
> In article <377AA4DB.E1AA4822@ihug.co.nz>, jwandjw@ihug.co.nz wrote:
>
> A heatsink and a fan is required equipment for any current x86 or
> compatible CPU, not an optional thing that you only put on when
> overclocking.

I realise that. It just seems that many other CPU's -DO NOT-
require the extensive cooling that Intel ones need, just to
operate at room temperature. Just look at the CPU in my old
Falcon...the 16MHz 68030 is being run at 32MHz currently and still
I can put my finger on it! You can't even put your finger NEAR any
recent 80x86 design without receiving a 3rd degree burn! Sending
the clock rate even higher might result in fire!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1495. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <377EB3DA.747DBCD0@club-internet.fr>
Source record: 76360

Steve Duff wrote:

> You will cry indeed if you try and emulate a PC running Half-Life, because
> the iMac will turn in a very sorry performance and you'll say,

I don't use computers for games, a Playstation is far better for games !
it's 4 years old and still the best games !
a PC can handle the best games around 6 months (assuming that you change your video card every 3 months)
with one PC you can't play with a lot of friends...
with a single Playstation and a good TV you can use four-players games and burn your brain ;-)

1496. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <377ea32440c8f00@tripnet.se>
Source record: 76361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat 03-07-1999 15:44 (+0200) Martin Graiter wrote:

>***Ethernet Open Discussion Project***
>
>
>
>Seeing the lack of ethernet connectivity as a major drawback in using the
>Atari M68K machines and in view of the stalled SCSI-->Ethernet project, I'd
>like to propose a discussion on an ethernet solution based on massproduced
>ISA cards.

Take a look at:

ftp://193.190.204.128/atari/network/ethernet/realtek/

A fully working(?) DIY cartridge port adaptor for pocket Ethernet
adaptors complete with PCB layout and a STiNG driver!

Looks very promising.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1497. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377ead701379ca0@ping.be>
Source record: 76362

on Sat 03-07-1999 16:53 Niall Moran wrote:

>I downloaded wensuite 3 today but cannot get it to work. I get the
>dialog box to put in the serial number but when I click okay it
>crashes. I have a Mega4 with T25 accelerator running magic 5 and I
>have tried many combinations to try and get it to work.

Which version of Wensuite?
Have you tried it under plainTOS?
Here on my Hades running N_AES 1.2.0/freeMiNT 1.15.2b I don't have that
problem.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1498. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <7lm9bp$74u$1@news1.cableinet.co.uk>
Source record: 76363

On 4 Jul 1999 00:36:46 +, Martin "Nightowl" Byttebier wrote:
>on Sat 03-07-1999 16:53 Niall Moran wrote:
>
>>I downloaded wensuite 3 today but cannot get it to work. I get the
>>dialog box to put in the serial number but when I click okay it
>>crashes. I have a Mega4 with T25 accelerator running magic 5 and I
>>have tried many combinations to try and get it to work.
>
>
>Which version of Wensuite?
>Have you tried it under plainTOS?
>Here on my Hades running N_AES 1.2.0/freeMiNT 1.15.2b I don't have that
>problem.
>
>CU
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Version 3.12b is the one I got and I can't get it to work. I tried
under single tos and still the same - maybe I'm doing something
really stupid but I can't think what.....I thought it might have been
overscan as I've had probs before with that but even when disabled I
can't get it to work. I was really looking forward to trying it as
well.

TIA

Niall

1499. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <a2.V2.f22ZGTESq7bEzVa.NR@earthlink.net>
Source record: 76364

"SP" == "Sylvain Perchaud" writes:

> I don't use computers for games, a Playstation is far better for games !
> it's 4 years old and still the best games !

That's debatable, and it depends on what kind of games you like.

> a PC can handle the best games around 6 months (assuming that you change your video card every 3 months)
> with one PC you can't play with a lot of friends...
> with a single Playstation and a good TV you can use four-players games and burn your brain ;-)

Maybe so, but several games on the Amiga (and probably Atari as well) allow at least two players.

I agree with some points you raise. I would rather not spend as much as I've spent on upgrading PCs for games. Inevitably, you always go one upgrade too far and create an unstable system that's no longer enjoyable for anything. Sometimes that can happen on the very first upgrade! ;>

But there are big advantages to computer games over console games. You can't save games on a console. You can't download new levels on a console. You can't create new levels on a console (I've done about 15 levels for Doom and will soon start on Quake/Quake2). On existing consoles maybe you can play four-player games, but with computers you can go online and play against dozens of opponents.

I think maybe the new breed of consoles will be more interesting to me, so long as they include hard drives and online access. Still, a console would require some computing ability to host a level editor, unless someone wrote level editors to run on PCs, Macs, etc., whose output could then be loaded into a console game. I keep hitting this point because unless a game offers level editors I usually have no interest in it. But that's just me. :>

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1500. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <q2.i2.f22oGWMSq7bytUb.NR@earthlink.net>
Source record: 76365

"DV" == "Djordje Vukovic" writes:

> Or, maybe, one can dispose of DOS completely, and use just a little of
> PC BIOS to boot up, and after that dispose even of the BIOS. The compact QNX
> operating system on the PC does just that, and works perfectly (btw. I hear
> that the new Amigas, if they ever appear, will have a QNX OS kernel.

The new Amigas will appear, and they will run an OS based on the QNX
Neutrino kernel. CPU of the new Amigas will be announced in London
at the World of Amiga show and in Sacramento at AmiWest 99 in the last week
of July.

> Maybe QNX kernel is the way to go, it may replace Mint, as both are Unixoid).
> So, maybe some kind of TOS-for-Intel-CPU might be designed instead of new
> Atari-clone hardware.

QNX has more than one kernel. QNX-RTOS is their main industrial kernel
while QNX Neutrino is a somewhat lighter version. But there is really no
currently widespread commercial version of QNX, and because it's a
relatively small company designing a mission-critical kernel for factories,
NASA, etc., licenses are very expensive. Expect that to change,
however. ;-}

BTW, thanks for all the info you gave on the Atari emulators. I'm planning
on buying Gemulator. :>

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1501. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1DpbPIAl$qf3Ewb4@steverosie.demon.co.uk>
Source record: 76366

On Sat, 3 Jul 1999 at 20:50:28 a message from Louis was created on the
subject of Mega-STe questions..
>Hi,
>
>
>How about mem expansion? There's 2 free slots (upper and lower ones), I
>figure 30 pin SIMMS would do, but does one need to fiddle with the nearby
>jumpers?

No, just slap some memory in and let the computer worry about finding
it:)

>
>Problem, as usual: I got a nice dutch Owners Manual, which explains there
>are 2 types of Mega's, 2 and 4 Mb types.

My Mega STE was, wait for it, a 1 meg machine!!! I broke the seals and
fitted 4 meg with no problems at all!

>The 2 seals across the bottom screws "break this and you'll loose all
>guarantee" didn't worry me much, but appearently Atari considered users as
>dumbo's who can't manage to shove in two extra SIMMS and move around some
>jumpers... So there's nothing in the manual about it.

On the normal STE's the operating system (TOS) sizes the memory up when
you switch one. Unfortunately TOS 2.05 gives you a blank screen while it
performs the test upon a cold boot. With TOS 2.06 you can see what's
happening:)

Pressing any key by passes the memory test.

>
>How about the floppy drive? This one won't read HD disks... but it might
>be just a dipswitch setting. Once again, which one was it? Bloody "manual"
>(wrong word for such a thing) doesn't mention it at all. Users, keep off
>the screws! Nice little note: even the dipswitch bank has been sealed! You
>wouldn't believe it until you saw it with your own eyes... :-) Fort Knox
>is easier to get into...

The model I have had a high density drive in as standard. Under TOS 2.05
it was touch and go to format a 1.44 floppy let alone read it. Since
upgrading it to TOS 2.06, these problems have disappeared.

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1502. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7Img1b$i87$1@nnrp1.deja.com>
Source record: 76367

In article <377D5ED4.64041C30@club-internet.fr>,
Sylvain Perchaud <eslime@club-internet.fr> wrote:

> Do you still used 5'1/4 disk in 1990 ?
> certainly not, so in 1999 we don't use 3'5 disks, Zip cartgridges are more convenient
> sometimes you have to jump to a new standard

Well, WE don&#65533;t use zip-cartridges, you do. :) Many atarians certainly have no zip-cartridge included on their system. To allow easy transfer of smaller files between ST-PC the old 3'5 disc is still quite handy.

Maybe it is so, that we sometimes must jump to a new standard, but it is also very obvious that it can and will have disadvantages to do so. I just can&#65533;t agree to call it innovative to take something OUT of the system. That don&#65533;t make any sense to me.

However, I agree that this old format is on its way out, even if it is still used, and useful. IMO it wasn&#65533;t very clever to not include them on the new neon-Macs at this point.

> > I also guess that the G3:s power in itself isn&#65533;t really innovative, and
> > in no ways I know of outperforming a wintel system. With
> > the rather heavy and slow MacOS the G3 don&#65533;t feel all that fast IMO.
>
> G3 power in itself isn't innovative, I agree, but such power at this price is innovative (before
> only Atari and Amiga have done it)

I am not enough familiar with the prices of Mac & PC systems to argue with that. It could be so. Then the G3 must be very cheap, since there are quite a few PC-setups available for very small amounts.

> And, absolutely MacOS is a very heavy, old system... but Linux works very well and Mac OS X will
> come soon...
> Would you want to use Win2000 ? You need 128mo RAM...

I never said that. :) I just said that the Mac-OS is a bit to heavy and slow, which makes the system a bit slower than the G3 might have wanted.

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1503. Re: FS/T: HP 320LX Palmtop

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7lmibsiqv1@nnrp1.deja.com>
Source record: 76368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Please tell us what Atari stuff you want to trade for.

In article <377E157F.A1DBD98E@midamer.net>,
lmartin@midamer.net wrote:
> I have a Hewlet Packard Palmtop I am considering selling. It is
complete
> with docking bay to a PC, CD software, 4meg and Windows-CE (similat to
> Win95). If you are interested, please e-mail me your offer. Unit is
> still in the box.
>
> Would also consider trade for scanner with USB connection, software
and
> at least 600x600 res.
>
> Tony
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1504. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <q0.m0.f225KdhvEnad2Ob.NR@earthlink.net>
Source record: 76369

"EF" == "Ekkehard Flessa" writes:

> Hallo Steve!
>
>
> SD>Zip disks can only be read by Zip drives,
>
> that's true, but isn't this the case for most media?

Very good point, as I realized 2 seconds after I hit the 'Post' button. ;>
>
> SD>which have proven to be unreliable.
>
> I have to disagree with this statement. I'm currently operating four Zip
> drives, 3x SCSI and 1x ATAPI, all of these internal. One of these drives had an
> electronic failure shortly after I purchesed it, but that was three years ago,
> and I haven't had any problems since then, neither with the drives nor with the
> media. Two of the media are used for transporting my messagebase from here to
> Bubenreuth and back every weekend, and have proven to be perfectly reliable.

I guess I'm prejudiced by my own experience, since mine crapped about two
months after I bought it. The press has been pretty tough on them since,
also. The famous 'Click of Death' stories.
>
> SD>Much better to use the LS-120 super floppy.
>
> AFAIK, these are much slower than the Zip drives are, and there is no SCSI
> version.

They are slower, but I prefer larger drives for HD-style performance -- a
personal preference, which no one else needs to agree with. :> I thought
there was a SCSI version, though I may be confusing it with another drive I
saw listed as an option for a BoXeR system.

> I don't know of external versions either.

I'm pretty sure there's an external USB option with special casing for the
iMac.

>They are not bootable unless
> there is special BIOS support,

Ooh, bummer.

> and it might be impossible to read exotic floppy
> formats (like "hyperformat" Atari disks) on them.

This is definitely a potential danger. Might be worth trying out if you
know someone with a Mac/PC and a good Atari emulator.

> SD>For bigger back-ups, use a CD-Rewriter rather than some removable hard
> SD>drive like a Jaz.
>
> That's perfectly true. Especially with media prices for CD-RW being very low
> and thus enabling multi-generational backups.

FWIW, the new Orb drives look pretty interesting if you felt like going to
a faster, more dedicated HD-style backup. The prices are definitely low
for the space.

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1505. Re: Mega-STe questions

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7lmmta$15k$1@as102.tel.hr>
Source record: 76370

I have one Mega STe...
If you want to have 4 Mb, just put 4 SIMMs into slots, no jumpers have to be set.
for HD floppy DIP 8 should be Off, and for DMA sound DIP 7 should be On
in my MSTe DIPs are as follow:
.
..... .

Vuk

1506. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <377EA50E.664@midsouth.net>
Source record: 76371

John Kolak wrote:
>
> Absolutely criminal activity. I sent you an offer and received no
> response.
>
> ComDungeon wrote:
> >
> > June 1st came and went and The Computer Dungeon closed its doors for the last
<SNIP>
> >
> > Thanks to all who supported us.
> >
> > Al Horton

And I guess Goodwill didn't even get a shot.

Has anyone checked out this story? For as dedicated as TCD was-
throwing it away? Really now....

'Aleikum

Eric

1507. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: bretelle@autonet.net
Message-ID: <377fb84b.602489423@news.provide.net>
Source record: 76372

On Fri, 25 Jun 1999 16:27:54 GMT, liberator@acsplus.com wrote:

>First, My monitor, is B/W!
>
>My question is, WHy the HELL is the screen SOO small..
>I'm not talking about the monitor itself, I'm talking about when I turn
>on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on
>both sides inside a box... like it is really 30-40% smaller than the
>true size of the monitor..
>
>Whats the deal with that?
>
This is normal.

The SM124 was shipped like that to present an absolutely accurate representation of the graphics created by the ST.

What that means is that if you draw a circle in a program, the circle on the monitor screen will be absolutely round, not oval or distorted.

This was done because the monochrome systems were originally aimed at desktop publishing applications where it's important that the screen represent exactly how the page will print on a printer.

For most applications and games, this is not important at all, and it quickly becomes annoying, having those wide black borders all the time.

The good news is, you CAN adjust the monitor to give you a full-screen image. The bad news is, you can get KILLED if you touch the wrong thing inside the monitor, even when the power is turned off.

There used to be a text file floating around that gave pretty exact instructions on how to do this, but I haven't seen it in many years.

If anyone knows the name of the file, or where to get it, jump in..!

There are NO modifications needed to the monitor's hardware, just adjustments to the internal controls.

You'll need a plastic screwdriver (preferably NOT a metal one, to keep you insulated from nasty voltages) and a plastic "coil adjustment tool" with a hexagonal shaft. Radio Shack in the US sells these pretty cheap, check at electronics suppliers near you.

There are two adjustments, one for height and one for width.

Both of these adjustments have to be done with the monitor turned on, and connected to the ST, so you can see the results of changing the settings. Be VERY careful not to touch anything but the controls involved, as there are LETHAL electrical voltages inside the monitor.

Like I said, you can get KILLED if you touch the wrong thing.

The height adjustment is done on a "miniature potentiometer" on the main circuit board of the monitor. There are a number of these on the board, and I don't remember which one is for the height. Some control the brightness, others control the contrast, and there's another one for the focus of the picture on the screen.

The potentiometers look like small black (usually black, but sometimes they may be blue or white) wheels, about 1/2 inch (1 cm) across. There is a slot in the middle of the wheel to allow it to be turned with a screwdriver.

Put the plastic screwdriver blade into the slot on the first wheel, then carefully watch the screen and turn the wheel slightly. Observe the results of the change. If it does not change the height of the picture, turn it back to where it was, and try the next one.

(If you're really, really lucky, the potentiometers (the wheels) may be labeled on the circuit board. It varied from monitor to monitor whether or not the function of the potentiometer was silkscreened on the circuit board. If they're labeled, look for one that says "height" or "v height".)

When you find the one that changes the height, adjust it so the picture almost fills the screen, top to bottom.

The horizontal adjustment is done with the special coil adjustment tool with the hexagonal shaft.

The horizontal control is a small coil of wire about 1/2 - 3/4 inches in diameter mounted on a white or translucent plastic tube which is about 1/4 inch in diameter. The coil is horizontal to the circuit board, and is usually tan or copper colored. There is only one coil like this in the monitor.

The adjustment is made by inserting the shaft of the tool into the plastic tube and turning the small iron core that is inside the tube. This will cause the core to move up or down inside the coil, which is what causes the width of the picture to change.

The tool may have differently sized shafts at either end. Try both ends to find the one that fits the hexagonal hole in the iron core.

Carefully turn the core in the direction that causes the picture to widen until it's almost to the edges of the screen.

One other thing you might want to do while inside the monitor is to touch up the focus adjustment, if you can find it.

Usually it's not possible to make the picture sharply focused over the entire screen, so if you make the center of the screen absolutely sharp, the corners may be fuzzy, and vice-versa. The best compromise is to make the picture about half-way to the edges as sharp as possible, so the center and corners will be acceptable.

It helps to display a screen full of text when making the focus adjustment.

If you're still alive at this point, put the cover back on the monitor and enjoy the bigger screen.

There used to be people who claimed that enlarging the picture in this way would shorten the useful life of the monitor, but there is absolutely no truth to that. All you're doing is adjusting the margins of the picture back to where they would normally be, before Atari changed them.

You'll notice that you can no longer display a perfect circle on the screen, but this shouldn't affect most applications and games.

Remember, the voltages inside a live monitor can KILL YOU.

If you're not comfortable doing these adjustments yourself, take the monitor (and the ST) to someone who works on TVs or computer monitors, It should only take about 15 minutes of their time to do this adjustment for you.

BobR

1508. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7lnacmpde1@nnrp1.deja.com>
Source record: 76373

In article <377EA50E.664@midsouth.net>,
earthshaker@midsouth.net wrote:

> >
> > Absolutely criminal activity. I sent you an offer and received no
> > response.
> > ill didn't even get a shot.
>
> Has anyone checked out this story? For as dedicated as TCD was-
> throwing it away? Really now....
>

Good question! And why tell everyone through this newsgroup that they have wasted a lot of stuff that people would have loved to get their hands on?

It sounds to me like they are just trying to make people pissed off. I really can&#65533;t see any other reason to shout it out load here that they have destroyed all that stuff. Really!

I think the best thing here is to ignore their posting, and not spend any time thinking about it and get upset. If they have crushed a ton of stuff when people have been begging for it, then there is really not much anyone can do about it. It is basically their problem. Don&#65533;t let them piss you off!

/Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1509. Printer Drivers for Becker CAD ST!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.02A.9907040105230.6366-100000@user2.teleport.com>
Source record: 76374

I just bought a Hewlett Packard LaserJet 6L and I need Printer Drivers
for it. In particular, for Becker CAD ST. If you have the Driver I need,
please E-Mail me at bensmith@teleport.com if you have Drivers for the
Laser Jet. I'm not limiting this to Drivers for Becker CAD ST. LaserJet
drivers are welcome for most ST Software. I can receive files attached
to an E-Mail.

==Thanx==
===Ben===

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1510. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377f115a1128c8f1@holleman.demon.nl>
Source record: 76375

on Sun 04-07-1999 01:50 Steve Stupple wrote:

>On Sat, 3 Jul 1999 at 20:50:28 a message from Louis was created on the
>subject of Mega-STe questions..
>
>On the normal STE's the operating system (TOS) sizes the memory up when
>you switch one. Unfortunately TOS 2.05 gives you a blank screen while it
>performs the test upon a cold boot. With TOS 2.06 you can see what's
>happening:)
>
>Pressing any key by passes the memory test.

Hi Steve,

yup, like my TT does... Found a note on the machine that the mb had been
replaced in '92. I reckon it got TOS 2.06 then too...
>
>>
>>How about the floppy drive? This one won't read HD disks... but it might
>>be just a dipswitch setting. Once again, which one was it? Bloody "manual"
>>(wrong word for such a thing) doesn't mention it at all. Users, keep off
>>the screws! Nice little note: even the dipswitch bank has been sealed! You
>>wouldn't believe it until you saw it with your own eyes... :-) Fort Knox
>>is easier to get into...
>
>The model I have had a high density drive in as standard. Under TOS 2.05
>it was touch and go to format a 1.44 floppy let alone read it. Since
>upgrading it to TOS 2.06, these problems have disappeared.

I'll have a look at the dipswitches, must be in the DD position...

It's "maintenance-day" again, first this Mega to look at, next the TT to
get the Serial-2 hooked up. Oh well, they did forecast rain and
thunderstorms anyway...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1511. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <377f31be549cd0@club-internet.fr>
Source record: 76376

Hello,

in article <7llf6q$5rb$1@news1.cableinet.co.uk> (comp.sys.atari.st)
Niall Moran wrote on Sat 03-07-1999 16:53 (GMT):

> I downloaded wensuite 3 today but cannot get it to work. I get the
> dialog box to put in the serial number but when I click okay it
> crashes. I have a Mega4 with T25 accelerator running magic 5 and I
> have tried many combinations to try and get it to work.

Maybe some of your question can get an answer in the small FAQ. If you
have an old key you may need a new one. Also take care if you move the
program after it's first start: if some paths are wrong and it cannot
find its config files, the program may crash. I just use it offline
(not registered yet, maybe soon as it seems to support CHAP by now)
and have no problem here, even in fast ram.

Bye,
/Pascal/

--
Okami Mail/Newsreader Version 2.1B-5
http://perso.club-internet.fr/pricard/index.html
Today's thought:
-We're only immmortal for a limited time: Neil Peart, Rush

1512. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <7lnhav$d39$1@news1.cableinet.co.uk>
Source record: 76377

On 4 Jul 1999 10:16:26 G, Charles Silver wrote:
>On 4 Jul 1999 10:53:14 +, Pascal Ricard wrote:
>> in article <7llf6q$5rb$1@news1.cableinet.co.uk> (comp.sys.atari.st)
>> Niall Moran wrote on Sat 03-07-1999 16:53 (GMT):
>
>>> I downloaded wensuite 3 today but cannot get it to work. I get the
>>> dialog box to put in the serial number but when I click okay it
>>> crashes. I have a Mega4 with T25 accelerator running magic 5 and I
>>> have tried many combinations to try and get it to work.
>
>>Maybe some of your question can get an answer in the small FAQ. If you
>>have an old key you may need a new one. Also take care if you move the
>>program after it's first start: if some paths are wrong and it cannot
>>find its config files, the program may crash. I just use it offline
>>(not registered yet, maybe soon as it seems to support CHAP by now)
>>and have no problem here, even in fast ram.
>
>Pardone' Pascal,
>
>I downloaded v3b02(beta) from ftp.lip6.fr and it runs under MagicMac, but
>not on my Falcon, singleTOS or MultiTOS/MiNT1.15. The older version of
>WENSuite did run on my Falcon, but not this beta. It gives two bombs
>when you click on OK (the first screen after startup). This test was
>offline only. If their is a later beta, please post where? I couldn't
>find OXO anywhere on the web...
>---
>CU,
>
>Charles
>EoF
>.
That is exactly what happens when I try to run it Charles. I thought
that maybe you had to have a registration number but from what I can
gather through reading the documentation with my rather limited
French, this is not the case. I'm stumped with this one.

Niall

1513. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931091090.11549.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 76378

Oliver Schildmann wrote in message <199907010000.a32224@lu.maus.de>...

>n> Actually, it's simpler than that - URLs are case sensitive, pure and
>n> simple. Comes of originating in a Unix environment. So
>No and yes. If the webserver runs on a case sensitive OS like UNIX, also
>the
>URLs are case sensitive, If not (i.e. Win NT), not.
>
>n> HTTP://WWW.WHALLEY.DEMON.CO.UK doesn't exist,
>n> http://www.whalley.demon.co.uk does. On the rare occasion that entering
>the
>No, domain/mail names are not case sensitive at all and on all systems (by
>definition). So what you wrote is actually the same on *all* systems,
>regardless wether they are case sensitive or not.

Hi Oliver,

I think you are wrong on this. The case sensitivity *in practice* may be platform dependent at the server end of things, but as some systems are case sensitive the standards for URLs specify that they are case sensitive. Can't quote you the RFCs off the top of my head, but I *think* I read this in the HTML 3.2 specs as written by Mr Berners-Lee himself.

WRT your second point, even if domains are not case sensitive (hence it doesn't matter with email addresses), the subdirectories on the server may be. Hence you need to enter the URL accurately as you don't know (or care, usually) what OS the server is running. Again, this is why URLs are defined as case sensitive.

WRT to design and typography, using odd cases etc when displaying URLs to attract attention is simply an example of the rather cavalier attitude of *some* designers towards "that technical stuff": good design does not obscure accurate information for the sake of effect.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1514. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <377f5561$0$161@news.zetnet.co.uk>
Source record: 76379

On 2 Jul 1999 18:19:15 , Steve Sweet wrote:
>On 17 Jun 1999 09:05:37 , Nicholas Bales wrote:
>:>
>:>
>:>guitarra@afn.org a crit :
>:>>
>:>> Hi friend:
>:>>
>:>> I am quite sure that without a modification a Falcon can not do more than 19200 (14.4)
>:>> try setting your port to 19200.
>:>>
>:>
>:>Yes it can. Only the ST(E/F/Mega) have that limitation.
>
>
>Really, mine is happy to throtlle up to 230400, and is currently
>being used at 115200 bps
>

Reaklly....How did you get 230k4?...I've managed 115k2 quite happily, but a 56k modem should really be running a DTE of 230k4 if possible....I've seen DTE limited download speeds sometimes....

>:>The Falcon's modem2 port can go up to 115Kbps.
>
>That 'K' is a mistake isnt it?.
>

Nope, 115k2 is 115200 baud....It should go to 230k4, but some of us haven't been able to get up there yet...actually some modems won't run that fast either as a lot of P{C's don't bother with anything over 115k2 on their serial ports so the modem manufacturers won't sepend the extra 5 cents to put a better serial port handler in their modems...

chrisc

1515. Re: Atari ST FM Problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <377f55d8$0$161@news.zetnet.co.uk>
Source record: 76380

On 6 Jul 1999 06:59:05 , "Stephen Palmer" wrote:
>I have an Atari ST 520fm and an SM125 monitor, the problem is that I don't
>seem to get a picture from the monitor, but it will produce sound... can
>anyone help ? The screen will sometimes flash as though the ST is changing
>video modes but no picture is ever visible.....
>

Try adjusting the vairous controls you have....there are several on the
back, but be careful as you can get into a lot of trouble if you nmess it
up....Does your ST work with another monitor? Does your monitor work on
another ST?

chrisc

1516. SHDI.prg ... Does anyone have it?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <377f59a4@dnews.tpgi.com.au>
Source record: 76381

Hi

I need a copy of Steinbergs hard drive software...SHDI....to run my zip drive through Steinbergs DMA/SCSI converter. A copy would be great!!! Does anyone know where I can find it?

Rusty

1517. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <377F64C8.474DD28A@village.uunet.be>
Source record: 76382

Krzysztof Maj wrote:
>
> On Thu 01-07-1999 11:18 (+0300) Martin-Eric Racine wrote:
>
> >Best Electronics <bestelec@concentric.net> still has a few Riebl left.
>
> Do you know its price?
> Is it this same Riebl ethernet card for use with TT and MEGA STE?

There are two version... one with a VME connection and one with a
MegaBus connection. Don't know what bus is in the Mega STE. I don't
think it's a VME bus.

> >I use it with MiNT-Net and it works rather well.
>
> Do you know, will Riebl be working with a STiNG 1.20 under a single-TOS?

Drivers for STiNG 1.20 are available, and are supposed to work.

--
Saka -- Karl Samyn
ir telecommunications

1518. SV: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7Ins5r$ob7$3@cubacola.tninet.se>
Source record: 76383

Louis <louis@holleman.demon.nl> skrev i
diskussionsgruppsmeddelandet:377e48487576900@holleman.demon.nl...

> nope: differential is different... :-) all lines double and the layout on
> 50 or 68 pin connectors completely different. Usually used in mainframe
> systems. If you want to use it on a regular SCSI bus you need adapters at
> US$ 500 each...

I believe the differential adaptor drives the lines with 12V. Connecting an
ordinary SCSI disk to such a port would mean certain death for it.

Going the other way around, connecting a differential SCSI drive to an
ordinary SCSI port maybe works fine?

The point with differential is longer cables. The max lenght is 25 meters
opposed to 3 for standard SCSI.

There is a new SCSI standard with much longer cable lenghts and faster
communication. It's in fact a network too.

MG

1519. SV: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lns65$ob7$4@cubacola.tninet.se>
Source record: 76384

Djordje Vukovic <vdjole@EUnet.yu> skrev i
diskussionsgruppsmeddelandet:7llmup$2jr$3@SOLAIR2.EUnet.yu...

> I agree with Pera (though I think that his speed estimates are a bit
> optimistic): the future of Atari may vey well be in emulation.

Why bother?
There are many OS:es out there, most do the same things that Atari does.
In some cases the software is ported from one platform to another,
Ghostview Unix --> Ghostview Atari, or the other way around, Cubase on the
Atari to Cubase on the PC.

Besides, GEM the Graphical Environment Manager, is out on the net in source
code for anyone to grab and play with. You can find it at
http://www.freshmeat.com. There are some rumors about a port of GEM to
Linux, actually by a bunch of crafty Swedes...

The only part of the OS a normal user needs to bother about or gets in touch
with is the screen and graphics management. Keyboards and mice work the same
way on all machines.

Besides, the TOS is hardly a jewel among OS:es! The first version can't even
handle the serial port, at all! Try and use a serial printer on such a TOS
1.0 unit. No go. The hard disk management up to TOS 1.2 is a joke.

Looking at other OS:es one envies features like the clipboard in Windows and
the centralized printer manager in all OS:es exept for Atari...

Not much to emulate...

> There is simply no way that any Atari-clone manufacturer can produce
machines
> competitive with cheap PC-hardware that is produced in millions, and
> available even in supermarkets.

Most of the harware in a PC is sharable and not specific for the PC.
The PCI and ISA buses are more or less generic and can be included in most
designs. So are the memory modules, graphic cards, CD players etc.

What it all boils down to is a hefty CPU unit (like the Pentium cassette or
Sun Sparc CPU) with lots of megahertz and lots of cache. The motherboard is
then merely a bridge to the ISA, PCI, AGP and other buses, where the
additional hardware dwells.

Follower companies, like the Atari clonemakers, can't afford to make up
their own buses, which would seriously narrow the choices for their
customers. Companies like Sun can do that, since their main concern isn't
compatibility with the PC or low price.

So in the end you have to ask yourself the questions: What is the gain in an emulator? What's the gain in an Atari clone? Can it do something better than a Mac or PC? Or is it considerably cheaper?

An emulator is no gain. Just messier and more cramped than the original system. Nostalgia and very special odd programs are the only justifications I can see for emulators.

Atari clones? These could have some more justification in some cases. Specialized niche applications could find it's customer base. Atari was once big on the MIDI scene. There were also some brief successes with the harddisk recording possibilities for semiprofessionals.

This route may still be a good way to promote the Milan and Phenix computers.

Another plus would be to promote them as servers. Viruses for the Intels wouldn't bite on them. For server purposes there has to be complete and stable Linux ports for them. Which shouldn't be that hard to accomplish, since there already is a Linux for m69k machines.

When looking at the specifications for the Phenix it reads that they've disposed of the printer port and the serial (RS232) ports. Centek suggests bying USB to parallel adaptors and the same for the serial port. Thanks a fucking lot, Centek.

Does it not remind of the cheapo "ACSI" port on the ST:s? You had absolutely no use for it unless you bought expensive SCSI adaptors. The extra cost for Centek to include these ports is maybe 50FF, the customer will lash out maybe 700FF for these adaptors... It's the same type of "progress" that Apple makes when it excludes the 3.5" floppy drive, which would cost them maybe $10 per unit to include. How much is the aftermarket floppydrive? $100?

> Maybe QNX kernel is the way to go, it may replace Mint, as both are Unixoid).
> So, maybe some kind of TOS-for-Intel-CPU might be designed instead of new
> Atari-clone hardware.

QNX was included in the current issue of the german CHIP magazine's CD, along with SuSE Linux 6.1. My friend bought it yesterday just for the CD, he's a Linux aficionado...

> And then, someone may design a nice Fuji-logo sticker to put on the
> computer box, and one can have a feel of a real Atari, especially if the
> box has a grey colour :)

Yes, and one can put these logos on a grey car and have a feel of riding in an Atari limo...

:^)

MG

1520. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7Ins6c$ob7$5@cubacola.tninet.se>
Source record: 76385

Louis <louis@holleman.demon.nl> skrev i
diskussionsgruppsmeddelandet:377e69888f720b1@holleman.demon.nl...

> well, I opened up the Mega STe, raped the serial-2 connector...(snip)

Did it make lots of resistance?

:^)

> Yup, 40 megs was B-I-G in '91, now I wonder: what can
> I do with it???

Considering your weird sexual practices maybe you could invite some friends
and gang-bang it?

:^)))

> Users, keep off the screws!

No wonder Atari thought of that, serial port rapists running around...

> Fort Knox is easier to get into...

Raped that one too?

:^)

MG

1521. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377f86ec8b76f0@ping.be>
Source record: 76386

on Sun 04-07-1999 10:16 Charles Silver wrote:

>On 4 Jul 1999 10:53:14 +, Pascal Ricard wrote:
>> in article <7llf6q$5rb$1@news1.cableinet.co.uk> (comp.sys.atari.st)
>> Niall Moran wrote on Sat 03-07-1999 16:53 (GMT):

>I downloaded v3b02(beta) from ftp.lip6.fr and it runs under MagicMac, but
>not on my Falcon, singleTOS or MultiTOS/MiNT1.15. The older version of
>WENSuite did run on my Falcon, but not this beta. It gives two bombs
>when you click on OK (the first screen after startup). This test was
>offline only. If their is a later beta, please post where? I couldn't
>find OXO anywhere on the web...

The latest demo (ws312b) runs quite happy on my Hades, even with copy
back on. I haven't tested under singleTOS but with N_AES 1.2.0/freeMiNT
1.15.2b there isn't any major problem (for the moment)

You can find the latest demo on the Belgian ftp-site:

ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh

In case you've troubles to reach that site -it seems there are some,
mostly French, who can't reach the server- you can get from

http://home.worldnet.fr/aspromet/

Follow the download links.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1522. Modem speed

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377f57225b0760@holleman.demon.nl>
Source record: 76387

Hi, once more!

Right, I stealed the Serial-2 connector from my Mega-STe and fitted it to the TT. Next changed some files for Sting, and first set the Serial Ports CPX to Ser.2/LAN, speed to 19200 (which is the highest it shows). Next Sting reported on establishing the connection a speed of 48000 bps (which is the *actual* speed) as usual running on Modem-2, and I fetched one article from a group with Newsie, where the log states the article came in at around 1600 cps (corresponding to a 19k2 line, or a 14k4 modem).

Next I set the CPX to 110, logged in again at 48000 and the article came in at 3500 cps, which I recorded running on Modem-2 also.

My modem is a V90/56k one, I reckon it can do better than that.

How do I set the bunch for 115K and get higher transfer rates than the 3500 cps I already got from Modem-2? (apart from what I've done).

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1523. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: <>
Message-ID: <377f80ed.0@news.qnet.com>
Source record: 76388

On 2 Jul 1999 04:03:47 G, ComDungeon wrote:

>But the saddest part of all was watching over 700 ST & Falcon software titles
>loaded into the back of the county refuse truck and hearing the sound of the
>crusher doing its job.

Yet, people like myself, on fixed incomes and in areas were there are
NO Atari places at all can't get anything unless we happen to find
something at the goodwill,etc. You dumped all those titles, SHAME ON
YOU!

>it away FREE to any user group that wanted it

There's not an Atari usergroup within 300 MILES of me, but I would
have glady taken all of the titles.

>Over 700 ST & Falcon software titles: from Calamus to Pagestream; from Dungeon
>Master to Populous; from Bentley Bear to Steinberg. Plus joysticks, mice,
>cables, two ST's, 8bit software & hardware.... gone.

I would have even taken the hardware too.

It is a sad day, not just because you closed down, but because you
didn't even care to donate everything to at lest the goodwill,etc.

You made a sad day into a Dark Day.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

1524. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990704170109.25493B-100000@hal.fishpool.fi>
Source record: 76389

> > Is it this same Riebl ethernet card for use with TT and MEGA STE?
>
> There are two version... one with a VME connection and one with a
> MegaBus connection. Don't know what bus is in the Mega STE. I don't
> think it's a VME bus.

Yes it is. VME in both M-STE and TT.

Only Stacy and M-ST have the megabus.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1525. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990704170237.25493C-100000@hal.fishpool.fi>
Source record: 76390

> Only Stacy and M-ST have the megabus.

Actually, any St can have a megabus. I recall seeing docs on
modifying ordinary st machines to extract one, on vezz' site,
I think it was.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1526. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377f7c14228d900@holleman.demon.nl>
Source record: 76391

on Sun 04-07-1999 16:56 Martin "Nightowl" Byttebier wrote:

>The latest demo (ws312b) runs quite happy on my Hades, even with copy
>back on. I haven't tested under singleTOS but with N_AES 1.2.0/freeMiNT
>1.15.2b there isn't any major problem (for the moment)
>
>You can find the latest demo on the Belgian ftp-site:
>
>ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh

Martin,

just grabbed this file from the server, no probs.

After decompression:

For the first time ever, I saw something like a decent browser...

I admit, the last one I tried was 2.something or so...

Haven't set it up yet, just tried the browser. Next problem is the
language. My french is pretty rusty... :-)
All docs are in french, same remark.
I tried to wrestle through some menu's (which show up pretty weird, around
2/3 of the regular size. Same as the icons). Saw an option for support on
Matrix cards, but that was greyed out (demo feature?). When I tried to get
other fonts it left with a #69 error...

At least what I saw looked a lot better than the orange background with
some bluish characters (unreadable) in previous versions.

Need some decent translation of the docs (preferrably the RSC file too)
before I can work with it. Perhaps it's a good replacement for CAB???

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1527. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <377f7d402377220@holleman.demon.nl>
Source record: 76392

on Sun 04-07-1999 16:48 Martin Graiter wrote:

>
>Louis <louis@holleman.demon.nl> skrev i
>diskussionsgruppsmeddelandet:377e69888f720b1@holleman.demon.nl...
>
>> well, I opened up the Mega STe, raped the serial-2 connector...(snip)
>
>Did it make lots of resistance?
>
>:^)
>
>Considering your weird sexual practices maybe you could invite some friends
>and gang-bang it?
>
>:^)))
>No wonder Atari thought of that, serial port rapists running around...
>
>> Fort Knox is easier to get into...
>
>Raped that one too?

Ouch, I knew it was bound to come....

Nope, I'm not a sexist... Just picked the wrong word :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1528. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7lo50nlld1@nyheter.chalmers.se>
Source record: 76393

In article <7llmup$2jr$3@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>On 30 Jun 1999 00:39:08 , Sylvain Perchaud wrote:
>
>>Pera Putnik wrote:
...
>I have tried a little of the PaCifiST, TOSbox and the new Gemulator98
>Atari emulators. All three work at approximately the same speed (with

STEmulator in GDI mode is about a trillion times faster at VDI graphics,
which is rather important for GEM applications. It's commercial or
shareware IIRC, though (I've only tried a demo).

>* Some programs do not work:

Well, some programs don't run on all native Atari machines either.

>* Screen refresh and mouse movements are slow and jerky:

Converting byte/pixel graphics to the Atari bitplane modes can be done
as fast a straight copy to the screen on an AB040. Doing things the other
way around shouldn't be very different and the current x86 processors are
very much faster than a 32MHz '040.
Combine that with update checks and I don't see any reason for updates
to be the least bit slow, unless you're trying to deal with horizontal
blank interrupts and colour changes on the fly in a bitmap mode.

> It seems that the brute force of fast PCs is overcaming this drawback
> at last. Maybe writing NVDI screen drivers specific to use with
> an emulator might also help, as they may bypass some of the emulation
> and go directly to the hardware.

As can be seen in STEmulator (and in STonX when using the X/VDI driver),
native screen support is _very_ nice indeed.

The way to do this would be to write drivers for fVDI rather than NVDI.
Not only does it seem to be impossible to get information about writing
drivers for the latter, NVDI also costs a whole lot of money.

I've actually approached two or three of the emulator writers about
this. One didn't sound the least bit interested, but the another
might be (he wanted a fool-proof installation archive of fVDI to try
it out, though, and I haven't got around to that yet).

Writing such device drivers under Windows would be really simple
(all the necessary functionality is there for the grabbing in the GDI).
It only requires a reasonable way to call 3rd party native x86 code

from inside the emulator, which shouldn't be very difficult to add.

>* Floating-point performance is very miserable:
> Adding emulation of a floating-point-coprocessor (routing those calls
> straight to the real one in the CPU) should not be too difficult,

Perhaps not, but it would require reasonably complete '030 emulation
since a program that uses the FPU directly is also likely to use other
new instructions.
I seem to recall that GEMulator supports the newer processors and an
unreleased version of STonX was supposed to boot TOS 3.06. I don't
know about the others.

>For the moment, the Gemulator seems to me the best candidate for a good
>emulator. I would prefer, though, an emulator that does not drag the burden
>of a monstrously large operating system (Windows, that is), even if the
>emulator is so well designed that this has no speed penalty.

Actually, running a properly written emulator under Windows rather than
DOS would give a large performance _boost_ rather than drag.

>I would like an emulator that operates on DOS stripped off of all things
>unneeded, maybe keeping just that couple of system files, and some device

No, you wouldn't.
You wouldn't have access to much (if any) graphics acceleration on such
a setup, for example.

>Or, maybe, one can dispose of DOS completely, and use just a little of
>PC BIOS to boot up, and after that dispose even of the BIOS. The compact QNX

That would be absolutely silly. And you probably wouldn't be able to
access most of the hardware on the PC either. One of the main ideas
about operating systems is to abstract the hardware from the applications.
Windows does that to a much higher degree than DOS.

>A new version of some TOS-derivative would be needed anyway, to take care
>of all those interfaces, PCI, etc. So the new de-facto standards and

On an emulator under Windows you wouldn't have to worry about much
of that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1529. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931108964.3470.0.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 76394

Djordje Vukovic wrote in message <7llmup$2jr$3@SOLAIR2.EUnet.yu>...
>* Screen refresh and mouse movements are slow and jerky:
> It seems that the brute force of fast PCs is overcaming this drawback
> at last. Maybe writing NVDI screen drivers specific to use with
> an emulator might also help, as they may bypass some of the emulation
> and go directly to the hardware.

This is actually what NVDI-PC4 or NVDI5 does with MagiC-PC. MPC without NVDI is quite jerky etc. NVDI makes the whole thing very much better. An English version of MPC6 would make things better still (*taps fingers*)...

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1530. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <7lr3bk$d75@newsops.execpc.com>
Source record: 76245

I meant the entire Mega ST assembly, not just the CPU itself. I was (awkwardly) trying to say I don't need a monitor. But I seem to have tracked my problem down to the Unitor card, and not the Mega itself. The computer works fine once I remove the Unitor.

Dean

In article <1dubsfc.1l4eei418yw7wgN@pm-d19.rhein-main.de>, doitarchive@atari-computer.de says...
>
>
>> My Mega ST seems to have died. My monitor and hard disk appear to be OK, but I
>> need a replacement for the CPU unit itself. Does anyone have an ST at
>
>What do you mean with cpu unit? The megast unit itself or only the
>internal 68000 cpu chip?
>If you mean the chip: 8DM on some electronic stores..
>replace the chip is a job for one hour.. ;-)
>
>
>Regards, Robert
>--
> -=Home of DOIT-Archives=-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>robscha@data.rhein-main.de / doitarchive@atari-computer.de
>http://www.atari-computer.de/doitarchive/index.htm

1531. Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3781038E.65B2@geocities.com>
Source record: 76246

Hey, I'm really loving this term program. I would send off to get this wonderful program registered.....

... but I know better. Anyone have a key they would willing to share/give away/sell?

This is not my normal practice in the Atari world since I realize that we must treat our developers right... but in this case I'll make an exception. :)

Doctor Clu

PS: For those new to the Atari scene, I'll be happy to inform on Freeze Dried Term and why I ask in this way.
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1532. Re: Another Newsie Question

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7lr5aq$49v$1@nnrp03.primenet.com>
Source record: 76247

On 3 Jul 1999 20:04:33 G, James Smith wrote:
>Hi All,
>
>I have recently downloaded a couple of postings which contained multiple
>attachments - munpack.ttp only gives me one out of each of these !
>
>Anyone got ideas about something to extract all of the files ?
>
I know that NEWSie's internal unpacker for UUE encoded files only
handles a single file, but when I have a MIME/Base 64 encoded file,
munpack.ttp will unpack several files in the same run.

John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

1533. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <c37rl7.j7.ln@hog.hrz.tu-darmstadt.de>
Source record: 76248

Hi!

In article <377e6fdc94630d0@holleman.demon.nl>,
louis@holleman.demon.nl (Louis) writes:
> I know Falcon's SCSI isn't implemented very right, but don't tell me they
> got a diff SCSI bus on the Falcon????? Anyway, as long as it works it
> saves you a 500 dollar adapter :-)

Well, it rather think he uses an LVD drive (Low Voltage Differential),
which is also capable of running on a standard (i.e. non-differential)
SCSI bus without the need for a special adapter. Of course, in that
case, the cable length is limited to the usual standard SCSI specs.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1534. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378132a41dbb7e0@club-internet.fr>
Source record: 76249

Hello,

in article <7lprotmsr1@brokaw.wa.com> (comp.sys.atari.st)
Charles Silver wrote on Mon 05-07-1999 08:52 (GMT):

> I will say all functions seem much better that v2.40e that I've run before.

One good point is that overlaped (?) tables finally work.

> Animated gif's? No. Font's look OK.

Not a demo problem. I repported this to the programmers along with a
few "not animated" ones: some work and some doesn't.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I often daydream about my inability to fantasize

1535. Re: DMA/SCSI converter problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37816258@nemo.idirect.com>
Source record: 76250

On 5 Jul 1999 19:09:45 +, Robert Schaffner wrote:
:First:
:With AHDI, doasn't create "holes" in the following of SCSI IDs.
:Use ID0, ID1, ID2.. AHDI stops scanning IDs if they found one
:unused ID on the bus. All other IDs after this "hole" doasn't
:work.

don't forget though the configuration utilities for AHDI.
these allow more flexibility in the AHDI boot up. i.e. "holes"

:Second:
:SCSI ZIP needs PARYTY an an active TermPwr (+5V) line on SCSI bus.
:Older SCSI ZIPs doasn't deliver TermPwr, so the drive can't
:terminate the bus.

very true. I forgot this. wasn't there a way to get power from the
joystick ports??

:And last:
:HDDriver contains some features, specialy for zip media..
:Regards, Robert
:--
: -=Home of DOIT-Archives=-
: CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
:robscha@data.rhein-main.de / doitarchive@atari-computer.de
:http://www.atari-computer.de/doitarchive/index.htm
:.
ken

1536. Re: MEGA ATARI USER LIST !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3781662c@nemo.idirect.com>
Source record: 76251

```
On 5 Jul 1999 14:41:28 -, Doctor Clu wrote:
:Fellow Atarians,
:
: In April I put out the word for contributions of names and E-mail
:addresses for a MEGA ATARI LIST, and I'm happy to say that after getting
:married and much mundane work, I finally finished composing and
:organizing the near hundred contributions for the United States of
:America list.
:
: Coming soon, Canada and other parts of the world, and most
:importantly... a URL location to access this list at any time.
:
: Keep those submissions coming!
:
: Doctor Clu
: Arlington, TX
:
:
:_________________________________
:
:
: /|\ M E G A A T A R I U S E R L I S T /|\
:
: Have you played Atari today?
:
: The following is a list of those who have. A list like this was made
:possible so that people could stop feeling like they were a solitary
:Atari user/player and meet up with some other people.
:From this, other people/vendors could be found, swapping encouraged
:amoungst collectors, and possibly meetings and user groups!
:
: Neat idea? Then why not jump in! To join, please send the following
:information to Greg@atariusers.com
:
:NAME: Keith & Bryce Macdonald
:E-MAIL: c/o anarkist@idirect.com
:LOCATION: Hamilton, Ontario, Canada
:COMPUTER: Mega STe4
:COMMENTS: (Optional)
:

:
:
:--
```

: ||| ATARI USERS OF NORTH TEXAS
:)|(http://www.atariusers.com/AUNT
: / | \ Read the News, Join the Chats, Share the Meyhem!
:.

1537. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <37817128.70F4A437@chorus.net>
Source record: 76252

I for one, have been a loyal Atari user since 1985 and currently still use a TT, Mega4, 1040, & 2.5meg 520. In January of 1999 I purchase a Beige 300mhz mini tower G3, with 128 megs ram 9 GIG HD, ZIP drive, floppy, CD rom, SCSI port 2 serials ports, built in ether net port 3 PCI ports, audio in/out, video in/out.

Nice machine...However...

After experiencing all the extra junk they put in the OS to appeal to the general public, and removing most of it, I also noticed this to hold true for the software. There seems it be a lot of useless junk for the people that use computers professionally.

And this all means the same thing, you need a damn fast machine to efficiently use all this overblown stuff.

Need less to say... I wasn't impressed with the speed increase from my 32 mhz TT, to this 300mhz G3, while running programs like Adobe Illustrator, Corel Draw, Photo Paint... WHY?

Because the more powerful the system, the the more bells and whistles the software companies seem to add.

I have been using Calamus ever since it was first created, and the graphics that I was doing with my Atari was progressing to the point that I needed more RAM and more speed for screen redraws. Printing was never really an issue because of the DMA port and the SLM804, was pretty fast at printing all my color separations. But those screen redraws were nigntmares...accidently move something a fraction of an inch, and the screen had to redraw all over again, somes times taking minutes each time.

When I finally bought this MAC G3, I found printing to be a real bottle neck in regards to speed, and the processing of the images into color separations, was alot slower then Calamus on my TT. Screen redraws were much improved, and a relief, but the over all system was no where near as stable as my old TT, and I'm still trying to reduce the number of system crashes and freezes I experience... things are getting better however, it seems that many of the software companies are upgrading their software to be compatible with Mac OS 8.6 and the new G3's, but I'll bet that none of then are actually doing the work on G3's, so the software is still buggy on a G3.

When I installed MagiCMAC on this system and loaded Calamus SL, I WAS IMPRESSED!!!!!!!!!!!!!!!!!!!!

Calamus SCREAMS on this G3... it's faster then any mac program I own, running on the mac, and when you compare that to the speed of Calamus on

a TT, it would impress you also. The boot-up time for calamus when loading all it's modules is less then 10 seconds. And when I do a 4 color separation star screening, of a full page image scanned in as 300 dpi 32 bit, the image is processed within seconds, and that took minutes on the TT.

So I agree about the efficient programming we Atari users have taken for granted. I find it hard to believe that a so called emulator (MagiCmac), runs Atari software faster then any Atari could, and Atari software runs faster then Mac OS software runs on a Mac G3.

Until I get the new Calamus 99 mac print driver for MagiCmac, I do all my art layout on the G3 and save it to disk for output on my TT.

It seems like the postscript standard in the graphics world is a real overblown speed eater. I have an old Postscript level 1 laser printer, and in it's day (1992), it was top of the line, state of the art, and cost 3 times as much as my TT did in 1992. this is a 1200 dpi, 11x17, 21 megs or ram 80 internal scsi HD, 135 fonts, ether net, appletalk, serial, & parallel ports. What takes hours to print on this printer and this new G3, takes less then 3 minutes on my TT/slm804... same file reassembled in Calamus Sl.(10 meg file), The mac users tell me that I should get a new postscript level 3 laser printer to speed things up. Imagine that!

What is wrong with this picture?

Now don't get me wrong... I love all the new and advanced things I can do in all this system and software. Things that will probably never be seen on a Atari/clone, but some of the stuff that I'm doing with my artwork and Calamus, will probably never be seen on a MAC or a PC, with out an Atari emulator. And it's all because of the same reason why Atari never made it big...

Because it could seriously effect the bottom line of some of the biggest software companies holdings in the market. (keep em out of business, or buy em up; so they can't compete). Money talks, and it really doesn't matter that your product is better then someone else's. What matters is, do you have enough money to really lay on the bullshit about your product.

When I see and experience my old DEAD Atari, out performing a brand new state of the art system & software, it really makes me wonder how much bull is really going on.

Good old american marketing. The ad agencies are paid to get the consumers to believe they need this stuff...and we do; don't we?

Now I hope I didn't open up a can of worms, I just wanted to share my experience with all you dedicated Atari fans.

SAK :)

1538. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907050000.a37948@lu.maus.de>
Source record: 76253

Kommentar zu A33034@LU
Hello John,

j> > Maybe you have "lousy" components?
j> > Maybe you use a slow emulator.
j> I don't think so. ATI Rage AGP video, Seagate Ultra DMA HD. I've heard
I believe you, but ...

j> this hardware is fast with a lean OS like Linux, so I'm reading up on
... just a fast graphics card and a fast hard disk does *not* make a fast

system.

It's difficult to analyse a system from distance, but there a soooo many
traps to make a PC slow (correct configured BIOS, correct configured
adapters, correct configured RAM caching and many more?). And still with
having slower components (slower graphics card, slower hard disk, slower
CPU)
...

j> that now. But Windoze really puts me to sleep with long boot up times
j> and lengthy hard drive accesses. It's always a pleasure to boot up the
j> Falcon or STE and get a quick boot up, and software that quickly loads
j> into memory and stays there.
... my PC seems to be *much* faster booting and running Windows and ST
emulation within (*even* if I use the old MagiC PC 6.0 and not the new
faster
6.1 - only the DOS based emulators have a lack of speed in comparison to
all
Windows based emulators).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1539. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907050000.a37949@lu.maus.de>
Source record: 76254

Kommentar zu A33347@LU
Hello Steve,

S> Strange as it may seem, WS_FTP changes lowercase to uppercase as
S> default! Inconvenient just the same;)
No, sure not! :-)

I am producing HTML files within Windows (with Windows programs) and MagiC
PC
(with TOS programs) in FAT 8+3 format and bringing them online with
different
versions of WS-FTP *for years* now.

And sure, WS-FTP copies the filenames as they are, forcing, if you wish,
to
lowercase, but do not forcing to uppercase.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1540. Online Atari Shareware Registration

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <931131646.8631.0.nnrp-01.9e985843@news.demon.co.uk>
Source record: 76313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Just a short note to mention that you can now register for Atari shareware via CyberSTrider using your Credit Card (Mastercard/Visa) or Debit Card (Switch/Delta) via my web site.

http://www.cyberstrider.org/

follow the link that informs you of the online payment system. No need for Americans/Canadians to send me Dollar cheques/International Money Orders.. and no need for Europeans (non UK ones I mean ;) to send me Eurocheques.. just pay via the site...

You may also be interested to know about things my other company (Cyberstrider Limited) is doing... (domain names, web hosting, ecommerce)

www.cyberstrider.net
www.cyberstrider.co.uk
or
www.cybes.co.uk

Regards
Danny

1541. DMA/SCSI converter problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <3780173b@dnews.tpgi.com.au>
Source record: 76314

I would be forever grateful if you could help me with a problem I have, here it is ....
I have an atari STe connected to a -Steinberg DMA to SCSI converter - than a SCSI ZIP drive. My Problem is I can't get the Atari to recognize the units. I'm using AHDI software...this could be the problem I think, although other sources from the net say that it should be OK. I can't find any info about the Steinberg converter at all..was there special software for it maybe. The unit also has 4 dip switches which I think is the ID number, so I've set this to ID 5 the same as the ZIP. From what I know, this setting I think is ....off on off on. I don't know what to do next and resources are getting harder to find. Any assistance would be greatly appreciated.

Russell Lucas

1542. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: <>
Message-ID: <37801890.0@news.qnet.com>
Source record: 76315

On 4 Jul 1999 16:21:52 G, Louis wrote:

>>You can find the latest demo on the Belgian ftp-site:
>>
>>ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh
>
>Martin,
>
>just grabbed this file from the server, no probs.

NEWis will not use that address and CAB gives me the blasted message
RSC NOT FOUND, yet everything is there.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

1543. Anyone got a Steinberg DMA/SCSI converter

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <37804e43@dnews.tpgi.com.au>
Source record: 76316

Anyone got a Steinberg DMA/SCSI converter, if you have do you know how to
set the dip switches.
I bought one second hand but with no manual.

Rusty

1544. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780612A.826967DD@online.TAKE.THIS.OUT.fr>
Source record: 76317

```
Louis a ï¿½crit :
>
> Hi,
>
> well, today I finally got my replacement for the differential SCSI IBM-
> 0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned
> it and finally I have some space to breathe in... :-)
>
> Next Q of course is: who knows about the jumpers on the front side. Those
> on the side I suppose to be the ID ones. But the row on the front...

For jumper info and tech specs on just about any HD past or present,
this link is fantastic:

http://www.blue-planet.com/tech/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1545. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <378056208be8310@holleman.demon.nl>
Source record: 76318

on Mon 05-07-1999 02:29 Slc.Dennis Bishop wrote:

>On 4 Jul 1999 16:21:52 G, Louis wrote:
>
>>>You can find the latest demo on the Belgian ftp-site:
>>>
>>>ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh
>>
>>Martin,
>>
>>just grabbed this file from the server, no probs.
>
>NEWis will not use that address and CAB gives me the blasted message
>RSC NOT FOUND, yet everything is there.

Hi Dennis,

I seem to recall that Newsie works OK with "figure-adresses", but I'm not sure. Try feedin' it chapelie.rma.ac.be , I think that one can be used too now. If it won't work, time to look for another FTP program. You're still running plain ole TOS, don't you? In that case I think aFTP is useless...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1546. Re: Mega-STe questions.

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <378056208be8311@holleman.demon.nl>
Source record: 76319

on Sun 04-07-1999 11:32 Krzysztof Maj wrote:

>On Sat 03-07-1999 20:50 (GMT) Louis wrote:
>
>>The controller board in the casing for the Seagate, is it a SCSI adapter?
>
>Yes, it is simplified SCSI adapter - for 1 drive only. Jumpers on this
>drive *must* be set to SCSI ID=0. With the another setting adapter
>can't see this drive.
>You have to remember to disable parity control on this HDD. Internal
>SCSI adapter doesn't support parity control.
>
>>Furthermore, there are 3 dipswitches on
>>the board. These for ID settings or what?
>
>Yes. Dip switches 2 and 3 on your host adapter are to change the SCSI ID
>number and goes as follows:
>
>2 3 ID
>=============
>ON ON 0
>ON OFF 1
>OFF ON 2
>OFF OFF 3
>
>Dip switch 1 is set to ON at me but I don't know what is its purpose.
>
>>I figure so, since all three are "on", thus giving ID 7 for the board...
>
>It is strange! I also have all three switches ON but my 730 MB Quantum
>Lightning appeares as SCSI ID=0!

Krzysztof,

Tks for the input. Well, I figured the board/controller could need ID-7,
therefore I figured all 3 dips were on which should be ID-7... The drive
itself has ID-0, there's no jumpers set and the SCSI-ident shows 0.
>
>>Problem remains that
>>one cannot put Hushi on this disk, since SCSITools won't recognize the
>>drive as a SCSI one. I don't like AHDI, it crashes some oldies that Hushi
>
>Both: Hushi and ICD drivers work at my internal HDD properly.
>Using ICD I can boot from internal or external HDD, I am can't recall
>how about Hushi.

Actually, SCSItools sees the drive OK, in the ident it's shown. However if I want to install the driver it doesn't show up in the selection. So what I did was remove AHDI from the Seagate, the Conner had a Hushi.sys on the first partition already, thus at boottime the system finds that driver, and since Hushi standard boots from drive C, which in this case is the first partition on the Seagate I can use the Seagate to boot from... But only if the Conner is hooked up too or I need a floppy with a driver.

>>How about mem expansion? There's 2 free slots (upper and lower ones), I
>>figure 30 pin SIMMS would do, but does one need to fiddle with the nearby
>>jumpers?
>
>No. The only thing you should know is that SIMMs have to be inserted in
>pairs: 2 even slots or 2 odds slots or all 4 slots.

Yup, found that out already: I took out one SIMM and shoved it back in but into the wrong slot. So they were sitting in slots 2 and 3. No more video output... After some time I tried moving one SIMM into slot 1 and the stuff was back to normal... :-)

How about 4 x 4 Mb SIMMS? Would it take that? I know the 68000 is limited to max 16 megs, but will the TOS recognize 16 megs? That way I could put MagiC on it plus a bunch of NVDI stuff and make it more like an extra workhorse. With 4 megs it's no fun M/T-ing... And I don't like to work non-M/T-ing.

>>How about the floppy drive? This one won't read HD disks... but it might
>>be just a dipswitch setting. Once again, which one was it? Bloody "manual"
>>(wrong word for such a thing) doesn't mention it at all.
>
>Most of MEGA STE's were equipped with floppy drive 720 kB.
>When installing drive 1.44 MB one needs to change a dipswitch on
>motherboard. Which one? I don't know :(
>I have a 1.44 MB drive installed on my MEGA STE.
>On its dipswitch bank S701 all switches are OFF except a switch number 7.
>
As someone explained yesterday: dip 7 is for DMA sound (ON = DMA enabled) and 8 is for an HD drive (OFF = enabled). Still wonder what nrs 1-6 are for. I figure I have a DD model anyway.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1547. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37806349.C9348AE0@online.TAKE.THIS.OUT.fr>
Source record: 76320

Niall Moran a ï¿½crit :
>
> I downloaded wensuite 3 today but cannot get it to work. I get the
> dialog box to put in the serial number but when I click okay it
> crashes. I have a Mega4 with T25 accelerator running magic 5 and I
> have tried many combinations to try and get it to work.
>

Which version ? The latest is 3.12b.

Have you got a serial number? without one, you won't be able to connect,
although the web browser will work offline.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1548. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378063C6.CBF9905E@online.TAKE.THIS.OUT.fr>
Source record: 76321

```
Niall Moran a ï¿½crit :
>
> That is exactly what happens when I try to run it Charles. I thought
> that maybe you had to have a registration number but from what I can
> gather through reading the documentation with my rather limited
> French, this is not the case. I'm stumped with this one.

Yes you do. The downloadable versions are updates. You need a serial
number, otherwise you can't connect to the net.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1549. Atari mags/disks for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <3780685a$0$162@news.zetnet.co.uk>
Source record: 76322

For sale at reasonable cost:

Back issues of ST Format, ST User, ST Review and Atari World
complete with original cover disks. To be sold as one job lot
with no splitting. Three free binders included in deal(two Format,
one User). A veritable tonne of useful info and programs.

Based in southwest London/Surrey borders and need the space!
Buyer collects. Come on - make me an offer!

Cheers :)
AL
sonik@zetnet.co.uk

1550. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780680E.5EE551F9@online.TAKE.THIS.OUT.fr>
Source record: 76323

Martin Nightowl Byttebier a ï¿½crit :
> >Need some decent translation of the docs (preferrably the RSC file too)
> >before I can work with it. Perhaps it's a good replacement for CAB???
>
> Hello French readers of this group, anyone volumteer to translate the
> docs/rsc?

I'd be happy to volunteer, but I think they already have a translator working for them.

Anyway, there main problem nowadays is that they don't seem to be too keen on handling overseas orders, so since you can't connect without a registration number, there's not much point in translating.

As much as I disliked the early versions of Wensuite, it is really getting better a better. The latest versions are getting very mature indeed. It's just a shame that they can't seem to be bothered with putting up a website of their own.

Anyway, anyone who would want to contact them, Wensuite costs 290 FF (translate to your local currency at http://www.xe.net/ucc/), and they can be contacted by email at oxosystems@softel.fr (I'm not sure if they can handle requests in english though).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1551. Re: TT ethernet?

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990705110519.26754B-100000@hal.fishpool.fi>
Source record: 76324

> >Currently $150 USD.
>
> It seems to be a little bit too much.
> For $150 I can buy a 486DX-100 computer equpped with ethernet card.

Nowadays, Atari is even more marginal than it was before, so you
CANNOT expect "power without the price" anymore, if you wanna
use your machine for any serious work.

> I am looking for a solution to connect my MEGA STE with my son's PC but
> I want to make it in a reasonable price.

Direct serial link, then. Using TCP/IP with STinG or MiNT-Net.

> What is proper name of this card: Riebl or Riebel?

Riebl is what is printed on the card.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1552. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7lq2qc$k0$1@news1.xs4all.nl>
Source record: 76325

On 30 Jun 1999 10:47:53, Martin-Eric Racine wrote:

when I asked:
>> > But: How to do a shutdown that does no damage to the filesystem?
>>
>> Do you use a kernel from the 1.15-series and a recent minixfs.xfs? Then
>> you'll either have to use a shutdown-program (N.Closure if you're using
>> N.AES) or simply wait for the caches to flush (every five second) before
>> you switch off.
>
>Or use the 'shutdown' command found at http://yescrew.atari.org
>
I went there and found (for a newby Minter at least) amaizingly muchh
stuff there.
I will try out the shutdown. I will report.

Now that I have newest Mint kernel en newest ext2 and Minix the
messages are different.(Your shutdown not ried yet)
I am now told:

an orphaned node is reconnected

Very uplifting. Gives me a warm feeling. Everytime I boot I do a good
deed. :-)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1553. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7lq2qe$k0$2@news1.xs4all.nl>
Source record: 76326

On 2 Jul 1999 19:52:17 , Djordje Vukovic wrote:
[..]
>
>They say that grounding the cable shield at both ends can also cause
>problems here.
>
Yes remember: if one of the wires of the 19 is a ground-cable it
reall is a voltage-return wire.
So connecting the shielding on both sides with ground makes two wires
connecting each other. That is wrong.

Most of the real Atari cables are made wrong.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1554. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.11ea4ece40af7b97989717@news.prodigy.net>
Source record: 76327

In article <7lj59h$p73$3@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu stated:

> And it may not be easy to find the D-19 connectors.

At least DB19 connectors are easier to find than DIN-13 and DIN-14
cables. DB19's were also used for external drive connectors on most Apple
computers.

==========
lonniemcclure@prodigy.net

1555. Re: Atari ST FM Problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780B190.C6A8A7AE@online.TAKE.THIS.OUT.fr>
Source record: 76328

```
Chris Crosskey a ï¿½crit :
>
> On 6 Jul 1999 06:59:05 , "Stephen Palmer" wrote:
> >I have an Atari ST 520fm and an SM125 monitor, the problem is that I don't
> >seem to get a picture from the monitor, but it will produce sound... can
> >anyone help ? The screen will sometimes flash as though the ST is changing
> >video modes but no picture is ever visible.....
> >

How can a 520STFM change video modes when connected to an SM125. You
should only have Hi res available. If you actually have the other
options, then something's wrong !

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1556. Re: DMA/SCSI converter problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780B27F.73DFEFD2@online.TAKE.THIS.OUT.fr>
Source record: 76329

Russell Lucas a ï¿½crit :
>
> I would be forever grateful if you could help me with a problem I have, here
> it is ....
> I have an atari STe connected to a -Steinberg DMA to SCSI converter - than a
> SCSI ZIP drive. My Problem is I can't get the Atari to recognize the units.
> I'm using AHDI software...this could be the problem I think, although other
> sources from the net say that it should be OK. I can't find any info about
> the Steinberg converter at all..was there special software for it maybe. The
> unit also has 4 dip switches which I think is the ID number, so I've set
> this to ID 5 the same as the ZIP.

No, in SCSI, all devices should have a different ID. Your host adapter
should be set to ID=7, definitely not the same as your Zip.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1557. Re: SHDI.prg ... Does anyone have it?

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780B0DC.37545DDF@online.TAKE.THIS.OUT.fr>
Source record: 76330

Russell Lucas a ï¿½crit :
>
> Hi
>
> I need a copy of Steinbergs hard drive software...SHDI....to run my zip
> drive through Steinbergs DMA/SCSI converter. A copy would be great!!!
> Does anyone know where I can find it?
>

I didn't know Steinberg made SCSI adapter.

Anyway, you should try to get hold of AHDI 6.061, which is probably more
advanced than Steinberg's stuff, or better yet, HD Driver, which is
commercial, but supports all the features of Zip drives.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1558. Re: SV: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Marko <mark_r_spencer@FUCKSPAMhotmail.com>
Message-ID: <3780B721.35A8906F@FUCKSPAMhotmail.com>
Source record: 76331

Martin Graiter wrote:

>
> Interesting how a machine can bring up such strong emotions.
>

Nope, just the fact that I revel in the English language and play with it
as I feel. The machines offer me no passion, only life does so.

Don't play semantics with me, and don't quote Shakespeare to back up
your attack on my choice of words.

-love and kisses - Mark

1559. Re: WOOOOO WEEEEE RETURN OF THE FUJI !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3780B6F1.CCE1445A@online.TAKE.THIS.OUT.fr>
Source record: 76332

Doctor Clu a ï¿½crit :

> Well, I for one agree with you. I'm excited by just how much "Atari"
> is alive and kicking... as a game division under Hasbro, as an arcade
> division, and as a possible computer division in Germany.

It's hardly a "division", let's say a small company paying big bucks to Hasbro just to use the name, all of which has yet to be confirmed. As for Hasbro's game division, well I wonder what Nolan Bushnell has to say about it...

<snip>

>
> Now to look at ATARI... wow! Seven years later, and Atari-clones are
> being made by HOW MANY COMPANIES?

3. One overpriced, one vapourware, and the Milan, however with no coordination whatsoever I'm afraid.

> What's really ironic is that we are
> probably selling more Ataris now throughout the various companies
> (Milan, C-LAB, etc...) than we Atari was actually around. ;) (I have a
> low opinion of the early days of the Atari ST).

I really doubt the above assumption. Here in France alone, there were thousands of them being sold every month. The 520STF was probably the most popular games computer at the time. In Germany, it was the higher end models that were popular. The Amiga sold slightly less here because of it's slightly higher price.

It was my understanding that C-Lab stopped selling Falcons years ago. Is that true ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1560. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37803cfc6473dc1@mail.otenet.gr>
Source record: 76333

On Sat 03-07-1999 15:44 (+0200) Martin Graiter wrote:

>***Ethernet Open Discussion Project***
>
>Take a look at:
>
>ftp://193.190.204.128/atari/network/ethernet/realtek/
>
>A fully working(?) DIY cartridge port adaptor for pocket Ethernet
>adaptors complete with PCB layout and a STiNG driver!
>
Yep, it's fully working, please forgive me if you see any of my
messages coming from Outlook Expres$, it's only testing ethernet
through Masquerade on my TT. ;-)

>Looks very promising.
>
It depends on the availability of pocket adaptors that use this Realtek
chip. For the moment I know Zero One Technologies (ZOT), Genius (they
call it Genius LAN) and my adaptor which says nothing on the plastic
cover (!). You can see a picture of this adaptor at Levien van Zon's
page at: "http://atari.scum.org/ethernet/"

Needless to say I'm also interested in this discussion project, and
given a hardware solution, I'm volunteered to help with the software.

Note that it's possible to make a 16 bit interface for the cartridge
port (even issue 27 of ST LOG, Jan 1989 had one ;-)) using the same
chips I've used for this project, with speeds up to 200KB/sec. But
I'm not sure if it's possible to connect ISA cards on this.

For the moment, I don't know how I lived without ethernet all these
years ;-)

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1561. Re: graoumf tracker

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3780CEA7.6AE90679@patent.gov.uk>
Source record: 76334

I have had a very prompt reply from Laurent: No he is not going to
develop the Falcon version any more - Yes you can still register with
him for the stated advantages.

Bob. King

BobKing wrote:
>
> Thanks very much for all your info. I have already e-mailed Laurent de
> Soras and will keep you all posted. As you say, you can not blame hin
> for trying to break into the PC market, we all have to make a living.
> The only obvious difference I can see in the PC version is the use of
> VCR type icon buttons for play etc.
>
> Bob (with a space) King
>
> James Smith wrote:
> >
> > On 30 Jun 1999 11:20:40 , BobKing wrote:
> > >Does anyone know if Graoumf Tracker is still being developed by Laurent
> > >de Soras or is still available for the Falcon. All references to it
> > >indicate that he is only developing for the PC as Graoumf Tracker 2
> > >(MyGals page has shut down). I already have the Demo.
> > >
> >
> > Hi Bob,
> >
> > I heard some time ago that the Atari version of this programme was being
> > abandoned in favour of the PC platform - obviously aiming at a bigger
> > market ;-)
> >
> > If you are looking for trackers, here are some to check out;
> >
> > DBE Tracker from STGhost/Sector One
> > This is capable of handling many of the current multichannel mods available
> > from the PC - with the exception of Impulse and Mad Tracker tunes.
> > Denis is still updating the routines for this (in between his work on an
> > Atari MP3 player).
> >
> > Flex Tracker.
> > A new project from Thomas Bergstrom. It was originally created as a tool
> > for demo-makers but has proved so popular with musicians (because of the
> > extra features) that Thomas is already updating it and sees it as an
> > ongoing project.
> > This one only handles .MOD format (up to 8 channels).

> >
> > mik Tracker.
> > This has now been ported to Atari and is being tested (under MINT at this
> > time. I heard yesterday that it will (hopefully) even run under TOS !
> >
> > Hope this helps.
> >
> > Jim

1562. [NEW] Joe 1.45 "champagne"

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <7lqm39$8qu$1@front7.grolier.fr>
Source record: 76335

hi :)

The final Joe 1.45 version is at:

http://perso.club-internet.fr/ptonthat/

the French, German and English archives are available.

Enjoy ;)

Rajah Lone / Queen Meka

1563. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3780D898.884C1A3A@cfc.dnd.ca>
Source record: 76336

Ekkehard Flessa wrote:
>
> Hallo Steve!
> SD>Much better to use the LS-120 super floppy.
>
> AFAIK, these are much slower than the Zip drives are, and there is no SCSI
> version. I don't know of external versions either. They are not bootable unless
> there is special BIOS support, and it might be impossible to read exotic floppy
> formats (like "hyperformat" Atari disks) on them.

AFAIK Uwe Seimets HDDriver can handle this! by BIOS support you are
refering to
the PC I think
re: Atari hyperformat, only atari can read this anyway?! If you format
an LS-120
disk in hyperformat, you will only be able to use it on an Atari, which
is nothing
to do with LS-120 at all, but an atari issue. stock PCs can't read mac
disks,
extended format atari disks, etc so why woyuld one expect everything to
change
with a different floppy drive?

> SD>For bigger back-ups, use a CD-Rewriter rather than some removable hard
> SD>drive like a Jaz.
>
> That's perfectly true. Especially with media prices for CD-RW being very low
> and thus enabling multi-generational backups.
> mit freundlichem Gruï¿½ aus Ahornberg
> Ekkehard

yes. and now an inexpensive data backup with new ExtenDOS Gold-CD
Writer!
http://www.cyberus.ca/~anodyne/
ken

1564. Re: DMA/SCSI converter problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dugi42.1ts1csg1m0766cN@pm-d27.rhein-main.de>
Source record: 76337

Russell Lucas <rustyl@tpgi.com.au> wrote:

> I would be forever grateful if you could help me with a problem I have, here
> it is ....
> I have an atari STe connected to a -Steinberg DMA to SCSI converter - than a
> SCSI ZIP drive. My Problem is I can't get the Atari to recognize the units.
> I'm using AHDI software...this could be the problem I think, although other
> sources from the net say that it should be OK. I can't find any info about
> the Steinberg converter at all..was there special software for it maybe. The
> unit also has 4 dip switches which I think is the ID number, so I've set
> this to ID 5 the same as the ZIP. From what I know, this setting I think
> is ....off on off on. I don't know what to do next and resources are
> getting harder to find. Any assistance would be greatly appreciated.

Canï¿½t help you with steinberg hardware, never see that before.

First:
With AHDI, doasnï¿½t create "holes" in the following of SCSI IDs.
Use ID0, ID1, ID2.. AHDI stops scanning IDs if they found one
unused ID on the bus. All other IDs after this "hole" doasnï¿½t
work.

Also use ID7 for the computer (host) and 6 for your zip.
Older ZIPs only have ID6 OR ID5.

Do not use ANY SCSI ID double!! That doansï¿½t work!
Any ID can be used only in one time. Any device must have another ID.

Second:
SCSI ZIP needs PARYTY an an active TermPwr (+5V) line on SCSI bus.
Older SCSI ZIPs doasnï¿½t deliver TermPwr, so the drive canï¿½t
terminate the bus.

One single SCSI device, or the LAST SCSI device on bus must be
terminated.

And last:
HDDriver contains some features, specialy for zip media..

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1565. Re: Free old mags!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>
Source record: 76338
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

Robert Casey <Robert.Casey@tesco.net> wrote:

> I have a pile of old computer mags - mainly Computer & Video Games but some
> other bits and pieces. Due to be filed under 'bin' unless anyone wants to
> come and get them (location Manchester UK)!

Where abouts in Manchester, Rob?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1566. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7lqqic$pe0$1@news1.xs4all.nl>
Source record: 76339

Problem was: after reboot messages concerning things worng with
Miniox filesystem partition.Were repared.

Even with the N.Closure from N.AES no good.

Advice: user newer MinT stuff for everything.
Done. Litte bit better. Now message let me think: i do a good thing
namely 'connecting an orphaned node'.

Advice came: use 'shutdown'.

Now I have the shutdown in the menu for desktop Thing together with
N.Closure and NChres.

This really does it.

Thing cosele gives : shutdown eminent' and next reboor: no complaints
about nodes of Minix.

Thank you all for the good advice.

I see that in the mean time this thread I started goes more and more
off-topic... :-)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1567. HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <XB6g3.842$IH5.206027@juliett.dax.net>
Source record: 76340

Hello!
I got a falcon and i have bought the HDDriver for it and I am going to use the computer mainly for the Cubase Audio programmin'! The hard disk is a Quantum fireball, I have one question: I have problem opening CAF after instaaling HD-driver, why ? Do someone have a solution how to configure the falcon? Thanks for answers! Oystein!

1568. Re: Atari ST FM Problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TGOC+BAHbPg3Ew2a@steverosie.demon.co.uk>
Source record: 76341

On Mon, 5 Jul 1999 at 15:22:24 a message from Nicholas Bales (please edit email addressto reply) was created on the subject of Atari ST FM Problems.

>
>
>
>How can a 520STFM change video modes when connected to an SM125. You
>should only have Hi res available. If you actually have the other
>options, then something's wrong !
>

Hi

Unless they are using a colour emulator such as big colour, otherwise I don't think it's possible! You can't even use the TV with an SM monitor connected!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1569. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3781126c380c6c4@ping.be>
Source record: 76342

on Mon 05-07-1999 02:29 Slc.Dennis Bishop wrote:

>On 4 Jul 1999 16:21:52 G, Louis wrote:
>
>>>You can find the latest demo on the Belgian ftp-site:
>>>
>>>ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh
>>
>>Martin,
>>
>>just grabbed this file from the server, no probs.
>
>NEWis will not use that address and CAB gives me the blasted message
>RSC NOT FOUND, yet everything is there.

With Newsie you must use '193.190.204.128' without the ftp://.

You can also use 'chapelie.rma.ac.be'
Starting dir: atari
Logname: ftp or anonymous
Password: your e-mail address.

I use this address because every decent mailreader is able to launch the
browser if one click on that address.
Okami, MyMail and aMail are all able to do that. I don't know about
Newsie. I don't use it at all.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1570. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3781126c380c6c5@ping.be>
Source record: 76343

on Mon 05-07-1999 10:08 "Nicholas Bales (please edit email addressto reply wrote:

>
>
>
>As much as I disliked the early versions of Wensuite, it is really
>getting better a better. The latest versions are getting very mature
>indeed. It's just a shame that they can't seem to be bothered with
>putting up a website of their own.

Agree with you. Wensuite is getting better and better but there are still
lots of things that must be improved before it can replace Cab.
For instance the handling of frames. It's maybe my fault but right now
only the main frame has a scroll bar. This means that if I want to
scroll down another frame I must first click inside that frame and then
return to the scrollbar on the right side. Very strange way to handle.
Furthermore Wensuite still doesn't understand lost of Tags.

For instance <A TARGET="_blank" HREF="bla_bla.htm">bla bl</A>

This TAG will cause the link to be loaded in a new blank window. Cab does
this very nice. Wensuite not.

Wensuite beats Cab when it becomes to rapidity.
On my HD I've a webpage with lots of large JPG's (13). I did measured the
loading time. Remember I'm doing this on a Hades 060 with 'copy back' on
and running in 256 colormode.

Cab 2.70e needs 6:59 (almost 7 minutes)

Wensuite: You won't believe it: ONLY 0:16. Yes, you see it right, only *16
seconds* to load the same page. Whow is that fast.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1571. MEGA ATARI USER LIST !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3780FC57.2C05@geocities.com>
Source record: 76344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Fellow Atarians,

In April I put out the word for contributions of names and E-mail addresses for a MEGA ATARI LIST, and I'm happy to say that after getting married and much mundane work, I finally finished composing and organizing the near hundred contributions for the United States of America list.

Coming soon, Canada and other parts of the world, and most importantly... a URL location to access this list at any time.

Keep those submissions coming!

Doctor Clu
Arlington, TX

/|\ M E G A A T A R I U S E R L I S T /|\

Have you played Atari today?

The following is a list of those who have. A list like this was made possible so that people could stop feeling like they were a solitary Atari user/player and meet up with some other people.
From this, other people/vendors could be found, swapping encouraged amoungst collectors, and possibly meetings and user groups!

Neat idea? Then why not jump in! To join, please send the following information to Greg@atariusers.com

NAME:
E-MAIL:
LOCATION: (City optional)
COMPUTER: (Optional)
COMMENTS: (Optional)

Only vendors will have a complete address or phone number listed. Everyone else, out of respect and caution, will only be listed by state and E-mail for contact purposes.

You can find information in this document quickly by using the "find" option in your html reader/word processing program, and key on the following words. You can also search by state.

MAILLIST:
VENDOR:

BBS:
URL:
CLUBS:
ORGANIZATION:

@>-->-----------------

---=== ARIZONA ===---

NAME: Bosco
E-MAIL: <bosco2000@my-dejanews.com>
LOCATION: Here in Phoenix, AZ

NAME: Mike Freeman
LOCATION (City, State): Tucson, Arizona
E-MAIL ADDRESS: nameerf@flash.net

NAME: David Ormand
E-MAIL: dlormand@aztec.asu.edu
LOCATION: Tucson, Arizona USA
COMMENT: 1040STfm (4MB, TOS1.4), Zip and CD-ROM on a LinkII under
HDDriver 7.5

NAME: David M. Acklam
E-MAIL: <d-acklam@raytheon.com>
LOCATION: Tuscon, AZ
COMMENT: Atari TT, Falcon, and (hopefully sonday again) Hades user

NAME: "Bill Pike"
E-MAIL <wpike@doitnow.com>
LOCATION: Phoenix, AZ (Interested in meeting with others/starting
group)

NAME: David Wiseman aka "Poolguppie"
E-MAIL: poolguppie@aol.com (Poolguppie)
LOCATION: I live in Mesa and I have some Atari hardware
COMMENTS: (1040's and a MegaST, 20 and 30 meg hard drives and several
B&W and color
monitors)

---=== ARKANSAS ===---

NAME: "Edward Williams"
E-MAIL: <tchermok@flash.net>
COMMENTS: Started Atari list group: atari8-l@zwieracz.ideefixe.nom.pl
"I Repair ATR8000's so if ya need help let me know?"
MAILLIST: atari8-l@zwieracz.ideefixe.nom.pl

---=== CALIFORNIA ===---

NAME: Bill Kendrick
E-MAIL: nbs@sonic.net
LOCATION: Davis, CA
COMPUTERS: Interest in 8-bit Atari computers

NAME: Shane Curd
E-MAIL: (NetHak@aol.com)
LOCATION: San Jose, California

NAME: Paul Nurminen
E-MAIL: Nurmix@socal.com
LOCATION: El Segundo, California

NAME: Aaron Finney
E-MAIL: A_Finney@wfi-inc.com
LOCATION: Glendora, CA
COMMENTS: 1200 XL

NAME: Gene Pineda
E-MAIL: <broncos@primenet.com>
LOCATION: Los Angeles/San Jose, CA
CLUBS: Has an interest in stating a California wide Atari user group

VENDOR: Video Game Liquidators
E-MAIL "VGL, Inc" <gametr@loop.com>
LOCATION:
>> 7326 Laurel Cyn
>> North Hollywood, CA 91605
COMMNENT: Great place to find Jaguar and Lynx games.

NAME: Tim Conrardy
E-MAIL: tconrardy@hotmail.com
LOCATION: Verio Northern California's Usenet News Service

NAME: Lou Lew
E-MAIL: <loulewlj@gte.net>
LOCATION: California

VENDOR: BEST ELECTRONICS
LOCATION
2021 The Alameda
Suite 290
San Jose CA, 95126-1127
408-243-6950
COMMENT: Great place to find about anything Atari.

VENDOR: GO ATARI
LOCATION:
PO BOX 1111
SAN LUIS OBISPO, CA 93406
800-GO-ATARI
COMMENT: Great place to find Lynx and Jaguar games and merchandise.

---=== C O L O R A D O

NAME: "Kate and John Norton"
E-MAIL: <jnorton@bwn.net>
LOCATION: Colorado Atari User

---=== FLORIDA ===---

NAME: Kathy Severance
E-MAIL: severancekathy@juno.com
CLUBS: President of the Atari club "Pace"

NAME: "Guitar Studio"
E-MAIL: <guitarra@afn.org>
LOCATION: High Springs, FL
COMMENTS: Raymond Lohengrin classical guitarist \composer

NAME: Mike Harvey
LOCATION: Orange Park, FL
E-MAIL: mharvey5@bellsouth.net
COMMENTS: Atari Mega ST4 & 1040STe

---=== IDAHO ===---

NAME: Tom Derrick
LOCATION : Boise, ID
E-MAIL ADDRESS tderrick@acpu.com
COMPUTER TYPE (optional)
2 TTs, 2 STs, and who knows what else.
CLUBS: I am the President of Atari Boise Users Group. We have about 10
members, only 3 of which are online, and a newsletter when the
editor does one. Monthly meetings, 2nd Monday at 6:30pm at one of
the local McDonalds.

---=== ILLINOIS ===---

NAME: Gail F Westendorf
E-MAIL: GWestndrf@aol.com
LOCATION: Decatur, IL

NAME: Nick DiMasi
E-MAIL nickd@enteract.com
LOCATION: Glen Ellyn, Illinois

CLUBS: Suburban Chicago ATarians (SCAT)
Address: PO Box 3745
Lisle, IL 60532-9998
WWW: http://www.fujiman.com/scat
BBS: 630-545-2554 (24hrs)
Contact: Nick DiMasi (see above)

Nick DiMasi ____
/|| | |__/*| (`\
nickd@enteract.com (on 2-3x/wk) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /
ndimasi@lucent.com (on Mon.-Fri.) .---'-`-. _((_ `^--' /_< \^
~-|_TT030_|__.-||__)`-'(((/ ((((/

NAME: Rick Berry
E-MAIL: Rber123@aol.com
LOCATION: Wood River, IL

NAME: JRT
E-MAIL: JRT@medioone.net
LOCATION: Palentine, IL
COMMENT: Formerly "Missionware Software" and seller of FLASH II.

---=== INDIANA ===---

NAME: Edward S. Baiz (gamer on the NET and Genie)
E-MAIL: ebaiz@qtm.net
LOCATION: Granger, Indiana 46530
CLUBS: There is about 10-20 of us here in northern Indiana that have and use Atari computers. Our club is IMAGE (Indiana-Michigan Atari Group Exchange). I have sent your letter to some of the gang who have an email address. Hopefully you will hear from them as well.

NAME: Brent Garvey
E-MAIL: BGarvey355@aol.com
LOCATION: Elkhart, IN
COMMENTS:My list of Atari's includes:
1 600XL
3 800XL's
4 130XE's
1 520ST
2 520STfm's
2 1040STf's
1 MEGA ST2
1 MEGA ST4

NAME: Paul R. Hochstetler
E-MAIL: prhoch@michiana.org
LOCATION: South Bend, Indiana

NAME: ?
E-MAIL: shuffman@ideanet.doe.state.in.us
CLUBS: "In case you have not heard, we Mid-Indiana MIST users want to share the news about the September swap meet right next door at Columbus, Ohio..."

NAME: Stephen Elek, Jr.
E-MAIL: selekjr@michiana.org
LOCATION: South Bend, Indiana
CLUBS: I am also the 1998-1999 president of:
Indiana-Michigan Atari Group Exchange (I.M.A.G.E.)
City, State: South Bend, Indiana

---=== IOWA ===---

NAME: Mark Slagell
E-MAIL: ? (Sorry)
LOCATION: IA 50014
COMMENTS: Creator of "TOSBOX"

NAME: Rick Turner
LOCATION:

PO BOX 1822
FAIRFIELD, IA 52556
COMMENTS: Sells the "Atari ST Book" along with other Atari books and
publications.

---=== KENTUCKY ===---

NAME: Ronald J Hall
E-MAIL: darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall)
LOCATION: Prestonsburg, KY
COMMENTS: I have the following systems:

Atari 800XL, 130XE (with 1050 drives, software)
Atari Mega ST (runs my BBS)
Atari 1040 STe (games, my 8-yr old!)
Atari TT030 (just bought-on its way)
Atari Falcon 030 (heavily modified, DeskTopper case, 14 megs
Ram, 2 gig HD, Yamaha CDRW, TT-Touch keys,
Nemesis accelerator, FPU, running TOS 4.04,
MiNT/N.aes/Thing v1.27e)
Atari Jaguar with CD-ROM, numerous games
Atari Lynx with numerous games

BBS:

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

CLUBS:

AEL Personal Computer Users
The AEL Personal Computer Users
PO BOX 34183
Louisville, KY 40232
http://ourworld.compuserve.com/homepages/rlink
Jan Wilt - President - jdwilt@bellsouth.net
Lloyd Bromwell - VP Co-ordination llyoyd1@bellsouth.net
Don Garr - Newsletter Editor - dongarr@mindspring.com

---=== MARYLAND ===---

NAME: "christian a. h."
E-MAIL: <godpup@ix.netcom.com>
LOCATION: Baltimore, Maryland

NAME: Keith Scroggins
E-MAIL: <kws@Radix.Net>
LOCATION: Suitland, MD
COMMENTS: Bought a lot of the remaining stock of what used to be TOAD

COMPUTERS

---=== MASSACHUSETTS ===---

NAME: Dan Wilga
E-MAIL: dwilga@mtholyoke.edu
gribnif@pair.com
LOCATION: Northampton, MA

NAME: John Teffer
LOCATION: North Eastham (Cape Cod), MA
E-MAIL: jdteffer@c4.net

NAME: Dave Burns
E-MAIL: dburns@world.std.com
LOCATION: Lowell, MA

---=== MICHIGAN ===---

NAME: Jim Agar
E-MAIL: ujb@bigfoot.com
LOCATION: Michigan
COMMENTS: Hi, you can add me even though I'm just a casual user
(collector of Atari stuff if you're adding interests!).

---=== MINNESOTA ===---

NAME: Carl Forhan
E-MAIL: forhan@millcomm.com
URL: http://homepage2.rconnect.com/forhan/games.html

VENDOR: Systems For Tomorrow
NAME: Kent Cordes
PHONE 816 833 4738
800 875 4943
COMMENTS: Sells Atari ST and Amiga, along with Lynx and Jaguar. Great
place for picking up a copy of ATARI COMPUTING and current
Atari ST hardware.

NAME: Lance Ringquist
E-MAIL: Video61@webtv.net
VENDOR:
Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
COMMENTS: Specializing in the selling and development of Atari 8-bit
items, as well as Lynx, Jaguar, 2600 ....

CLUBS:

S.P.A.C.E.
PO BOX 120016
New Brighton, MN 55112
http://www.library.carleton.edu/space/

---=== NEW JERSEY ===---

NAME: Jim Donovan
E-MAIL: jtdon@direcpc.com
LOCATION: Absecon, NJ
COMMENTS: TT030 @ 48mhz 4/4 550mb 1024x768 vme card
running Geneva, Naes, Magic, Nvdi 5 or good ole TOS

---=== NEW YORK ===---

NAME: CLAB
E-MAIL: clab@buffnet.net
COMMENTS: Using a F030, 14mg, Nemesis, 2.1g HD. Always have liked atari,
esp with Magic os. In the Buffalo Ny area.

NAME: Curt Vendel
E-MAIL: cvendel@worldnet.att.net
ORGANIZATION: The Atari Historical Society
URL: (www.atari-history.com)
LOCATION: Staten Island, NY 10303

CLUBS:
OL' HACKERS ATARI U.G. INC
C/O RON FETZER
22 MONACO AVE
ELMONT, NY 11003

---=== NORTH CAROLINA ===---

NAME: "Sheldon H. Winick"
E-MAIL: s.winick@worldnet.att.net
VENDOR: ? Computer STudo
LOCATION: Asheville, NC

---=== OHIO ===---

NAME: david moeser
E-MAIL: <erasmus@iglou.com>
LOCATION: Ohio ?
COMMENTS:
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

NAME: Fred Horvat
E-MAIL: aa778@cleveland.Freenet.Edu
LOCATION:Chesterland OH
COMMENTS:
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

NAME: "james w krych"
E-MAIL: <jwkrych@n2net.net>
ab453@cleveland.Freenet.Edu
CLUBS:

We are an Atari user group, here in the Cleveland area. We allow users
from the video game consoles to the 16/32 bit Atari computers. Our next
meeting is 19 Apr 99, 7:30PM.

NAME: Raymond Collins
E-MAIL: Collins.197@osu.edu
rcollins@gcfn.org
LOCATION: Ohio

NAME: Frank Wagner III
E-MAIL: cq585@cleveland.Freenet.Edu
LOCATION: Case Western Reserve University, Cleveland, OH (USA)

---=== OKLAHOMA ===---

NAME: Frank Lawrence
E-MAIL flawrenc@genie.idt.net
lOCATION: OK

---=== PENNSYLVANIA ===---

NAME: John Haggerty
E-MAIL: smile4@voicenet.com
LOCATION: Stroudsburg, Pa.

---=== SOUTH CAROLINA ===---

NAME: Jeff Jewell
LOCATION: Greenville, SC
E-MAIL: jeff@jjewell.com

---=== TENNESSEE ===---

NAME: Dan Birchett, aka Bandit1
LOCATION: ...calling from Beautiful Downtown Dayton, TN, USA
E-MAIL: bandit1@volstate.net

NAME: Jason H Moore
E-MAIL: moore@ruth.mc.vanderbilt.edu (Jason H. Moore)
moore@phg.mc.vanderbilt.edu
LOCATION: Nashville, TN
COMMENTS: Atari 2600 (6), 2600 jr (1), 5200 (1), 400 (2), 800 (2),
800xl (1), 130xe (2)
I collect all Atari hardware and software. I also sell a few things now
and then.

---=== TEXAS ===---

NAME: Greg Goodwin (Alias "Doctor Clu")
E-MAIL:greg@atariusers.com,
clu-da-bard@geocities.com
LOCATION: Arlington, TX (Member of AUNT)
COMMENTS: Enjoy Atari 8-bit, Atari ST, Jaguar, Lynx
Favorite Atari computer: Atari 400
Favorite Atari Game: Star Raiders

Enjoy BBS's, and love hearing from other Atarians.

The list of Atarians in Texas is quite numerous, represented by two
different user groups. (at least) who'd love to hear from other
Atarians out there!

CLUBS: : Atari Users of North Texas (AUNT)
MAIL: PO BOX 111065
CARROLLTON, TX 75011-1065
LOCATION: Dallas/Ft.Worth, TX
URL: www.atariusers.com/aunt
COMMENTS: You name it, if it has an Atari Fuji on it or is Atari
related, we're there. What can we say? We made this list.:)
In existance since 1985, though we have ties with the group
once known as Dal-Ace, which was started in 1978

CLUBS: Houston Atari Computer Enthusiasts (HACE)
LOCATION Houston, TX
COMMENTS Has been around since the introduction of the 400/800.
I hope to have more information on this amazing group soon.

---=== UTAH ===---

NAME: Alan K. Wortham
ORGANIZATION: Brigham Young University
LOCATION: Provo, UT
E-MAIL: akw32@email.byu.edu

NAME: BobKlaas
E-MAIL: <bobkla19@sisna.com>
LOCATION: Salt Lake City, Ut

---=== VIRGINIA ===---

NAME: Samuel A. Ferrer
E-MAIL: angief18@aol.com
LOCATION: Ashburn, VA.

NAME: Robert M. Janice
E-MAIL: .janice@wdn.com
LOCATION: Chantilly, Virginia, USA

---=== WASHINGTON ===---

NAME: Andy Blakely
LOCATION: Kennewick, WA
E-MAIL ADDRESS: AnakiMana@excite.com
COMPUTER TYPE: 1. Atari STe 4mb, TOS 1.6
2. Atari STf 1mb, TOS 1.4

NAME: Dan McInerney
LOCATION: Seattle, WA
E-MAIL: <dmcinerney@seanet.com>
If you want, check out my site at www.mcinerney-productions.com. I'm a

Falcon user (got three of them) and I also have a stacy. Use them
mainly for music. Cubase audio, Zero X and a few other things.
CLUBS: Interested in starting a user group.

Name: "Sin"
E-MAIL: <sin@uswest.net>
LOCATION: Spokane, WA

---=== WISCONSIN ===---

NAME: Cory Bonnett"
E-MAIL: <guitarmn@execpc.com>
LOCATION: Milwaukee, WI.

@>-->-------------

STATES REPRESENTED: 27 out of 50

Composed By: Doctor Clu
Written: July 4th, 1999
Last update: July 5th, 1999

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1572. SV: HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <rCdg3.4617$nZ5.7766@nntpserver.swip.net>
Source record: 76255

Oe.Trollsaas <oys.troll@c2i.net> skrev i
diskussionsgruppsmeddelandet:XB6g3.842$IH5.206027@juliett.dax.net...
> Hello!
> I got a falcon and i have bought the HDDriver for it and I am going to
use
> the computer mainly for the Cubase Audio programmin'! The hard disk is
a
> Quantum fireball, I have one question: I have problem opening CAF
after
> instaaling HD-driver, why ? Do someone have a solution how to
configure the
> falcon? Thanks for answers! Oystein!

Hello,
Haven't heard of any such problems. Does it work if you use AHDI as
harddisk driver or is it the same?
Which model of Quantum Fireball do you use? There are some problems with
them - check at my site for some more info and some troubleshooting.
Configuring the Falcon: Start by removing all ACC's and AUTO-folder
programs, so that your boot is completely clean. If you have an S/Pdif
interface, you need the FDI_INIT.PRG in the AUTO-folder though.
If you have one of the Fireballs that may give you problems, use an
NVRAM setting utility to remove the arbitration and you'll be better off
for the time being...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1573. NVDI 5.2 problem solved

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7lrpvg$9c6@nnrp1.farm.idt.net>
Source record: 76256

To all who replied with their suggestions for the problem
with NVDI a big "THANKS". NVDI is up and running now and
configured the way I wanted it.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

1574. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsa6d$6qf$1@nnrp1.deja.com>
Source record: 76257

In article <tBPd3.681$k3.52901@news0.telusplanet.net>,
"Bengy Collins" <collins@bulli.com> wrote:
>
> > http://www.mucs.com/newnew/cbymucs.htm
> >
> > Its in German , so translate it before reading if neccessary.
>
> Yes! I would say Atari Computers ARE back.
> There is no need to translate that page, just go to
> http://bengy.atari.org/milan.htm for all the same, <more accurate>
> information. Furthermore, Tonight I am adding an interview with Milan
> Cofounder and he explains it all.. it is ALL very very very exciting :) I
> will post a message late announcing when the Interview is online.

In what way is Atari Computer back? Whats the market for this box?
Marketing budget? Distribution Channel? Will they have an Atari store
with in a store at CompUSA. Will they have Atari Computer Reps calling
on the retail/business stores?

Price? $1,000 plus monitor is in Imac territory....Why 68k chips in
1999?

> Bengy
>
> --
> Bengy Collins collins@bulli.com
>
> MagiC Atari powered by nemesized Atari Falcon030.
> MagiC Mac powered by Apple iMac 233
>
> Please visit MagiC Online http://bengy.atari.org
>
> //May the choices we make today be ones that we can live with tomorow//
> --
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1575. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7lsar7$7vv$1@nnrp1.deja.com>
Source record: 76258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <37781235.3FF13D30@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
>

Yep!

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1576. ST Cartridge Port Interface Falcon Compatible?

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7lrrts$2m13@news.ajou.ac.kr>
Source record: 76259

Hi folks,

Was looking at a DIY cartridge port interface for a ST in the
January 1989, Issue 27 of ST LOG Magazine.

This looks like a interesting project and was wondering if this
interface would also be Falcon Compatible?

If it is not, anyone know how to modify this interface to make
it Falcon Compatible?

Also, I'm always interested in projects similar to this, if you
happen to have any DIY projects like this for the ST and or Falcon,
then I would very much like some information about 'em.

Thanks,
phantomm@kih.net

1577. Re: WTB: An ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1duhrt0.1iesxum180iv7cN@pm-d21.rhein-main.de>
Source record: 76260

Dean Richard <drichard@execpc.com> wrote:

> down to the Unitor card, and not the Mega itself. The computer works fine once
> I remove the Unitor.

Jip, nice to heat that.. ! :)
Good machine ;)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1578. Re: DMA/SCSI converter problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1duic66.ctm8ag1r1zvtgN@pm-d09.rhein-main.de>
Source record: 76261

> don't forget though the configuration utilities for AHDI.
> these allow more flexibility in the AHDI boot up. i.e. "holes"

Yes, tools around..

> very true. I forgot this. wasn't there a way to get power from the
> joystick ports??

Yes, but.. a long way.

Better is to find +5V on the SCSI adaptor.
Following smal circuit allows to generate "TermPwr"

Fuse Sinlge
1 Amp Recifier (diode)
+5V o----####---->>>>------o TermPwr Pin on Bus

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1579. Re: Another Newsie Question

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37818f2618075440@holleman.demon.nl>
Source record: 76262

on Mon 05-07-1999 20:42 John M Rojewski wrote:

>On 3 Jul 1999 20:04:33 G, James Smith wrote:
>>Hi All,
>>
>>I have recently downloaded a couple of postings which contained multiple
>>attachments - munpack.ttp only gives me one out of each of these !
>>
>>Anyone got ideas about something to extract all of the files ?
>>
>I know that NEWSie's internal unpacker for UUE encoded files only
>handles a single file, but when I have a MIME/Base 64 encoded file,
>munpack.ttp will unpack several files in the same run.

Hi, I'll second that. Only thing is Munpack or Newsie doesn't display
all the names while unpacking... Suppose there's file1.xxx, file2.xxx
and file3.xxx in the bunch, then the display says "decoding file1.xxx" and
that's it. When looking into "work", the others are there also. Sometimes
they're simply called part1, part2, part3 etc.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1580. Re: Questions again...

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37818f2618075441@holleman.demon.nl>
Source record: 76263

on Mon 05-07-1999 09:39 "Nicholas Bales (please edit email addressto reply wrote:

>
>
>Louis a 'ecrit :
>
>For jumper info and tech specs on just about any HD past or present,
>this link is fantastic:
>
>http://www.blue-planet.com/tech/

Hi Nick,

tks, great and fast site for good info!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1581. SCSI-drives, again

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37819d7e18baa810@holleman.demon.nl>
Source record: 76264

Hi,

we were talking about those SCSI drives recently. Remember I wrote in here about these IBM drives, 0663 and 0664?

According to IBM's support site, the 0664 M1H is a 2 Gig differential SCSI device.
Now I was looking at the specs on the Blue-Planet site, it states that the type is a Fast SCSI-2 type, with a differential SCSI *option*... Also it talks about the drive using LRC, which is Longitudinal Redundancy Code between the host and the drive. Perhaps *that's* been the reason why the drive wouldn't communicate with the regular drivers I've been trying (SCSItools, ICD-Pro and HD Driver). Maybe Uwe can shine some light onto this stuff?

As a side note the MTBF time for my 2nd hand Seagate ST12400N is 500,000 hrs... power on, that is. It probably survives me :-)

Since all those drives usually come from mainframes, running 24 hrs/day I'm not too worried about problems. My system runs 24 hrs/day too, I still reckon that to be the best for all the hardware. I bet drives spinning up 3, 4 or 5 times a day quit sooner...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1582. Re: HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <8Djg3.971$IH5.257817@juliett.dax.net>
Source record: 76265

hallo!

Takk for ditt svar ang. HDDRIVER/CAF p&#65533; newsgroup'en til atari. Jeg har n&#65533; et nytt problem, det er: N&#65533;r jeg setter inn HDDRIVER original diskett og booter opp derfra, og deretter starter hddriver.prg, kommer det opp bomber og den avslutter s&#65533;k etter HD. Hvis jeg booter opp fra en annen diskett skjer det samme. Det virker som problemet ikke ligger i boot kontroll, jeg vet ikke helt! Jeg skal pr&#65533;ve igjen p&#65533; nye m&#65533;ter, men hvis du kan gi meg noen flere tips er det flott!

&#65533;ystein Trolls&#65533;s

1583. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3781CDD8.152C047E@online.TAKE.THIS.OUT.fr>
Source record: 76266

Celt a ï¿½crit :
>
> i recently acquired a Mega STe which is running TOS, though i don't know the
> versioin (the copyright date in the Desktop Information window is 1991).

It will be TOS 2.05 or 2.06. Does the system perform a memory test when
you switch on?
If so, then it's 2.06.

> i
> have an SH204 hard disk unit from a 1040ST that i'd like to use with the
> STe; the drive works fine with the 1040. i'm guessing i need to load a
> driver on the STe.

Think about it. Where exactly do you think the driver will need to be
loaded? On the disk!

Therefore, if it already works with the 1040ST, then the drive is
already configured and has a driver set up.

> can someone point me in the right direction on this one?
> the operating system on the 1040 (and i'm guessing the SH204) is something
> called BOS 5.1

Erm... You sound confused.

On Atari systems, the operating system (TOS) is in ROM chips inside the
ST, not on disk. What does go on the disk is the hard disk driver. When
you switch on the machine, it basically checks to see if a drive is
connected, and if the disk has a driver. If so, it loads the driver and
you're set.

I've no idea what BOS is, it could be some kind of HD driver, but I'm
pretty sure the ST is running TOS, unless some previous owner has hacked
the ROM chips.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1584. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: pls@no.spam
Message-ID: <7lsng1cve1@zharh00t.europe.nortel.com>
Source record: 76267

In article <MPG.11ea4ece40af7b97989717@news.prodigy.net>, lonniemcclure@prodigy.net (Lonnie McClure) wrote:
>In article <7lj59h$p73$3@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu stated:
>
>> And it may not be easy to find the D-19 connectors.
>
>At least DB19 connectors are easier to find than DIN-13 and DIN-14
>cables. DB19's were also used for external drive connectors on most Apple
>computers.

AFAIK, Maplin in the uk carry all of the above, including socket versions & inline sockets for the DIN connectors.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1585. Re: HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lst9h$63c$1@cubacola.tninet.se>
Source record: 76268

Oe.Trollsaas <oys.troll@c2i.net> skrev i
diskussionsgruppsmeddelandet:XB6g3.842$IH5.206027@juliett.dax.net...

> Hello!
> I got a falcon and i have bought the HDDriver for it and I am going to use
> the computer mainly for the Cubase Audio programmin'! The hard disk is a
> Quantum fireball, I have one question: I have problem opening CAF after
> instaaling HD-driver, why ? Do someone have a solution how to configure
the
> falcon? Thanks for answers! Oystein!

There's a CAF fix on the HDDRIVER disk.

1586. atari interface for tb-303

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: marjolijn <naam@kpn-telecom.nl>
Message-ID: <01bec7b2$d9c2c900$a16c1dac@ut9812211714>
Source record: 76269

hi i'am looking for a atari interface for a tb-303 syncronized with a try
player
greetings , maryoline

1587. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lt58dpdf2@news.campuscwix.net>
Source record: 76270

On 6 Jul 1999 07:11:15 G, sinclap wrote:

OH my gosh! Sinclap is posting to comp.sys.atari.st? How could
he have ever humbled himself so? <snicker>

->In what way is Atari Computer back? Whats the market for this box?
->Marketing budget? Distribution Channel? Will they have an Atari store
->with in a store at CompUSA. Will they have Atari Computer Reps calling
->on the retail/business stores?

The demand is there, otherwise they wouldn't be producing it. ;-)

->Price? $1,000 plus monitor is in Imac territory....Why 68k chips in
->1999?

Heh, just don't forget that it *includes* a floppy drive, unlike
the iMac... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1588. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: <>
Message-ID: <37821ae8.0@news.qnet.com>
Source record: 76271

On 5 Jul 1999 07:29:30 G, Louis wrote:

>Hi Dennis,
>
>I seem to recall that Newsie works OK with "figure-adresses", but I'm not
>sure. Try feedin' it chapelie.rma.ac.be , I think that one can be used too
>now. If it won't work, time to look for another FTP program. You're still
>running plain ole TOS, don't you? In that case I think aFTP is useless...
>
I have tried the numbered address two ways, FTP.XXX. and nothing
happens,no suchaddress, and the FTP:// will not work with newsie at
all. I'll try that named one.

Does it read any higher level of html other than 1.0?

| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |

1589. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <3781EB39.7B4B@midsouth.net>
Source record: 76272

Nicholas Bales (please edit email addressto reply) wrote:
>
> Celt a ï¿½crit :
<SNIP>
> > can someone point me in the right direction on this one?
> > the operating system on the 1040 (and i'm guessing the SH204) is something
> > called BOS 5.1
<SNIP>
>
> I've no idea what BOS is, it could be some kind of HD driver, but I'm
> pretty sure the ST is running TOS, unless some previous owner has hacked
> the ROM chips.

Oddly, I have seen this, but I don't quite know what it is either. i
recieved it along with my Mega2 a few years ago from the previous
owner. BOS is Buisness Operating Software by BOS Software (I'm copying
this from the diskette label)

ATARI ST BOS SOFTWARE BACNAT

BOS/BOOTSTRAP DISKETTE (ROM BIOS)
SERIAL #######
FIRST DISKETTE DRIVE format TOS
ATARI REDEMPTION VOUCHER SYSTEM

All on a SS/DD diskette. I remember it had a TOS.IMG on it as well as
some other things. Perhaps a variant TOS for the early romless 520STs?

'Aleikum

Eric

1590. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <FYvnpNAAOhg3Ew0k@steverosie.demon.co.uk>
Source record: 76273

On Mon, 5 Jul 1999 at 00:00:00 a message from Oliver Schildmann was created on the subject of ATARI/IBM Software/Hardware going cheap. Site updated..
>Kommentar zu A33347@LU
>Hello Steve,
>
>S> Strange as it may seem, WS_FTP changes lowercase to uppercase as
>S> default! Inconvenient just the same;)
>No, sure not! :-)
>
>I am producing HTML files within Windows (with Windows programs) and MagiC
>PC
>(with TOS programs) in FAT 8+3 format and bringing them online with
>different
>versions of WS-FTP *for years* now.
>
>And sure, WS-FTP copies the filenames as they are, forcing, if you wish,
>to
>lowercase, but do not forcing to uppercase.
>

Hi Oliver

When installed, every version I have tried including WS_FTP Pro Explorer v6, has as the DEFAULT that files when copied end up UPPERCASE. I presumed that the case weren't changed at all. My problems happened when I started using WS_FTP to upload my web pages. On the good old reliable Atari using Newsie, I never had a single problem.

Look for 'force lower case remote names' in the configuration, if this is NOT ticked everything written/uploaded with be UPPERCASE.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1591. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3781cf0675000b27@lvdi.net>
Source record: 76274

On Tue 06-07-1999 14:53, DarkChyld TOS'd the following:

> The demand is there, otherwise they wouldn't be producing it. ;-)

That's what the Betamax and DIVX folks said. ;^)
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1592. FS: Steinberg Proteus editor

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Eternity <eternity@worldonline.nl>
Message-ID: <7ltihd$8bk$1@news.worldonline.nl>
Source record: 76275

Hi,

Anyone interested in a original Steinberg Proteus editor, with manual and dongle !?

email eternity@worldonline.nl

1593. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907060000.a38490@lu.maus.de>
Source record: 76276

Hello Ken,

m> disk in hyperformat, you will only be able to use it on an Atari, which
m> is nothing
m> to do with LS-120 at all, but an atari issue. stock PCs can't read mac
Hmm, maybe (obviously) you don't use a LS-120 on a PC.

Nor are the DOS/Windows drivers of the LS-120 capabable of using Ataris
hyperformat (even if the PC BIOS is able to handle that), neither is it
possible to read *standard* Atari high density disks (which differs a
little
from standard PC high density disks).

PS: Sure, what a floppy can read is most times a matter of the controller/

driver and not a matter of hardware (except the somewhat outdated GCR
which
you obviously meant by "mac discs" long time ago). But thats not really
new.
;-)

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1594. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3782681826582d0@ping.be>
Source record: 76277

on Tue 06-07-1999 15:04 Slc.Dennis Bishop wrote:

>On 5 Jul 1999 07:29:30 G, Louis wrote:
>
>
> I have tried the numbered address two ways, FTP.XXX. and nothing
>happens,no suchaddress, and the FTP:// will not work with newsie at
>all. I'll try that named one.

I told you this already in a previous message. With a ftp program you MUST
use "193.190.204.128", no ftp.xxx or ftp:// or whatever.

ftp:// can be used with a browser.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1595. Re: Minix shutdown

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ltnf6$6tk$1@news1.xs4all.nl>
Source record: 76278

As adviced I now use 'shutdown' for the MiNT stuff and indeed the
Minix partitions stays OK.

But it all started with the wish to have my new Linux partition also
available.That also works now. But....

a 'shutdown' under MiNT result in complaints when booting the Linux.
Same kind of problem I had with the Minix partition. The partition is
not closed the last time it was in use as it should be according to
Linux ext2-rules it seems.

Shouls I go to a Linux 68k newsgroup to get more info about this
aspect of Atari behaviour?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1596. Re: DMA cable ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JLb+4ea.rldetlefsen@delphi.com>
Source record: 76279

<Frank@datast.net> writes:

>I'm looking for a DMA cable (19 pin male to 19 pin male) to connect a
>Harddrive to the ST.
>
>If you have one or could give any clues as where I can find one, that
>would be great.
>

Best Electronics will probably have the cables in stock. If you really want to make one yourself(not over 3'), then I have the connectors with hoods in stock ffor $3.00 each(1M and 1F needed) plus shipping. Overseas extra.

Rick D.

1597. Re: Problem accessing Dejanews

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: binder@hog.hrz.tu-darmstadt.de
Message-ID: <nbarl7.bh.ln@hog.hrz.tu-darmstadt.de>
Source record: 76280

Hi!

In article <377FF654.30CE@ix.netcom.com>,
Liam Busey <liam1@ix.netcom.com> writes:
> Dejanews recently renamed themselves Deja. Along with a new website they
> also changed their URL to <www.deja.com>.

Well, the old URL is still valid and spits out a /temporary/ redirect to
the new one. I wonder whether this is really what they want ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1598. Re: atari interface for tb-303

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37828c51$0$156@news.zetnet.co.uk>
Source record: 76281

On 6 Jul 1999 13:24:18 , "marjolijn" wrote:
>hi i'am looking for a atari interface for a tb-303 syncronized with a try
>player
> greetings , maryoline
Your best bet would be to use a MIDI-CV converter such as the Kenton
Pro-Solo (the people that sell them should be able to point you at someoen
who can mod it to use the extra CV output for accent and thene sequence it
with MIDI...alternatively if you just want to synchroniose it then all you
need is a MIDI to Din Sync converter. The pro-Solo will do it but there
are cheaper ways...

chrisc

1599. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: "Henry J. Campbell" <henry.campbell@worldnet.att.net>
Message-ID: <37829AB1.78360BFF@worldnet.att.net>
Source record: 76282

Terry May wrote:

> On Tue 06-07-1999 14:53, DarkChyld TOS'd the following:
>
> > The demand is there, otherwise they wouldn't be producing it. ;-)
>
> That's what the Betamax and DIVX folks said. ;^)

And the Jaguar folks too, I believe... ;)

1600. Re: Atari STE/cubase package

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: "Henry J. Campbell" <henry.campbell@worldnet.att.net>
Message-ID: <378299D4.AC792D0A@worldnet.att.net>
Source record: 76283

Hi,

I'd like to discuss this further. Still have it? Any other add-ons? How is the sound? Any stability problems with 3.0?

Thanks,

Hank

Dollinge wrote:

> I am selling an Atari 520ste with 4megs of ram manuals and a monochrome
> monitor. It comes with cubase 3.0 software. The machine is in mint condition.
> Selling for $175 plus shipping

1601. Re: ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.st
Date: 1999-07-06 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907060000.a39239@lu.maus.de>
Source record: 76284

Hello Steve,

S> Look for 'force lower case remote names' in the configuration, if this
S> is NOT ticked everything written/uploaded with be UPPERCASE.
But it is *not* converted by WS-FTP to uppercase, WS-FTP is just
transferring
the file(name)s and they *are* uppercase (what I wanted to explain to
you)!

Once again: A filename on FAT (8+3) is by definition (and by coding into
the
directory - use a disk monitor to check) uppercase. And that's what it is
on
TOS, DOS, Windows and even the first Win95 if you use 8+3 filenames (on
first
Win95 if you entered a new name "test.txt" with the Explorer, it was
written
as "TEST.TXT" and shown as "Test.txt").

What your favorite desktop/shell on every system above will ever show you,
if
the FTP programm doesn't convert to lowercase, you will always end up with

uppercase names on the server.

So if there is no such switch, it is Newsies "fault" (because it presumes

that you want to convert it), not the the one of WS-FTP (which kindly lets

the choice). If there is *really* a lowercase filename, WS-FTP won't
convert
them to uppercase - in no version ever.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1602. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <jIDutKAwpxg3EwQv@steverosie.demon.co.uk>
Source record: 76195

On Wed, 7 Jul 1999 at 07:27:02 a message from Mikey was created on the
subject of Whats up with the #Atari Channel?.
>
>Hi,
>
>I don't know much about IRC, but a buddy (who lurks only now it seems)
>and I created a channel (I guess) just by logging on and typing the
>name. Is that wrong to do? If I join "#ATARI2", a new channel is
>created and I can talk to another. If assholes are allowed to take
>over an Atari chat line, then I would think it ok to create a new one.
>
>Mike

Hi Mike

In the past when #atari has been set as invite only, users used to use
#atari2. I think #atari2 is still a reference point for many folk when
#atari is inaccessible, now 2 channels are generally used: #atari &
#atariscne. You may find more life on the second channel and many users
on #atariscne are also on other channels.

There's no problem creating your own channel as this is the basis of the
IRC network, the channel will disappear when you leave IRC unless
someone takes it over.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1603. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Ralf_Stutzenberger@LU.maus.de
Message-ID: <199907070039.a39133@lu.maus.de>
Source record: 76196

R>Example - go to the apple web page and price a G3. With:
R>
R>450MHz 64MB RAM 12GB HD 16MB PCI bus video 24X CD-ROM (??
R>this is last years technology!) 10/100 Ethernet
R>
R>Their price is $2519USD
R>
R>Now go to the Dell web page. For $2500USD you can get:
R>
R>550MHz CPU 256MB SDRAM 25.5GB HD 32MB AGP video (*much* faster than
R>PCI) 6x DVD-ROM/32x CD-ROM Sony CD-RW drive Altec Lansing speakers
R>w/subwoofer 3COM V.90 modem 100MB ZIP drive 1.44MB floppy 3COM 10/100
R>Ethernet card
R>
R>Needless to say even an interpreted BASIC software emulator on a 550MHz
R>P-III would emulate an Atari rather quickly - and it would have all of
R>the standard connections, cheap peripherals, drivers and connectivity
R>features the Ataris and clones will always lack.

... have you ever seen running Atari-Emulators and Atari-apps at those
machines?

I think not.
An Atari-emu on an Apple G3 is as fast as lightning, so the progs are.

An Atari-emu on an PIII is about four times faster than a TT.

Viele Grüße aus Ketsch am Rhein
sendet
Ralf Stutzenberger

from the greatest area of Germany
- the wild south

1604. Kto naprawia Atari? (W-wa)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Wojciech Hartman <wojtek@hartman.z.pl>
Message-ID: <B2Hg3.4776$1g.105647@news.tpnet.pl>
Source record: 76197

Kto w tej chwili naprawia sprz�t Atari w Warszawie? Mam k�opot z twardym dyskiem SCSI od Falcona.

--
wojtek@hartman.z.pl

1605. Odp: Kto naprawia Atari? (W-wa) SORRY!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Wojciech Hartman <wojtek@hartman.z.pl>
Message-ID: <c6Hg3.4783$1g.105492@news.tpnet.pl>
Source record: 76198

I AM SORRY! WRONG GROUP! (pl.comp.sys.atari)

U�ytkownik Wojciech Hartman <wojtek@hartman.z.pl> w wiadomo�ci do grup dyskusyjnych napisa�:B2Hg3.4776$1g.105647@news.tpnet.pl...
> Kto w tej chwili naprawia sprz�t Atari w Warszawie? Mam k�opot z twardym
> dyskiem SCSI od Falcona.

--
wojtek@hartman.z.pl

1606. Re: ftp.funet.fi

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990707143317.30765B-100000@hal.fishpool.fi>
Source record: 76199

> Has anyone heard any news about ftp.funet.fi?
> I tried it tonight and the Atari section was empty :-(

I asked on the funet maintainer's list. We'll see.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1607. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7lver7$kv9$1@sun27.hrz.tu-darmstadt.de>
Source record: 76200

Hi!

In article <jIDutKAwpxg3EwQv@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> writes:
> the channel will disappear when you leave IRC unless someone takes it
> over.

Better: The channel will disappear when the last person leaves it. It
doesn't matter if the original founder of a channel leaves before others
do, the only difference it might make is that no one has operator
status, then, unless the founder opped others before he left.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1608. FS: GFA BASIC 3.5e

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Anthony Watson <awatson@pacifier.com>
Message-ID: <37837886.0@news.pacifier.com>
Source record: 76201

For Sale:

GFA BASIC 3.5E for the Atari ST.

Includes original manual, the interpreter and compiler. I no longer have the original disk as I had transferred the software to a CDR for safe keeping. But, will copy the software back to a floppy disk for you.

I used GFA BASIC for several years to develop products for the Atari ST including The Recipe Box, Mountain Reader II, and others.

Asking $15

If interested, contact:

Anthony Watson
Mountain Software
support@mountain-software.com
http://www.mountain-software.com

1609. s.o.s.

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: biblioteca <libribib@spm.it>
Message-ID: <37837716.2E690AE@spm.it>
Source record: 76202

Where I can find some new game for St? (or ST emulator for windows pc?)

thank'you very mich by Onion

1610. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7lvvmnggg1@news.campuscwix.net>
Source record: 76203

On 6 Jul 1999 09:22:06 -, Terry May wrote:
->On Tue 06-07-1999 14:53, DarkChyld TOS'd the following:
->
->> The demand is there, otherwise they wouldn't be producing it. ;-)
->
->That's what the Betamax and DIVX folks said. ;^)
->--
->Otagger 1.23: Terry May - Las Vegas NV
->The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/
->.

Hi Terry! Well, Betamax had superior technology, but lost to
marketing forces, while the Milan doesn't really have somebody
who will "squish" them. (within our own market segment)

DIVX has got to be one of the stupidest ploys I've seen in
some time. Did anyone really buy into that? Ugh.

Catch ya later! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1611. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m00jc$h1a$1@news.campuscwix.net>
Source record: 76204

On 7 Jul 1999 06:33:01 G, Lonny Pursell wrote:

->yes invite only, someone has taken the channel and locked it
->also #amiga is +i so we are not alone
->
->
->____
->Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
->WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
->.

Hmph. The nerve. Can we hunt them down and rough'em up a bit?

;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1612. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+Rf5rZABw4g3Ewic@steverosie.demon.co.uk>
Source record: 76205

On Wed, 7 Jul 1999 at 11:48:55 a message from Thomas Binder was created
on the subject of Whats up with the #Atari Channel?.
>Hi!
>
>
>Better: The channel will disappear when the last person leaves it. It
>doesn't matter if the original founder of a channel leaves before others
>do, the only difference it might make is that no one has operator
>status, then, unless the founder opped others before he left.
>

Hi

That's what I meant, although I didn't put it clear enough!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1613. Re: MEGA ATARI USER LIST !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37837FA8.73CC@geocities.com>
Source record: 76206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi everyone!

I discovered a fun quirk about Newsie that I'll tell in another message. In the meantime, if you sent a submission for the MEGA ATARI USER LIST yesterday July 6th, then please resend since I lost a lot of mail. I most definately want to get you listed as one of many Atari users out there.

Again, sorry for the inconvenience, it won't happen again.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1614. Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <378397BE.F4@geocities.com>
Source record: 76207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I like the trend of the animal names in the Atari systems, however, the earlier systems (pre-1990) did not seem to adhere to the same animal names. So at this time, I would like to make some suggestions on names we can call our computers.

Starting with the Atari ST/TT line of computers. So far we have a bird theme going here with the Falcon, Sparrow, (Phenix) and Milan, so let's expand the theme a little.

STork (Atari ST line of computers)
TiT (TT, just add an "i", actual bird name)
Sparrow (Falcon prototype)
Falcon
Milan
Phenix (legndary "soon to be released" computer)

Next we visit the 8-bit line of computers. Based on the usual nickname of the Atari 800 (The Hippo machine) we will base the animal based names off land animals. So in order it would go something like this:

Turtle - (Atari 400 - allusion to the "turtle graphics")
Hippo - (Atari 800 due to shear size)

Mule (Atari 600XL) (Was going to call this an "Ass") :)
Stallion - (Atari 800XL)
Rhino - (Atari 1200XL)
Mammoth - (Atari 1450XL)

Emu - (Atari 65XE XE's given land based bird names
Ostrich - (Atari 130XE since they were a transision to the ST)

Penguin - (What an Atari ST becomes when emulating an Atari 8-bit. Slow, but only because it's out of it's element.)

Game systems have taken a cat-like name. Suggestions would be helpful at the moment, but taking a BACKWARD progression we could deduce the following...

Tabby - Pong System
Calico - 2600 Game System
Persian - 5200 Game System
Courgar - 7800 Game System
Panther - Prototype system between 7800 and Jaguar
Lynx - 16 bit/hand held Game System
Jaguar - 64 bit game system

Cheetah - The upcoming Nuon System? ;)

So folks, let me know what you think. Are they fitting names or what would you suggest?

--
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1615. Wanted: an A4 3-ringed binder

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pDjcveAwm6g3EwAK@steverosie.demon.co.uk>
Source record: 76208
Cross-posted to: alt.atari,comp.sys.atari.st,demon.adverts,uk.adverts.computer,uk.adverts.other,netcom.uk.forsale

Hi

As the subject says, I'm after an A4 3-ringed binder.

Thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1616. Sad Truth About Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37839C67.3DD@geocities.com>
Source record: 76209

I learned last night that if you have Newsie set for "deleting the mail
off the server" and it discovers there is not enough disk space to save
the mail... it will save what it can, and delete the rest of the mail
from the server.

Lost about 10 E-mail letters that way.

Suffice to say, until I get a larger harddrive, my ST with Newsie has
become a "READ ONLY" E-mail reading machine.

Doctor Clu
--
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/ | \ Read the News, Join the Chats, Share the Meyhem!

1617. Wanted: The Atari Diagnostic Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pTrcrgARp6g3Ewh0@steverosie.demon.co.uk>
Source record: 76210
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,uk.adverts.computer,demon.adverts

Hi

I am after the diagnostic cartridge that Atari did for the Atari ST
series. Ideally with manuals etc.

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1618. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01bec8ae$63ea0b60$94810ccf@dmcinerney>
Source record: 76211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Lets keep our fingers crossed and hope that the " dodo " isn't added to
that list in the future;-)

1619. Rebuilding an Atari TT .. I need your help!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3783A08B.4A8E@geocities.com>
Source record: 76212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,stgt.atari

I recently bought a puzzle for $15. I'm not much one for puzzles, but this type I like....

It is a Atari TT, and this is what I've got so far....

"An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive, Hard Drive Mount/shell, and a few other chips/components. Also does NOT inlcude any cords, mouse, or other cables. *Does include* the 68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. While there may be a chance that this computer could be fixed, I am selling it as a PARTS MACHINE ONLY."

Alright, the way I see it, the parts list is looking like this:

Missing list:

keyboard - I have a Mega ST keyboard. Would this be compatible?
floppy drive - No problem.. common.
TOS ROMs - Possible problem... anyone know of anyone who burns these?
Hard Drive - no problem.. common.. though the cables from the motherboard to the hard drive might be a problem.
Hard Drive Mount/shell - One could be fashioned to fit... might be challenging.
and a few other chips/components - again, possible problem, since more than likely these chips taken
were probably rare. Anyone deal
in ST/TT components?

cords - From computer to monitor/hard drive.. little problem
mouse - absolutely no problem.
other cables - "other" cables? Internal? Possible problem.

As for what's included... "68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. "

I'm relieved that the processor is there, and power supply... my only question is how good the motherboard and power supply is.

So these are the parts of the puzzle. I'm curious to sources for TT computer components, and where I can find specs so I can know what other parts I need to look for.

Thank folks for your helpon this savenger hunt!

Doctor Clu

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1620. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: jim <jimmyhough@hotmail.com>
Message-ID: <RdOg3.118$t55.458393@news1.i1.net>
Source record: 76213

I can't believe you did that!

ComDungeon wrote in message
<19990702000347.03842.00008416@ng-ce1.aol.com>...
>June 1st came and went and The Computer Dungeon closed its doors for the
last
>time.
>
>It was a great time running the Dungeon; the best experience of my life.
But
>eventually reality set in and there wasn't enough sales or interest to keep
the
>business afloat. I can't begin to relate the feelings I experienced when I
>decided to close the business and began the process of doing so.
>
>But the saddest part of all was watching over 700 ST & Falcon software
titles
>loaded into the back of the county refuse truck and hearing the sound of
the
>crusher doing its job.
>
>We tried to find the software a good home: we ran a "Garage Sale" during
the
>last two months we were open where people could name their own buying price
but
>only 9 offers were made & 33 titles sold in over 60 days. We said we would
give
>it away FREE to any user group that wanted it and all they had to do was
send
>us a letter on club stationary asking for the software and offering to pay
for
>the shipping charges. But not one letter came.
>
>Over 700 ST & Falcon software titles: from Calamus to Pagestream; from
Dungeon
>Master to Populous; from Bentley Bear to Steinberg. Plus joysticks, mice,
>cables, two ST's, 8bit software & hardware.... gone.
>
>It was great running the Dungeon.... and sad to see it close.
>
>Thanks to all who supported us.
>
>Al Horton
>

1621. Re: s.o.s.

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Karl <karl@bearcub.softnet.co.uk>
Message-ID: <7m0bs7$633$1@newsreader2.core.theplanet.net>
Source record: 76214

Try the link below for Pacifist, this server also has a ton of games via the
Automation and Pompey Pirates compilations.

Hope this helps

biblioteca <libribib@spm.it> wrote in message
news:37837716.2E690AE@spm.it...
> Where I can find some new game for St? (or ST emulator for windows pc?)
>
> thank'you very mich by Onion
>

1622. Re: Free old mags!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7m0dp4$n3c$1@barcode.tesco.net>
Source record: 76215
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

>Where abouts in Manchester, Rob?

Fallowfield!

1623. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEIozI.5u3@cix.compulink.co.uk>
Source record: 76216

In message <3781126c380c6c5@ping.be>, tos4ever@ping.be said:

>On my HD I've a webpage with lots of large JPG's (13). I did measured the
>loading time. Remember I'm doing this on a Hades 060 with 'copy back' on
>and running in 256 colormode.
>
>Cab 2.70e needs 6:59 (almost 7 minutes)
>
>Wensuite: You won't believe it: ONLY 0:16. Yes, you see it right, only *16
> seconds* to load the same page. Whow is that fast.

Are you sure that Wensuite didn't use the dithered-down versions of the
JPEGs produced by CAB (perhaps from a cache)? Try running them the other
way round, i.e. Wensuite first - after deleting any cache(s).

Regards, /Peter/

1624. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEIozL.5ut@cix.compulink.co.uk>
Source record: 76217

In message <3781CDD8.152C047E@online.TAKE.THIS.OUT.fr>, "Nicholas said:

>I've no idea what BOS is, it could be some kind of HD driver, but I'm
>pretty sure the ST is running TOS, unless some previous owner has hacked
>the ROM chips.

Isn't BOS one of the parts of a CD-ROM driver?

Regards, /Peter/

1625. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEIozn.5vF@cix.compulink.co.uk>
Source record: 76218

In message <3781EB39.7B4B@midsouth.net>, earthshaker@midsouth.net said:

>ATARI STBOS SOFTWAREBACNAT
>
>BOS/BOOTSTRAP DISKETTE (ROM BIOS)
> SERIAL ######
>FIRST DISKETTE DRIVE format TOS
>ATARI REDEMPTION VOUCHER SYSTEM
>
>All on a SS/DD diskette. I remember it had a TOS.IMG on it as well as
>some other things. Perhaps a variant TOS for the early romless 520STs?

It does sound like it! But that is different from the BOS driver for
CD-ROMs I mentioned in an earlier message....

Regards, /Peter/

1626. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907070000.a39992@lu.maus.de>
Source record: 76219

Hello "Yeah,

nh> In my opinion the G3 Macs are yet another example of Apple being so
nh> obtuse as to be funny.
Hahaha, yes, that's funny indeed! ;-)

nh> Example - go to the apple web page and price a G3. With:
Nice opinion, but obviously you never saw the speed of such a system in
comparison to a "550 MHz" Dell - especially not the speed of Atari
emulation.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1627. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907070000.a39993@lu.maus.de>
Source record: 76220

Hello Derryck,

d> Since GEMulator '98 now seems to be a free download from
d> http://www.emulators.com you could try installing that, with the
d> magic_pc.ram file (or whatever it's called) from a MagiCPC
installation.
d> This is a suggested route in the text file...
But that's an old version and also won't offer the speed of the 68k
compiler
as it is in MagiC PC 6.1.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1628. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7m0hip$2mt3@news.abbott.com>
Source record: 76221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Doctor Clu wrote in message <378397BE.F4@geocities.com>...
>I like the trend of the animal names in the Atari systems, however, the
>earlier systems (pre-1990) did not seem to adhere to the same animal
>names. So at this time, I would like to make some suggestions on names
>we can call our computers.

<snip>

>
> Next we visit the 8-bit line of computers. Based on the usual nickname
>of the Atari 800 (The Hippo machine) we will base the animal based names
>off land animals. So in order it would go something like this:
>
> Turtle - (Atari 400 - allusion to the "turtle graphics")
> Hippo - (Atari 800 due to shear size)
>
> Mule (Atari 600XL) (Was going to call this an "Ass") :)
> Stallion - (Atari 800XL)
> Rhino - (Atari 1200XL)
> Mammoth - (Atari 1450XL)
>
> Emu - (Atari 65XE XE's given land based bird names
> Ostrich - (Atari 130XE since they were a transision to the ST)
>
> Penguin - (What an Atari ST becomes when emulating an Atari
> 8-bit. Slow, but only because it's out of it's
> element.)

Like the idea, but i'd like to continue the bird-theme and make
some alternate (and slight irreverent) suggestions for the 8-bit line -
a few of these are borrowed from the original.....

Atari 400 Dodo - there used to be alot of these around.
Atari 800 Albatross - what it became to Atari Inc. after Commodore
introduced the cheap-to-produce, high profit margin C64.
Atari 1200XL Turkey - you need an explanation for this one?
Atari 600XL Bat - small, ugly and of questionable use.
Atari 800XL Starling - you always see at least one and usually more
at every garage/car boot sale.
Atari 1400XL Parrot - Looks nice and it talks too!
Atari 1450XLD Bald Eagle - very impressive - but have YOU ever seen one
in the flesh?
Atari 130XE Penguin - nice design, but environments where it could
thrive were diminishing.

Atari 65XE Pingu - a baby Penguin
Atari XEGS Ostrich - maybe if we stick our heads in the sand Sega and Nintendo will just go away.
Atari 800XE Big Bird - okay, so now this is just getting silly.

Graham

1629. Re: Need help with My ST!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: James Pinson <jlpinson@dundee.net>
Message-ID: <7m0gdk$4kc$1@adonis.tdi.net>
Source record: 76222

Bob Retelle <bretelle@autonet.net> wrote in message
news:377fb84b.602489423@news.provide.net...
> On Fri, 25 Jun 1999 16:27:54 GMT, liberator@acsplus.com wrote:
>
> >First, My monitor, is B/W!
> >
> >My question is, WHy the HELL is the screen SOO small..
> >I'm not talking about the monitor itself, I'm talking about when I turn
> >on my ST, the screen is like 1 inch above, 1-1/2 below and 1-inch on
> >both sides inside a box... like it is really 30-40% smaller than the
> >true size of the monitor..
> >
> >Whats the deal with that?
> >
> This is normal.
>
> The SM124 was shipped like that to present an absolutely accurate
> representation of the graphics created by the ST.
>
> What that means is that if you draw a circle in a program, the circle
> on the monitor screen will be absolutely round, not oval or distorted.
>
> This was done because the monochrome systems were originally aimed at
> desktop publishing applications where it's important that the screen
> represent exactly how the page will print on a printer.
>
> For most applications and games, this is not important at all, and it
> quickly becomes annoying, having those wide black borders all the
> time.
>
> The good news is, you CAN adjust the monitor to give you a full-screen
> image. The bad news is, you can get KILLED if you touch the wrong
> thing inside the monitor, even when the power is turned off.
>
> There used to be a text file floating around that gave pretty exact
> instructions on how to do this, but I haven't seen it in many years.
>
> If anyone knows the name of the file, or where to get it, jump in..!
>
> There are NO modifications needed to the monitor's hardware, just
> adjustments to the internal controls.
>
> You'll need a plastic screwdriver (preferably NOT a metal one, to keep
> you insulated from nasty voltages) and a plastic "coil adjustment

> tool" with a hexagonal shaft. Radio Shack in the US sells these
> pretty cheap, check at electronics suppliers near you.
>
> There are two adjustments, one for height and one for width.
>
> Both of these adjustments have to be done with the monitor turned on,
> and connected to the ST, so you can see the results of changing the
> settings. Be VERY careful not to touch anything but the controls
> involved, as there are LETHAL electrical voltages inside the monitor.
>
> Like I said, you can get KILLED if you touch the wrong thing.
>
> The height adjustment is done on a "miniature potentiometer" on the
> main circuit board of the monitor. There are a number of these on the
> board, and I don't remember which one is for the height. Some control
> the brightness, others control the contrast, and there's another one
> for the focus of the picture on the screen.
>
> The potentiometers look like small black (usually black, but sometimes
> they may be blue or white) wheels, about 1/2 inch (1 cm) across.
> There is a slot in the middle of the wheel to allow it to be turned
> with a screwdriver.
>
> Put the plastic screwdriver blade into the slot on the first wheel,
> then carefully watch the screen and turn the wheel slightly. Observe
> the results of the change. If it does not change the height of the
> picture, turn it back to where it was, and try the next one.
>
> (If you're really, really lucky, the potentiometers (the wheels) may
> be labeled on the circuit board. It varied from monitor to monitor
> whether or not the function of the potentiometer was silkscreened on
> the circuit board. If they're labeled, look for one that says
> "height" or "v height".)
>
> When you find the one that changes the height, adjust it so the
> picture almost fills the screen, top to bottom.
>
> The horizontal adjustment is done with the special coil adjustment
> tool with the hexagonal shaft.
>
> The horizontal control is a small coil of wire about 1/2 - 3/4 inches
> in diameter mounted on a white or translucent plastic tube which is
> about 1/4 inch in diameter. The coil is horizontal to the circuit
> board, and is usually tan or copper colored. There is only one coil
> like this in the monitor.
>
> The adjustment is made by inserting the shaft of the tool into the
> plastic tube and turning the small iron core that is inside the tube.
> This will cause the core to move up or down inside the coil, which is
> what causes the width of the picture to change.

>
> The tool may have differently sized shafts at either end. Try both
> ends to find the one that fits the hexagonal hole in the iron core.
>
> Carefully turn the core in the direction that causes the picture to
> widen until it's almost to the edges of the screen.
>
> One other thing you might want to do while inside the monitor is to
> touch up the focus adjustment, if you can find it.
>
> Usually it's not possible to make the picture sharply focused over the
> entire screen, so if you make the center of the screen absolutely
> sharp, the corners may be fuzzy, and vice-versa. The best compromise
> is to make the picture about half-way to the edges as sharp as
> possible, so the center and corners will be acceptable.
>
> It helps to display a screen full of text when making the focus
> adjustment.
>
> If you're still alive at this point, put the cover back on the monitor
> and enjoy the bigger screen.
>
> There used to be people who claimed that enlarging the picture in this
> way would shorten the useful life of the monitor, but there is
> absolutely no truth to that. All you're doing is adjusting the
> margins of the picture back to where they would normally be, before
> Atari changed them.
>
> You'll notice that you can no longer display a perfect circle on the
> screen, but this shouldn't affect most applications and games.
>
> Remember, the voltages inside a live monitor can KILL YOU.
>
> If you're not comfortable doing these adjustments yourself, take the
> monitor (and the ST) to someone who works on TVs or computer monitors,
> It should only take about 15 minutes of their time to do this
> adjustment for you.
>
>
> BobR
>
>

1630. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7m0jv0gjt1@sun27.hrz.tu-darmstadt.de>
Source record: 76223

Hi!

Steve Stupple <Steve@atari.org> wrote:
> That's what I meant, although I didn't put it clear enough!

I didn't doubt that you meant the right thing, I just wanted to avoid
confusion ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1631. Re: HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7m3b8m$fh8$2@zingo.tninet.se>
Source record: 76224

Uwe Seimet <us@ooc.de> skrev i
diskussionsgruppsmeddelandet:3782F74D.13AE@ooc.de...

> > There's a CAF fix on the HDDRIVER disk.
>
> This fix is not related to the problem described here.

What IS that fix for, anyway?
Don't use CAF myself, but it's always interesting to know...

MG

1632. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7m3b8k$fh8$1@zingo.tninet.se>
Source record: 76225

Doctor Clu <clu-da-bard@geocities.com> skrev i
diskussionsgruppsmeddelandet:3781038E.65B2@geocities.com...

> Hey, I'm really loving this term program. I would send off to get this
> wonderful program registered.....

Not meant as criticism, but what's so nice about FDT?
It's sloppy and slow. Even at 19200 it looses characters.
Tried it as a TTY to a Linux machine, no good it was...
Maybe my version is too old?

The best comms program seems to be Connect, and it's free too!

MG

1633. ftp.funet.fi

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931303796.16323.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 76285

Hi all,

Has anyone heard any news about ftp.funet.fi?

I tried it tonight and the Atari section was empty :-(

Is this a temporary blip or have we lost yet another important site?

John
(hoping it's just a blip)

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1634. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378299C5.888D10E8@ihug.co.nz>
Source record: 76286

Hi there,

DarkChyld wrote:
>
> On 6 Jul 1999 07:11:15 G, sinclap wrote:
>
> OH my gosh! Sinclap is posting to comp.sys.atari.st? How could
> he have ever humbled himself so? <snicker>

Seeing is believing! It left me flat out like a one-legged arse
kicker to see it!

> ->In what way is Atari Computer back? Whats the market for this box?
> ->Marketing budget? Distribution Channel? Will they have an Atari store
> ->with in a store at CompUSA. Will they have Atari Computer Reps calling
> ->on the retail/business stores?
>
> The demand is there, otherwise they wouldn't be producing it. ;-)
>
> ->Price? $1,000 plus monitor is in Imac territory....Why 68k chips in
> ->1999?
>
> Heh, just don't forget that it *includes* a floppy drive, unlike
> the iMac... ;-)

Just your typical 'why isn't it a mass-produced, mass-marketed, over-hyped
product just like the Muck or PeeCee?' response from Sinplop. I bet that
Sinplop has NEVER shopped in a place where niche markets are catered for.
I also bet he has only shopped in the biggest shops because thats where
all the other sheep go...makes it easier for Micro$loth and Macintoss to
center the crosshairs...

Guess what? I'm having lamb for tea tonite!! (manic laughter in background)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1635. Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7lu7ml$4ls1@news.ajou.ac.kr>
Source record: 76287

Noticed that for awhile now the #Atari channel is +i (invite only)?

Whats up with that?

1636. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37829E3C.483712A8@ihug.co.nz>
Source record: 76288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

sinclap wrote:
>
> In article <37781235.3FF13D30@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> > supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
> >
>
> Yep!

I reckon it looks like one of those cute little hand-soap
dispensers you find in posh toilets in hotels. Those have
been around for years so maybe there is some copyright for
Macintoss to explain there?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1637. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931327479.906.24@news.remarQ.com>
Source record: 76289

On 7 Jul 1999 00:40:53 G, Phantomm wrote:
>
>Noticed that for awhile now the #Atari channel is +i (invite only)?
>
>Whats up with that?
>.

I thought that they were just being unsocialable... The last couple of months I see the same names. No conversation, and no replys. I just now checked again and same thing.

Mike

1638. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: atari@bright.net
Message-ID: <7lusat$n9o$1@cletus.bright.net>
Source record: 76290

```
On 7 Jul 1999 00:40:53 G, Phantomm wrote:
>From: phantomm@kih.net (Phantomm)
>Newsgroups: comp.sys.atari.st
>Subject: Whats up with the #Atari Channel?
>Date: 7 Jul 1999 00:40:53 GMT
>Organization: Phantoms Haunt
>Lines: 4
>Message-ID: <7lu7ml$4ls1@news.ajou.ac.kr>
>NNTP-Posting-Host: pik57.kih.net
>X-Newsreader: NEWSie Version 0.94 (Atari)
>Xref: news.bright.net comp.sys.atari.st:3514
>
>
>Noticed that for awhile now the #Atari channel is +i (invite only)?
>
>Whats up with that?

yes invite only, someone has taken the channel and locked it
also #amiga is +i so we are not alone

-----------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

1639. Re: HDDRIVER/CAF

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3782F74D.13AE@ooc.de>
Source record: 76291

Martin Graiter wrote:

> There's a CAF fix on the HDDRIVER disk.

This fix is not related to the problem described here.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1640. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7luthtrpj1@news7.svr.pol.co.uk>
Source record: 76292

On 4 Jul 1999 13:45:27 +, "John Whalley" wrote:

[...]

>This is actually what NVDI-PC4 or NVDI5 does with MagiC-PC. MPC without NVDI
>is quite jerky etc. NVDI makes the whole thing very much better. An English
>version of MPC6 would make things better still (*taps fingers*)...

Since GEMulator '98 now seems to be a free download from
http://www.emulators.com you could try installing that, with the
magic_pc.ram file (or whatever it's called) from a MagiCPC installation.
This is a suggested route in the text file...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1641. Re: Whats up with the #Atari Channel?

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931332422.946.50@news.remarQ.com>
Source record: 76293

```
On 7 Jul 1999 06:33:01 G, Lonny Pursell wrote:
>On 7 Jul 1999 00:40:53 G, Phantomm wrote:
>>From: phantomm@kih.net (Phantomm)
>>Newsgroups: comp.sys.atari.st
>>Subject: Whats up with the #Atari Channel?
>>Date: 7 Jul 1999 00:40:53 GMT
>>Organization: Phantoms Haunt
>>Lines: 4
>>Message-ID: <7lu7ml$4ls1@news.ajou.ac.kr>
>>NNTP-Posting-Host: pik57.kih.net
>>X-Newsreader: NEWSie Version 0.94 (Atari)
>>Xref: news.bright.net comp.sys.atari.st:3514
>>
>>
>>Noticed that for awhile now the #Atari channel is +i (invite only)?
>>
>>Whats up with that?
>
>yes invite only, someone has taken the channel and locked it
>also #amiga is +i so we are not alone
>
>
>_____________________________________________________________
>Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
>WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>.

Hi,

I don't know much about IRC, but a buddy (who lurks only now it seems)
and I created a channel (I guess) just by logging on and typing the
name. Is that wrong to do? If I join "#ATARI2", a new channel is
created and I can talk to another. If assholes are allowed to take
over an Atari chat line, then I would think it ok to create a new one.

Mike
```

1642. GO GO's on Leno

Newsgroup: comp.sys.atari.st
Date: 1999-07-07 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931332564.046.23@news.remarQ.com>
Source record: 76294

Off topic, but the GO GO's are on Leno right now.
Much more seasoned than the last time I saw them, actually kind of
nasty looking:).

Mike

1643. Re: Sad Truth About Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7m31dtehn1@news1.xs4all.nl>
Source record: 76145

On 7 Jul 1999 14:28:55 , Doctor Clu wrote:
>I learned last night that if you have Newsie set for "deleting the mail
>off the server" and it discovers there is not enough disk space to save
>the mail... it will save what it can, and delete the rest of the mail
>from the server.
>
> Lost about 10 E-mail letters that way.
>
I had the same a weekago but I ended up with a number of <no
subject> mails of 0 lenght.

After spacing up the disk and a retry all mail was still on the
server for download. I have 'delete mail' also on.
But I am a relict: newsie 0.86

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1644. Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dumnpy.txke0c1rt680cN@max04-019.enterprise.net>
Source record: 76146

Where can I download ST Guide from? I've got quite a few (German) copies now.. :-}

I've also come across a file called "JPEGD.PRG". Now I guess it's something to do with displaying JPG files, but in what way?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1645. Re: Rebuilding an Atari TT .. I need your h

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37851705$0$162@news.zetnet.co.uk>
Source record: 76147

On 7 Jul 1999 14:46:35 , Doctor Clu wrote:
>I recently bought a puzzle for $15. I'm not much one for puzzles, but
>this type I like....
>
> It is a Atari TT, and this is what I've got so far....

Try Brad at Best Electronics in the States....he sghould have all the bits,
the Mega STe KB should be OK IIRC..

chrisc

1646. Re: Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37851804$0$162@news.zetnet.co.uk>
Source record: 76148

steve green <stevegreen@zetnet.co.uk> wrote in message
news:37848444$0$156@news.zetnet.co.uk...
> Hi, i have a variety of Stacy bits to sell/exchange.
> Includes (suggested price in pounds) -

why not put it all back together and sell the Stacy many people would
kill for one
Kevin

1647. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <931472788-607181AEicMi@post3.tele.dk>
Source record: 76149

>From: "Nicholas Bales (please edit email addressto reply)"
>
>Celt a ï¿½crit :
>>
>> i recently acquired a Mega STe which is running TOS, though i don't know the
>> versioin (the copyright date in the Desktop Information window is 1991).
>
>> can someone point me in the right direction on this one?
>> the operating system on the 1040 (and i'm guessing the SH204) is something
>> called BOS 5.1
>
>I've no idea what BOS is, it could be some kind of HD driver, but I'm
>pretty sure the ST is running TOS, unless some previous owner has hacked
>the ROM chips.
>
>Nick

IIRC there was some software in the early ST days with that name BOS. It was mainly bussiness/productivity software, inventory managing apps. invoice and database apps. etc.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1648. Re: Wanted: The Atari Diagnostic Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3785184e$0$162@news.zetnet.co.uk>
Source record: 76150

On 7 Jul 1999 20:28:17 , Steve Stupple wrote:
>Hi
>
>I am after the diagnostic cartridge that Atari did for the Atari ST
>series. Ideally with manuals etc.
>
System Solutions were sellign them a the last Atari Show in Stafford...they were 40 UKP IIRC....

chrisc

1649. Re: Sorry!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <CY8h3.1379$ni.6839@news1.rdc2.tx.home.com>
Source record: 76151

Titus, are YOU selling it or something???

Titus Groans wrote in message <7m2ke4efk1@ffx2nh3.news.uu.net>...
>Sorry about the repeat posting. I kept getting an error and thought it
>wasn't posting.
>
>

1650. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <689h3.1382$ni.6761@news1.rdc2.tx.home.com>
Source record: 76152

Sounds to me as if he was in the frame of mind," I'd rather burn it than let
them have it at the price
they are willing to pay. Definitely time to move on.....

jim wrote in message ...
>I can't believe you did that!
>
>ComDungeon wrote in message
><19990702000347.03842.00008416@ng-ce1.aol.com>...
>>June 1st came and went and The Computer Dungeon closed its doors for the
>last
>>time.
>>
>>It was a great time running the Dungeon; the best experience of my life.
>But
>>eventually reality set in and there wasn't enough sales or interest to
keep
>the
>>business afloat. I can't begin to relate the feelings I experienced when I
>>decided to close the business and began the process of doing so.
>>
>>But the saddest part of all was watching over 700 ST & Falcon software
>titles
>>loaded into the back of the county refuse truck and hearing the sound of
>the
>>crusher doing its job.
>>
>>We tried to find the software a good home: we ran a "Garage Sale" during
>the
>>last two months we were open where people could name their own buying
price
>but
>>only 9 offers were made & 33 titles sold in over 60 days. We said we would
>give
>>it away FREE to any user group that wanted it and all they had to do was
>send
>>us a letter on club stationary asking for the software and offering to pay
>for
>>the shipping charges. But not one letter came.
>>
>>Over 700 ST & Falcon software titles: from Calamus to Pagestream; from
>Dungeon
>>Master to Populous; from Bentley Bear to Steinberg. Plus joysticks, mice,
>>cables, two ST's, 8bit software & hardware.... gone.

>>
>>It was great running the Dungeon.... and sad to see it close.
>>
>>Thanks to all who supported us.
>>
>>Al Horton
>>
>
>

1651. Re: Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7m3856$og0$1@news1.xs4all.nl>
Source record: 76153

On 8 Jul 1999 10:58:12 G, steve green wrote:
I got a Stacy4, but the screen isn't very bright.How about this one ??
Jos Vlietstra (jovlie@xs4all.nl)

1652. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dulgb1.10usfxr18ioq7yN@[192.168.0.4]>
Source record: 76154

Steve Duff <steveduff*spam*zap*@earthlink.net> wrote:

> Maybe not dead, but whistling past the graveyard..........
>
> There are not tons of new apps coming out for the Mac. There's hardly any
> native game developers, and very few ports. Thanks to an Atari programmer
> (Alexander Clauss) they finally have a native browser. Can you imagine how
> lame the Mac programming community must be that they've gone all this time
> using crippled ports of Netscape and IE? Have you ever used Netscape on a
> Mac? It's way slower than the PC version or any Amiga or PC browser, and
> it's incredibly unstable, fragments your memory, etc. etc.

I don't know what machine you used it on, but Netscape 4.5 and IE 4.5
both move right along, no complaints.

> What do MacHeads do for fun with their machines? There's no demo scene on
> the Mac, no MOD scene, very little in the way of level designing for games.

I play my Atari 2600/800XL/ST! :-)

> And then, of course, there's the Mac's famous multitasking......

I agree with you here...

--
Ryan 'Gozar' Collins
rlcolli@ibm.net
Web News and Computer Information - http://www.collinsoft.com

1653. FS: New Syquest 200mb disks

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Lynn Sturgeon <lynn.sturgeon@juno.com>
Message-ID: <19990707.183435.7951.15.lynn.sturgeon@juno.com>
Source record: 76155

16 Verbatim 200mb disks for Syquest 5.25" drives, brand new, Mac
formatted. $20 apiece plus shipping from Colorado.

lynn.sturgeon@juno.com

Get the Internet just the way you want it.
Free software, free e-mail, and free Internet access for a month!
Try Juno Web: http://dl.www.juno.com/dynoget/tagj.

1654. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7m3hlo$o60$1@user2.teleport.com>
Source record: 76156
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. You can find NEW Atari ST software Marked down in Price and I've added and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, July 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1655. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Ralf_Stutzenberger@LU.maus.de
Message-ID: <199907082330.a41915@lu.maus.de>
Source record: 76157

Hi Dan Haynes,

R>If it emulates 10x faster but you gotta jump through twenty minutes
R>worth of hoops just to transfer one floppies worth of data to it... the
R>performance advantage seems to be lost quite quickly.

I don't know what kind of work you are doning on your computer. Most of my time I spend with working on it (writing, drawing, printing). I think less than one percent of my time is used for datatransfer and converting.

R>Needless to say not many of these devices would be available for or fit
R>in to a G3 - but with a $50 dual parallel port card I could th
I don't understand your problems? Most components are usable in an G3. Do you still use the 5.25" floppy? Scsi-devices: no probs! Othe devices are, if not direct usable, aviable for apple computers. And they are worth the price.

R>It sounds to me like most other folks reading this group have far more
R>serious or specific performance requirements than I do.
why so sarcastic?

For me counts: working speed while my fingers are on the keyboard and my eyes are on the screen and waiting for the results.

greetings

Viele Grüße aus Ketsch am Rhein
sendet
Ralf Stutzenberger

from the greatest area of Germany
- the wild south

1656. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931593931.21690.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 76158

Derryck Croker wrote in message <7luthtrpj1@news7.svr.pol.co.uk>...
>On 4 Jul 1999 13:45:27 +, "John Whalley" wrote:
>
>[...]
>
>>This is actually what NVDI-PC4 or NVDI5 does with MagiC-PC. MPC without
NVDI
>>is quite jerky etc. NVDI makes the whole thing very much better. An
English
>>version of MPC6 would make things better still (*taps fingers*)...
>
>Since GEMulator '98 now seems to be a free download from
>http://www.emulators.com you could try installing that, with the
>magic_pc.ram file (or whatever it's called) from a MagiCPC installation.
>This is a suggested route in the text file...

Is this likely to be any faster than just running MPC 1.2 with NVDI-PC? Do
NVDI-PC's graphics acceleration bits work with Gemulator?

MPC/NVDI-PC is entirely usable, speed-wise (may be no great shakes if you're
used to an accelerated Falcon or TT, but it's dramatic after an 8MHz STE -
all that and colour, too!). I'm just getting impatient for v6.x which is
supposed to be vastly improved in both the speed and other departments. The
German version seems to have been out for yonks, but no sign yet from
SysSol, unless there have been developments very recently.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1657. Re: ST Cartridge Port Interface Falcon Compatible?

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37840d9c3bdb90@mail.otenet.gr>
Source record: 76226

>Hi folks,
>
>Was looking at a DIY cartridge port interface for a ST in the
>January 1989, Issue 27 of ST LOG Magazine.
>
>This looks like a interesting project and was wondering if this
>interface would also be Falcon Compatible?
>
Yes, it normally is, the only obscured point is the use of LDS/UPS to construct the A0 line. My tests developing my board for ethernet showed that the behaviour of those signals is different between ST Falcon and TT ! There is of course the posibility to have measured something wrong, but finaly I ended up using line A8 for an 8 bit interface.

>If it is not, anyone know how to modify this interface to make
>it Falcon Compatible?
>
It depends on what you like to do with it. Using it 'as is' you can and some logic to ensure that ROM3 and ROM4 signals (logic high) are pulled down last (ie after all other signals have settled). This is the only thing that has to be done (only for writing).

>Also, I'm always interested in projects similar to this, if you
>happen to have any DIY projects like this for the ST and or Falcon,
>then I would very much like some information about 'em.
>
Check my homepage for the cartridge to printer port interface.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1658. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: <>
Message-ID: <378419b0.0@news.qnet.com>
Source record: 76227

On 6 Jul 1999 18:38:10 +, Martin "Nightowl" Byttebier wrote:

>ftp:// can be used with a browser.
>
HaHaHA,,when I try that with CAB 2.7demo I get RSC not found,yet it's
there.

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

1659. Re: ftp.funet.fi

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Karl M Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37841F74.CE4FEFE9@student.canterbury.ac.nz>
Source record: 76228

Martin-Eric Racine wrote:
>
> > Has anyone heard any news about ftp.funet.fi?
> > I tried it tonight and the Atari section was empty :-(
>
> I asked on the funet maintainer's list. We'll see.
>

I had a look this morning at <ftp.funet.fi/pub/atari> and still seems to
be there.

Later,
Karl.

1660. FS/T: Atari ST games [07/08/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <378e451a.22918773@news.nls.net>
Source record: 76229

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/08/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 5.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 5.00 Alcon (Taito)
$ 5.00 All Aboard! (Terrific Software)
$ 5.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 5.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 5.00 Battleship (Epyx)
$ 5.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 5.00 Blockout (California Dreams)
$ 5.00 Bobo (Terrific Software)
$ 6.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 5.00 Championship Wrestling (Epyx)

$ 5.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 5.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 5.00 Dynasty Wars (Capcom)
$ 5.00 East vs. West Berlin 1948 (Time Warp)
$ 5.00 Eliminator (Hewson)
$ 5.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 5.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 5.00 Golden Path (Firebird)
$ 5.00 Goldrunner II (Microdeal)
$ 5.00 Hyperdome (Exocet)
$ 5.00 Jupiter Probe (Microdeal)
$ 5.00 Keith Van Eron's Pro Soccer (Microplay)
$ 5.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 5.00 Last Duel (Capcom)
$ 5.00 Leander (Psygnosis)
$ 5.00 Major Motion (MichTron)
$ 5.00 Man Hunter: New York (Sierra)
$ 5.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 5.00 Phantasm (Exocet)
$ 5.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 5.00 Professor Craps (Scorpio Systems)
$ 5.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 5.00 Rambo III (Taito)
$ 5.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 5.00 Rick Dangerous (Microplay)
$ 5.00 RVF Honda (Microplay)
$ 5.00 Savage (Microplay)
$ 5.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 5.00 Space School Simulator (CRL Group)
$ 5.00 Star Quake (Terrific Software)
$ 5.00 Starglider (Rainbird)
$ 5.00 StarRay (Logotron Recreation)
$ 5.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 5.00 The Advanced OCP Art Studio (Rainbird)
$ 5.00 The Games (Epyx)
$ 5.00 The Sentry (Firebird)

$ 5.00 The Viking Child, Prophecy 1 (Imagitec)
$ 5.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 5.00 Transputor (CRL Group)
$ 5.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 5.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 5.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 5.00 Zero Gravity (Microdeal)
$ 5.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1661. Re: Sad Truth About Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7m1ni6oes1@news7.svr.pol.co.uk>
Source record: 76230

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:37839C67.3DD@geocities.com...
> I learned last night that if you have Newsie set for "deleting the mail
> off the server" and it discovers there is not enough disk space to save
> the mail... it will save what it can, and delete the rest of the mail
> from the server.
>
> Lost about 10 E-mail letters that way.
>
> Suffice to say, until I get a larger harddrive, my ST with Newsie has
> become a "READ ONLY" E-mail reading machine.

This was fixed in v0.94, I think, Newsie will tell you it has run out of
space and avoid deleting the messages.

1662. Atari Software FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <37848442$0$156@news.zetnet.co.uk>
Source record: 76231

Hi all, the following software is original, includes
manuals and is priced in (pounds). Includes p&p in uk.

DA'S VECTOR (8)
PAGESTREAM v2.2 powerpack (12)
HOMEPAGE PENUIN PRO (5)
POSITIVE IMAGE v1.11 (6)
LLAMAZAP (5) Falcon only
GRAVON (6) Falcon only
TOWERS 2 (4) Falcon only
CALLIGRAPHER PRO (10)

Regards, Steve.

stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841

1663. Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <37848444$0$156@news.zetnet.co.uk>
Source record: 76232

Hi, i have a variety of Stacy bits to sell/exchange.
Includes (suggested price in pounds) -

SCREEN - (20)
POWER SUPPLY - (20)
FLOPPY DRIVE - (8)
KEYBOARD - (10)
(all tested and working)
MOTHERBOARD (20)
(believed OK but unable to test)

Some other bits like cables etc, email me if you're
interested in a specific bit. P&P extra (some bits
heavy/fragile).

Regards, Steve.

stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841

1664. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37848DAD.94079D34@mail.uni-mainz.de>
Source record: 76233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Doctor Clu schrieb:
>
> I like the trend of the animal names in the Atari systems, however, the
> earlier systems (pre-1990) did not seem to adhere to the same animal
> names. So at this time, I would like to make some suggestions on names
> we can call our computers.
>
snip, snip...
>
Hello folks,
what about girl names for the atari computers ?!? Some are already given
for computers or chips: Sally (CPU), Sandy (??), Maria (7800 gfx chip),
Candy (not Strip-Poker this time !!), etc. Greets - Andreas

P.S.: It is always better to give your atari computer a girl name, than
your gun/pistol...

1665. Re: Rebuilding an Atari TT .. I need your h

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m27kk$q2a$1@news.campuscwix.net>
Source record: 76234

On 7 Jul 1999 14:46:35 -, Doctor Clu wrote:

<snip>

-> Alright, the way I see it, the parts list is looking like this:
->
->Missing list:
->
->keyboard - I have a Mega ST keyboard. Would this be compatible?

Yes, the Mega ST, Mega STe, and TT keyboards are all interchangeable.

->floppy drive - No problem.. common.
->TOS ROMs - Possible problem... anyone know of anyone who burns these?

Tad bit expensive but Brad at Best Electronics sells TOS chips
(all varieties)

->Hard Drive - no problem.. common.. though the cables from the
-> motherboard to the hard drive might be a problem.
->Hard Drive Mount/shell - One could be fashioned to fit... might be
-> challenging.
->and a few other chips/components - again, possible problem, since
-> more than likely these chips taken
-> were probably rare. Anyone deal
-> in ST/TT components?

Ditto. Best Electronics will have just about anything you need.

->cords - From computer to monitor/hard drive.. little problem
->mouse - absolutely no problem.
->other cables - "other" cables? Internal? Possible problem.
->
->As for what's included... "68030 processor, power supply, VME cage, all
->connectors on back including the VME cover plate with two serial ports
->mounted on it. "
->
-> I'm relieved that the processor is there, and power supply... my only
->question is how good the motherboard and power supply is.
->
-> So these are the parts of the puzzle. I'm curious to sources for TT
->computer components, and where I can find specs so I can know what other
->parts I need to look for.

Qfunk has a web site dedicated just to the Atari TT. Its URL is:

http://www.megacom.net/~q-funk/ (I think)

Also, here is the Best Electronics info (BTW, I highly recommend you
purchase their catalog-its big, has great pics, and is ultra cool!):

Brad Koda
Owner
Best Electronics
2021 The Alameda Suite 290
San Jose, CA (USA) 95126-1127
Work phone: 408-243-6950
E-mail: bestelec@concentric.net
URL: http://www.best-electronics-ca.com/

-> Thank folks for your helpon this savenger hunt!
->
-> Doctor Clu

No problem. ;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1666. Re: Rebuilding an Atari TT .. I need yo

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m29pbrfv1@news.campuscwix.net>
Source record: 76235

On 8 Jul 1999 13:04:20 G, DarkChyld wrote:

-> Qfunk has a web site dedicated just to the Atari TT. Its URL is:
->
-> http://www.megacom.net/~q-funk/ (I think)

Er, I think I got that URL wrong...try this one instead:

Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Hope this helps some... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1667. Atari ST - Ebay auction almost over

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Titus Groans <abc@abc.org>
Message-ID: <7m2k19$e3m$1@ffx2nh3.news.uu.net>
Source record: 76236

This is a nice old system, really. Works fine, good selection of games.
Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=126421200

1668. Atari ST - auction almost over

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Titus Groans <abc@abc.org>
Message-ID: <7m2k7h$e6n$1@ffx2nh3.news.uu.net>
Source record: 76237

This is a nice old system, really. Works fine, good selection of games.
Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=126421200

1669. Sorry!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Titus Groans <abc@abc.org>
Message-ID: <7m2ke4efk1@ffx2nh3.news.uu.net>
Source record: 76238

Sorry about the repeat posting. I kept getting an error and thought it wasn't posting.

1670. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Yeah right <nospam.haynesd@ibm.net>
Message-ID: <3784da42@news1.us.ibm.net>
Source record: 76239

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

I have to plead ignorance on the emulation on a G3. The only thing I've done is run a couple of the ST emulators on my PII-350 system. TOSBox reports approximately 135MHz equivalence (running under Windows NT 4.0 SP5).

My interest at the moment is primarily in running the Sozobon compiler and comparing the output .o files to a version I have compiled to run as a cross compiler on the PC. Needless to say the PC emulations are plenty fast enough for such trivial operations!

Almost brings back memories of my original 520ST and compiling with Alcyon C and a single low density floppy! :-)

I do think that the value of the standard connections (serial port, parallel port, floppy, network etc.) is a significant advantage of the PC over the G3. If it emulates 10x faster but you gotta jump through twenty minutes worth of hoops just to transfer one floppies worth of data to it... the performance advantage seems to be lost quite quickly.

I'm thinking about the G3 in the context of my current desktop systems. For example, the PC systems I'm using have between them:

- Hauppauge TV/FM tuner
- Linksys PCMCIA slots
- DVD-ROM
- Hardware MPEG decoder card
- SCSI CD-ROM and CDR
- SCSI flatbed scanner
- SCSI HD
- SCSI DAT drive
- IDE HD
- 3.5" floppy
- 5.25" floppy
- ZIP drive (parallel port)
- laser printer (parallel port)
- Adtron solid state data drive (parallel port)
- USR 56K external modem
- Xircom 56K PCMCIA modem

Needless to say not many of these devices would be available for or fit in to a G3 - but with a $50 dual parallel port card I could theoretically cram all of these into my one full tower case and with

Windows NT providing the abstraction layer I could use all but the
MPEG decoder and TV tuner (and maybe the scanner) from the Atari
emulator. I personally am willing to settle for reasonably fast
emulation and the ability to use those devices rather than flat out
speed and not even have a floppy disk or a serial port...

It sounds to me like most other folks reading this group have far more
serious or specific performance requirements than I do.

Regards,

Dan Haynes
-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.0 for non-commercial use <http://www.pgp.com>

iQA/AwUBN4TZRQp0ZORytDyzEQKEbwCffvnX7rBsHbMmHQ2dNv/k6/1njCsAoP8m
Q7W1k/ZGuJO/KxbuiydSE4Ud
=5oTL
-----END PGP SIGNATURE-----

Ralf Stutzenberger wrote in message <199907070039.a39133@lu.maus.de>...
R>Example - go to the apple web page and price a G3. With:
R>
R>450MHz 64MB RAM 12GB HD 16MB PCI bus video 24X CD-ROM (??
R>this is last years technology!) 10/100 Ethernet
R>
R>Their price is $2519USD
R>
R>Now go to the Dell web page. For $2500USD you can get:
R>
R>550MHz CPU 256MB SDRAM 25.5GB HD 32MB AGP video (*much* faster than
R>PCI) 6x DVD-ROM/32x CD-ROM Sony CD-RW drive Altec Lansing speakers
R>w/subwoofer 3COM V.90 modem 100MB ZIP drive 1.44MB floppy 3COM 10/100
R>Ethernet card
R>
R>Needless to say even an interpreted BASIC software emulator on a 550MHz
R>P-III would emulate an Atari rather quickly - and it would have all of
R>the standard connections, cheap peripherals, drivers and connectivity
R>features the Ataris and clones will always lack.

... have you ever seen running Atari-Emulators and Atari-apps at those
machines?

I think not.
An Atari-emu on an Apple G3 is as fast as lightning, so the progs are.

An Atari-emu on an PIII is about four times faster than a TT.

Viele Gr��e aus Ketsch am Rhein
sendet
Ralf Stutzenberger

from the greatest area of Germany
- the wild south

1671. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3784f05440ff3a1@ping.be>
Source record: 76240

on Wed 07-07-1999 20:30 Peter A West wrote:

>In message <3781126c380c6c5@ping.be>, tos4ever@ping.be said:
>
>>Wensuite: You won't believe it: ONLY 0:16. Yes, you see it right, only *16
>> seconds* to load the same page. Whow is that fast.
>
>Are you sure that Wensuite didn't use the dithered-down versions of the
>JPEGs produced by CAB (perhaps from a cache)? Try running them the other
>way round, i.e. Wensuite first - after deleting any cache(s).

Yep, I'm pretty sure that Wensuite didn't used any cache and so did Cab.
I ran the test again the other way round.
However Wensuite used my standard system font (Monaco) during my previous
test. I've changed the setup so that both browser used the same fonts
during the test now.
As with the previous test I've used 256 colormode and the Hades cache
"Copy back" enabled.

Wensuite: 00:16:55 (nearly 17 sec)
Cab 2.70e: 06:55:11 (nearly 7 minutes)

I also have loaded a 489.325 bytes jpg picture in both browsers.
Wensuite: 00:02:75
Cab: 00:06:15

For your information with Gemview it took 00:07:20
Graftool did the same job in 00:04:22

Convinced now:-))

Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1672. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3784f05440ff3a0@ping.be>
Source record: 76241

on Thu 08-07-1999 03:23 Slc.Dennis Bishop wrote:

>On 6 Jul 1999 18:38:10 +, Martin "Nightowl" Byttebier wrote:
>
>>ftp:// can be used with a browser.
>>
> HaHaHA,,when I try that with CAB 2.7demo I get RSC not found,yet it's
>there.

More info please like OS, what kind of computer, where is the cab.rsc
located, etc..

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1673. Falcon for sale Holland

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7m2p5k$2oq$1@news1.xs4all.nl>
Source record: 76242

The following is of interest only for Dutch users:
- De Falcon verkoop ik. Als jullie nog kopers weten, vraag ze dan om met mij contact op te nemen.
Het betreft een Falcon 4/80, 14" SVGA Monitor, Apple powerCD, originele verpakking, originele documentatie, originele software, LDW Power en nog wat spul. Bij mij af te halen tegen elk aannemelijk bod (natuurlijk bepaal ik wat aannemelijk is).

Met vriendelijke groeten,
Ed van Gasteren

1674. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7m2ttlkmj1@nnrp1.deja.com>
Source record: 76243

>
> Wensuite: 00:16:55 (nearly 17 sec)
> Cab 2.70e: 06:55:11 (nearly 7 minutes)
>
> I also have loaded a 489.325 bytes jpg picture in both browsers.
> Wensuite: 00:02:75
> Cab: 00:06:15
> For your information with Gemview it took 00:07:20
> Graftool did the same job in 00:04:22
> Convinced now:-))
>
> Martin
>

Yep, this thing is a lot faster than anything else I have tried on the Atari. I just hope it will get improved support for frames, and a couple of other stuff mentioned here, real soon. It asumes target="_top" if nothing else is stated, and this causes a lot of troubles on some pages that are written to be used both with and without frames. (I know, my page does)

Anyway, it look very promising. I&#65533;m not sure if it is a CAB-killer or not, but it might well be. (If CAB isn&#65533;t dead already....)

;)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1675. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-08 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7m2prv$l3o$1@SOLAIR2.EUnet.yu>
Source record: 76244

On 4 Jul 1999 10:16:26 G, Charles Silver wrote:

>>> I downloaded wensuite 3 today but cannot get it to work. I get the
>>> dialog box to put in the serial number but when I click okay it
>>> crashes.
>I downloaded v3b02(beta) from ftp.lip6.fr and it runs under MagicMac, but
>not on my Falcon, singleTOS or MultiTOS/MiNT1.15. The older version of
>WENSuite did run on my Falcon, but not this beta. It gives two bombs
>when you click on OK (the first screen after startup). This test was
>offline only.

I downloaded TWO versions of Wensuite 3.*** beta- and neither did work
on my Mega ST (4MB, TOS2.06). Both versions showed two bombs immediately
after I clicked on the first OK.

Then I found somewhere version 3.10a (not a beta, but unregistered, of
course)- and it works. Unfortunately, offline only. Which is a pity.
That program had a bad reputation, and they should have released a
non-crippled version or two to hook users back.

And it is VERY FAST endeed!

Cu.

1676. Studio Module Search

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <37853fb4@dnews.tpgi.com.au>
Source record: 76159

Does anyone know if you can get Cubase Studio Module for the Atari ste...if so where?

Reguards Rusty

1677. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <0adh3.731$rj5.22606@typ31b.nn.bcandid.com>
Source record: 76160

On 7 Jul 1999 21:55:29 +, "Martin Graiter" wrote:
>
>Not meant as criticism, but what's so nice about FDT?
>It's sloppy and slow. Even at 19200 it looses characters.
>Tried it as a TTY to a Linux machine, no good it was...
>Maybe my version is too old?
>
>The best comms program seems to be Connect, and it's free too!
>
>MG
>.

Freeze Dried Term is the best terminal program that I have used. It's lightning fast with the Nova graphics card. It has some problems in the 256 color mode of the Nova graphics card and doesn't work at all in the 32k and true color modes. I have used it up to 31k with no lost of characters whatsoever using the Monoco font in NVDI and with some of the fonts that came with Freeze Dried Term registered version. Sure wish it was still supported.

BTW, the problems I have while using the Nova card in 256 colors are in the editor and capture buffer commands using the drop down menus; keyboard commands work OK though.

1678. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3785A1EA.4437AF4E@online.TAKE.THIS.OUT.fr>
Source record: 76161

Djordje Vukovic a ï¿½crit :
>
> On 4 Jul 1999 10:16:26 G, Charles Silver wrote:
>
> >>> I downloaded wensuite 3 today but cannot get it to work. I get the
> >>> dialog box to put in the serial number but when I click okay it
> >>> crashes.
> >I downloaded v3b02(beta) from ftp.lip6.fr and it runs under MagicMac, but
> >not on my Falcon, singleTOS or MultiTOS/MiNT1.15. The older version of
> >WENSuite did run on my Falcon, but not this beta. It gives two bombs
> >when you click on OK (the first screen after startup). This test was
> >offline only.
>
> I downloaded TWO versions of Wensuite 3.*** beta- and neither did work
> on my Mega ST (4MB, TOS2.06). Both versions showed two bombs immediately
> after I clicked on the first OK.
>

None of these are beta. The latest number is 3.12b, where the letter b
stands for a minor release or bug fix, not beta.

FWIW, the archives you find on the net are updates. You need a serial
number to activate the PPP Link part, otherwise it runs as an
offline-only demo.

Some of the early version 3s had a bug on some systems that made it
crash as soon as you opened a window.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1679. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3785A2A3.18F1AC22@online.TAKE.THIS.OUT.fr>
Source record: 76162

```
Steve a ï¿½crit :
>
> Where can I download ST Guide from? I've got quite a few (German) copies
> now.. :-}

There is an english version at:

http://bales.free.fr/atari/files

> I've also come across a file called "JPEGD.PRG". Now I guess it's
> something to do with displaying JPG files, but in what way?
>

It's an AUTO folder program that installs a JPEG decoding routine that
uses the DSP. I beleive it's used by CAB and probably some other
programs.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1680. .BMP?

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <7Jhh3.23$tm.17486@news1.atlantic.net>
Source record: 76163

Would anyone know if there is a program for the Falcon to render .BMP extensions? (Pics, I assume!).
John

1681. Re: Rebuilding an Atari TT .. I need yo

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <I9ih3.851$hM6.60364@typhoon01.swbell.net>
Source record: 76164

On 8 Jul 1999 21:24:21 G, Chris Crosskey wrote:
>On 7 Jul 1999 14:46:35 , Doctor Clu wrote:
>>I recently bought a puzzle for $15. I'm not much one for puzzles, but
>>this type I like....
>>
>> It is a Atari TT, and this is what I've got so far....
>
>Try Brad at Best Electronics in the States....he sghould have all the bits,
>the Mega STe KB should be OK IIRC..
>
>chrisc
>.

Thanks there Chris and definately DarkChyld. This is pretty cool.
I'm having fun getting the pieces together on this. Best Electronics
was good at getting all the pieces for a Atari Portfolio. (Battery
and port doors, and keyboard underlay.)

Portfolio, that used to be in sorry shape now works great and I
would be using it if I didn't have a Newton 2000. ;)

And I think I have a lead for the TOS ROMs... still waiting to see
what shape the motherboard is in and what else I'll need.

Exciting... ;)

Doctor Clu

1682. Re: .BMP?

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7m4g15$4s5$1@news5.svr.pol.co.uk>
Source record: 76165

On 9 Jul 1999 07:41:55 G, John Garone wrote:
>Would anyone know if there is a program for the Falcon to render .BMP
>extensions? (Pics, I assume!).

Image Copy views, prints and converts BMP picture files to just about
anything, and of course it runs just fine on a Falcon! :-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

1683. MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3785e7ec5bb0e0@mail.otenet.gr>
Source record: 76166

Checking for any translations in the filesys folder, I found out that the complete project is finished! To me this is the greatest news for years. A GREAT GREAT thanks to Peter West for this tedious work, John Whalley for hosting the project and everyone else that helped to get (at last) english documentation for MagiC. Thanks again.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1684. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7m4mhs$9qo$1@news7.svr.pol.co.uk>
Source record: 76167

On 6 Jul 1999 15:04:08 G, Slc.Dennis Bishop wrote:

>On 5 Jul 1999 07:29:30 G, Louis wrote:
>>I seem to recall that Newsie works OK with "figure-adresses", but I'm not
>>sure. Try feedin' it chapelie.rma.ac.be , I think that one can be used too
NEWSie works fine with a numeric address.

> I have tried the numbered address two ways, FTP.XXX. and nothing
>happens,no suchaddress, and the FTP:// will not work with newsie at
>all. I'll try that named one.
In the "edit server" dialog I have just the string of numbers as the server address (other details etc as you wish), with the starting directory set to /atari (this can be adjusted to your requirement also). It has been noted that sometimes you have to press the [Esc] key to get NEWSie started.

HTH.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1685. English RSC and Bubblegem for Teli110

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7m4mht$9qo$2@news7.svr.pol.co.uk>
Source record: 76168

I've uploaded the English RSC file and Bubblegem help file for Teli 110 to
my web site (address below).

Teli is a Telnet client for ASH's IConnect (this version introduces Draconis
compatibility) stack and is shareware - the unregistered version is fully
capable but is limited to 20 sessions.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1686. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7m4teq$t6v$1@cubacola.tninet.se>
Source record: 76169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Andreas Magenheimer <magea000@mail.uni-mainz.de> skrev i
diskussionsgruppsmeddelandet:37848DAD.94079D34@mail.uni-mainz.de...

> P.S.: It is always better to give your atari computer a girl name, than
> your gun/pistol...

In Sweden we have the girl name Gun, which kind of closes the argument...

Happiness is is a warm gun
Bang bang shoot shoot
(Beatles)

MG

1687. Re: Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7m4ter$t6v$2@cubacola.tninet.se>
Source record: 76170

kevin dermott <kdermott@zetnet.co.uk> skrev i
diskussionsgruppsmeddelandet:37851804$0$162@news.zetnet.co.uk...

> why not put it all back together and sell the Stacy many people would
> kill for one

Or even DISEMBOWEL for one...

:^)

MG

1688. Re: TOS 6?

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3785FFA1.766DCF10@online.TAKE.THIS.OUT.fr>
Source record: 76171

> BIOHAZARD a ï¿½crit :
>
> What's TOS? AtariOS? What kind of interface? MacOS?

Wow! You're lost!

First of all, please get rid of that HTML setting.

TOS is "The Operating System" that's used in the Atari ST range of computers, from the original 520ST to the Falcon, TT and modern day Hades and Milan. There is no such thing as "AtariOS".

The user interface is actually based on GEM from Digital Research, but has evolved quite a lot since it first came out. It has nothing to do with MacOS.

There is no official TOS 6. TOS 4.04 was on the Falcon, TOS 4.5 is what is being developed for the Milan. I think the Centek, who builds the CenTurbo 2 accelerator board has something misnamed TOS 6, but it is actually a patched version of TOS 4.04.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1689. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Yeah right <nospam.haynesd@ibm.net>
Message-ID: <37861013@news1.us.ibm.net>
Source record: 76172

>Ralf Stutzenberger wrote in message <199907082330.a41915@lu.maus.de>...

> R>Needless to say not many of these devices would be available for or fit
> R>in to a G3 - but with a $50 dual parallel port card I could th

> I don't understand your problems? Most components are usable in an G3. Do
> you still use the 5.25" floppy? Scsi-devices: no probs! Othe devices are,
> if not direct usable, aviable for apple computers. And they are worth the
> price.

Well, you still need a SCSI adapter for the G3 (more $$$ and one less PCI slot)- and the case doesn't look like it would have enough space/power supply for all those peripherals. I guess I'm mostly pointing out a difference in design targets - the G3 is targeted at a certain market whereas PCs are more "generic" - you can get whatever sort of case, power supply, peripherals etc.

> R>It sounds to me like most other folks reading this group have far more
> R>serious or specific performance requirements than I do.
> why so sarcastic?

No no! Not sarcastic - it was an observation on my original post! I read quite a few posts after I had posted my response and saw many that seemed to be using the Atari for recording and other "serious" purposes. I hadn't imagined/considered anyone using them that way at the time I posted.

> For me counts: working speed while my fingers are on the keyboard and my
> eyes are on the screen and waiting for the results.

For me, I never know what sort of work I'll be doing next. Everything from writing NT drivers for GPS boards to prototyping embedded kernels to bug fixes on old embedded controllers. So I value the ability to import those antique 5.25" disks without having to dig out my soldering iron! :-)

But all my ranting digresses from the '.atari.' part of the newsgroup name... so I will close by saying I wish someone would build Atari clone and Mac CPU cards for passive backplane systems - then I could unplug my x86 CPU and plug in a Falcon or a G3! :-)

Regards,

Dan Haynes

1690. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: <>
Message-ID: <37861751.0@news.qnet.com>
Source record: 76173

On 8 Jul 1999 18:51:34 +, Martin "Nightowl" Byttebier wrote:

>More info please like OS, what kind of computer, where is the cab.rsc
>located, etc..
>
TOS 3.06 Atari TT030 4+4 with 2.1 gabyte hard drive.

CAB in Folder on C: with cab.rsc in main folder, also in modules
folder too. also There was No cab-ftp.rsc either in the zip file.

| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |

1691. how to tar whole dirs?

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3786298837413d0@ping.be>
Source record: 76174

Hello,

I want to tar a large dir containing lots of subdirs,
n:\www-pages\cichlide_room\ to let us say m:\cichide_room.tar

Which command must I use? I've read 'tar --help' but this seems to be not
so very helpful for me.
Also is there a way to 'tar' and 'gzip' that dir in one go similiar to
'tar -xz'?

TIA
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1692. Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7m540s$7gp1@news.ajou.ac.kr>
Source record: 76175

Was wondering if there is any easy way to cut out a block of text
and save to a text file within programs such as Cab.

I could really use this when on different Web pages when I only need
to save a paragraph instead of the whole web page.

This would also be useful with other programs as well.

ImageCopy sort of does what I'd like to do but it only saves out
to a picture format.

Any other programs that will cut text out of other programs?

phantomm@kih.net

1693. 8BIT&ST>Digital Antic Project has two new issues

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <090719991003570274%savetz@northcoast.com>
Source record: 76176
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

The Digital Antic Project (http://www.atarimagazines.com/) is an ongoing
effort to put the full text of Antic Magazine on the Web. We just added
two issues from 1986.

The project now has the full text of more than one-quarter of the Antic
issues that were published.

Here are the issues and articles that have been recently added:

January 1986 - Vol. 4 No. 9 - Atari Products Are Back!

Mapping the XL/XE New from the author of the classic Atari guidebook
Dandy Dissolver Spirals & horizontal sweep effects
Dungeon Master's Apprentice A Dungeons and Dragons scorekeeper... and more
Appointment Calendar Organize your personal schedule
Atari Bingo Caller Random number generator at work
Two New Modems Tel-A-Modem and MultiModem
Basic XE From O.S.S. Ultimate BASIC for 8-bit Atari
ST Font Loader New character sets in RAM
ST Listings on Monthly Disk ...and how to get them
ST-Ware From Two Continents Is U.K. now in the lead? A description of software at the PC
World Show in London
TOS Roadmap Inside Tramiel Operating System
ST Product News ST reviews of Hex, Chat, and Express
Sysop Santa Claus Last-minute gift help online
Game of the Month - Wireball An abstract one-player arcade game
I/O Board
Error File Corrections to past programs
Antic Online/Worldwide Users Network
Editorial Results of the 1985 Antic Survey
Product Reviews Kennedy Approach, Halley Project, Wishbringer, Mindshadow, Twirlybird, and
Objective: Kursk
New Products Bomber/Evader, PST-8B Interface, Ace 80, Racing Handicapper, Assembler and
Linker, Teacher's pet, Power Star,
Top-DOS 1.5, Computer Printer Commands, Coin Collector/Photo Collector, Battalion
Commander, Acrojet, Targets, Covox Voice
Master, Karateka, Championship Lode Runner

February 1986 - Vol. 4 No. 10 - Printer Power

Atari'Toons Contest Winners
Printer Picks New Epson, C.Itoh, Okidata models reviewed
Ultimate Dot-Matrix 24-pin Star Micronics SB-10
Radio Shack Color Printer Meets Atari Best color printing under $1,000?

Build a Two-Headed Printer Cable
Mastering the Atari 1020 plotter Tutorial with demonstration programs
T-shirt construction set Microscreen iron-ons via Atari
BASIC on/off switcher Clean, handy XL/XE BASIC control
Instant-DOS Speedy, convenient DUP.SYS loading
DOS 2.5 for Axlon RAMdisk Enhanced Disk Density Plus 128K
Print Software Gallery Typesetter, Page Designer and Rubber Stamp
Tiny List Small printouts for BASIC listings
Forth Escapes - ST Control Characters from Forth
DEGAS $2,000 Art Competition
DEGAS Key to ST Graphics Power
ST Disk Secrets Layout of tracks, sectors, files
ST Crash Clues Count the bomb icons
Haba Hippo-C First low-cost ST C language
ST Product News and New Products Hippo Almanac, Soft Spool, PC/InterComm, Flip Side, Mudpies
Joyce Hakansson's Fantasy Factory Ducks Ahoy software
Assembly Language - Multi-colored players
Game of the Month - Warrior 3000
I/O Board
Help!
Editorial - Top 10 printers for Atari
Antic Online - Atari news from CES
Product Reviews ICEPIC Interface, Computer Printer Commands book, MicroNet, Hacker, MicroPort XL, Lode Runner's Rescue, Dr.
Seuss Fix-up the Mix-Up Puzzler, Colonial Conquest, Six-Gun Shootout
New Products Enhanced Syncalc, Synfile+, Spellbreaker, XM301 Modem, Snapshot, Games Computers Play, Compuserve 2400 Baud,
Battle Of Antietam, Inventory Master, Your Personal Net Worth, RAM-Charger, Print Shop Library 3, Blackhawk
Error File

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

1694. WTB: Box for ST - Star Raiders

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37861E64.3A0@geocities.com>
Source record: 76177

I currently have the disk and manual, but I need the box to this game.
If someone has this, I would be willing to pick this up from them.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1695. Atari Mega ST 2 ....

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Achim Walenzyk <walenzyk@t-online.de>
Message-ID: <7m5a5nhim4@news06.btx.dtag.de>
Source record: 76178

```
Verkaufe
Atari Mega 2
- 2MB Ram
- mit eingebautem 80286 Prozessor
- Schwarze Design Tastatur

Festplatte Megafile 60

2 Monitore SM 124

Original Software

Bï¿½cher

walenzyk@t-online.de
```

1696. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37861F24.1925@geocities.com>
Source record: 76179

I'm starting to wonder about that myself when it comes to the Atari realm. I've been trying my usual clipboard tricks of block copy, paste, etc... moving a line of text (cut and paste) between documents. However, in the rather simple and elegant TOS that our machines have, this feature does not seem to be innate.

Was there a multi tasking operating system addition that made this possible?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1697. Re: Sorry!

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Titus Groans <abc@abc.org>
Message-ID: <7m5dl2lqv1@ffx2nh3.news.uu.net>
Source record: 76180

Of course!

Bubba <dlord@home.com> wrote in message
news:CY8h3.1379$ni.6839@news1.rdc2.tx.home.com...
> Titus, are YOU selling it or something???
>
>
> Titus Groans wrote in message <7m2ke4efk1@ffx2nh3.news.uu.net>...
> >Sorry about the repeat posting. I kept getting an error and thought it
> >wasn't posting.
> >
> >
>
>

1698. Mod_app.ttp

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37864154abfc50@zetnet.co.uk>
Source record: 76181

Hi All

I have been using MagiC 6 for some time and noticed a program in the GEMDESK directory called MOD_APP.TTP.Does anyone know what this program is used for and how to use it?

Gordy.
--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Oh Lord, give me patience. But give me RIGHT NOW!

1699. News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931545238.019.37@news.remarQ.com>
Source record: 76182

How can I keep my NNTP connection active while I try and type more than just a couple of sentences? My ISP uses Supernews, and this relieves him of maintaining his own server, but it is a pain in the ass for me. The problem isn't just with Newsie either, but a feature that would keep the connection going without having to request a group list each time would be nice.

Mike

1700. Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7m5lva$k7b$1@nnrp1.deja.com>
Source record: 76183
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Greetings all,

I wonder if there is any reason why using copy raster (vdi-function 109)
wouldn&#65533;t work with MagiC-Mac? (The routines I use are taken
from ictari-10 if somebody still got these lying around somewhere)

I use this function to enable fast redraws in a program I have been
working on for a while now, and have been told that my blit-redraws
won&#65533;t work at all with MagiC-Mac.

This sounds very strange to me, as I myself have verified that
everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
something special about MagiC-Mac that can cause problems like this?

I would really, really appreciate help on this one!

Ok, all for now!
Have a nice summer,

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1701. CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7m5da0$2439@enews4.newsguy.com>
Source record: 76184

A couple weeks ago I mentioned my occasional problem of CAB 2.7 freezing up the FIRST TIME I try to use it after booting a COLD computer (after that it works fine). Remember?

Anyway, I figured out what the problem is:
*However, I would also mention that someone here (I forgot who) mentioned a problem with CAB and the DSP loader as a response to my original question - which helped lead me to the cause and work around solution. Thanks!

It appears to be some sort of conflict between MagiC 5 and the DSP JPEG loader from Brainstorm. I say it's a conflict of these two things because I don't get the freeze ups under normal TOS. And the Nemesis isn't a factor either as I had originally thought.

And it isn't just CAB 2.7 that freezes the computer (which is one of the things that helped me figure this out). I also use the DSP loader in Image Copy 4 (which obviously allows you to use it for faster JPEG loading). If it's the first bootup of the day on my Falcon, and I run Image copy and try to load a JPEG - freeze up city. However, much like the freeze ups with CAB, after a reboot, I can view as many JPEGs using the DSP loader as I want. It's just the first attempt after booting a cold computer that causes the freeze up.

This can also be seen when using the JPEG.ACC that comes with the DSP loader. When I had that viewer installed as an application for JPEGs on the desktop (a while back), the computer would occasionally freeze up when attempting to view a JPEG. I could never figure out why, but I knew it only happened under MagiC. At the time, I just uninstalled it as an application, and used something else instead. And back then I was still using CAB 2.5, and I _wasn't_ using the DSP loader JPEG OVL - so that's why CAB never froze up!

So it's not a CAB 2.7 problem, or a CAB 2.5 problem. It's a DSP JPEG loader [under MagiC] problem. Take away MagiC 5, no problem.

Now, I refuse to give up use of the DSP loader because the speed difference is MAJOR (especially with Nemesis). So I've figured out a little work around: If it's the first time I turn on the Falcon that day, I'll boot with MagiC 5 and Nemesis, load CAB 2.7, connect with STinG, then begin loading a web site (usually my own since I know it uses a couple JPEGs on the home page). However, I only let it bring it a small amount of data, then click "STOP" in CAB. After that, I reload the page, and everything works as it should. No freeze ups.

Problem (more or less) solved! I hope this helped someone besides me.

But, can anyone tell me WHY this DSP JPEG loader only chokes the first time you try to use it, then works fine thereafter!?!?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1702. WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7m5fsa$7p11@news.ajou.ac.kr>
Source record: 76185

Looking to buy or trade for a device that will allow more than one cartridge to be connected to a ST/STE.

If you have one for sale or trade then contact me at, phantomm@kih.net

1703. WTB: 386 board for STE

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7m5g4d$7p12@news.ajou.ac.kr>
Source record: 76186

Looking to purchase or trade for one of those old 386 boards
for a STE/MegaSTe. I think one of them was called the Vortex
or something like that. If you have one for sale or trade then
contact me at the e-mail address below. I'm located in the USA
but would be willing to try and workout something from overseas
if possible.
phantomm@kih.net

1704. WTB Screen Eye and Expose

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7m5gb7$7p13@news.ajou.ac.kr>
Source record: 76187

This is a long shot but thought I'd try asking,

Anyone have a working or not working ScreenEye and or
a Expose for sale or trade?

If so, contact me at the address below. I'm located in
the USA but would be willing to try and work out something
for overseas purchase or trade.

phantomm@kih.net

1705. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dup1ff.1ssy604sgamf4N@max05-020.enterprise.net>
Source record: 76188

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote:

> > Where can I download ST Guide from? I've got quite a few (German) copies
> > now.. :-}
>
> There is an english version at:
>
> http://bales.free.fr/atari/files
>
> > I've also come across a file called "JPEGD.PRG". Now I guess it's
> > something to do with displaying JPG files, but in what way?
> >
>
> It's an AUTO folder program that installs a JPEG decoding routine that
> uses the DSP. I beleive it's used by CAB and probably some other
> programs.

Superb! Thanks for all the info, appreciated. Off to download ST Guide
now and I'll check to see if CAB is any faster now. Ta :)

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1706. Re: .BMP?

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: Sylvain Perchaud <eslime@club-internet.fr>
Message-ID: <37868495.A738CCC2@club-internet.fr>
Source record: 76189

John Garone wrote:

> Would anyone know if there is a program for the Falcon to render .BMP
> extensions? (Pics, I assume!).

there's a lot !
Digital Lab, Vision, Image Copy, Centview...
see the graphic section of the UTSI (http://utsi.atari.org) to find all programs that can read BMP
files...

---
mailto:eslime@atari.org

http://perso.club-internet.fr/eslime/
http://eslime.atari.org

1707. Disc Copier

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <3786678d.10887543@news.peganet.net>
Source record: 76190

Has anyone ever distributed a hard drive copy porgram for cloning
drives on the Atari?

RB

1708. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7m5t34$995$1@SOLAIR2.EUnet.yu>
Source record: 76191

I am refering to several messages from this thread here:

On 4 Jul 1999 00:40:45 GMT Steve Duff wrote:

>> Or, maybe, one can dispose of DOS completely, and use just a little of
>> PC BIOS to boot up, and after that dispose even of the BIOS. The compact QNX
>> operating system on the PC does just that, and works perfectly

>The new Amigas will appear, and they will run an OS based on the QNX
>Neutrino kernel.

>> Maybe QNX kernel is the way to go, it may replace Mint, as both are Unixoid).
>> So, maybe some kind of TOS-for-Intel-CPU might be designed instead of new
>> Atari-clone hardware.

>QNX has more than one kernel. QNX-RTOS is their main industrial kernel
>while QNX Neutrino is a somewhat lighter version. But there is really no
>currently widespread commercial version of QNX, and because it's a
>relatively small company designing a mission-critical kernel for factories,
>NASA, etc., licenses are very expensive. Expect that to change,
>however. ;-}

Yes, Neutrino was designed to be put into ROMs of embedded computers.
Concerning the price of the licenses, they are really very high, a complete
development system may cost several kilodollars). Which is unwise,
in my opinion. The QNX company should have made it cheap and available,
even tolerate piracy for a couple of years, until this reliable OS
became widely spread. THEN they should have thightened the screws.

Btw. it is worth taking a look at the QNX demo that is available at
http://www.qnx.com ; the archive unpacks to one 1.44" floppy disk.
The PC is then booted from this floppy and installs some sort of RAM
disk with QNX kernel, a file system, Photon GUI, some small demo programs,
TCP/IP and a completely functional Web browser. Minimum hardware requirements
are: i386 CPU, 8MB RAM, VGA graphics, 3.5" floppy. Hard disk is NOT needed.
The catch in the demo is: you can't save anything to any real disk.

On 4 Jul 1999 14:47:33 GMT Martin Graiter wrote:

>> the future of Atari may vey well be in emulation.
>Why bother? There are many OS:es out there, most do the same things
>that Atari does.
>...
>Besides, the TOS is hardly a jewel among OS:es!
>...
>Not much to emulate...

A good question, and not easy to answer. It is true that TOS was almost
obsolete on the day it first appeared. But somehow, this collection of
stupid software blunders and half-baked hardware made a very handsome
and usable computer which all of us here like for some reason or another,
or else this newsgroup would not exist anymore.

>There are some rumors about a port of GEM to Linux, actually by a bunch of
>crafty Swedes...

An atari OS based on QNX kernel was just a thought, but now it seems that
meny ingredients become avalable: it's likely that Neutrino will become more
common, GEM is being ported to Linux, there is an Atari emulator (STonX) for
Unix-es, there is a Unix-like TOS extension (Mint) and file system for the
Atari line, QNX now runs on PPC chips, etc.

Again, why bother? Well, I really think that here are some very good
and comfortable to use applications for the Atari platform... and
development of an OS should be cheaper than development of a saleable clone.

>Most of the harware in a PC is sharable and not specific for the PC.
>The PCI and ISA buses are more or less generic and can be included in most
>designs. So are the memory modules, graphic cards, CD players etc.

Sure. I did not express myself very precisely. Yet, when one thinks
of, for example, a PCI card of some sort, one usually looks among the
"PC" dealers, because they are the most available ones.

>An emulator is no gain. Just messier and more cramped than the original
>system. Nostalgia and very special odd programs are the only justifications...
>Atari clones? These could have some more justification in some cases.
>Specialized niche applications could find it's customer base.

A good point, but it need not be so, if an emulator is properly made-
in which case it perhaps stops being an emulator and becomes an alternative
OS. But there are another reasons that, I think, justify the use of emulators:
* The availability of second-hand Ataris is dwindling;
* It may be much cheaper to configure an emulator than to buy an Atari clone.
* Users may be quite used to certain environment and specialized
applications that enable them to do some work efficiently, and they do not
wish or do not have the time to switch to another platform.

>When looking at the specifications for the Phenix it reads that they've
>disposed of the printer port and the serial (RS232) ports. Centek suggests
>bying USB to parallel adaptors and the same for the serial port.
>Does it not remind of the cheapo "ACSI" port on the ST:s? You had absolutely
>no use for it unless you bought expensive SCSI adaptors.

Yes, and similar to what Apple did with the iMac peripherals and interfaces.
It is very disrespectful of the customers, and I think that such approaches
are the doom of such machines sooner or later.

>QNX was included in the current issue of the german CHIP magazine's CD,

Really? Do you know what of QNX is on that CD? A computer magazine here
made a similar announcement for a CD they published last year, and it turned

out that they put the QNX demo from QNX web site on the disk.

>> And then, someone may design a nice Fuji-logo sticker to put on the
>> computer box, and one can have a feel of a real Atari, especially if the
>> box has a grey colour :)
> Yes, and one can put these logos on a grey car and have a feel of riding in
> an Atari limo... :^)

Yeah, and aren't most of those F-16 and F-18 fighter planes painted in a
similar shade of grey :)

My pun was aimed at the extremists who swear they will never use anything
but a "real" Atari hardware.

On 4 Jul 1999 17:18:15 G, Johan Klockars wrote:

>STEmulator in GDI mode is about a trillion times faster at VDI graphics,
>which is rather important for GEM applications. It's commercial or

Any link to STemulator available? I am not familiar with that emulator.

>>* Some programs do not work:
>Well, some programs don't run on all native Atari machines either.

That's true, but when some essential utilities like the LZH shell, or a
classic program like Megapaint do not work (they both have problems
with file-selectors under PaCifiST), it is a bit too much.

>>* Screen refresh and mouse movements are slow and jerky:
>Converting byte/pixel graphics to the Atari bitplane modes can be done
>....
>Combine that with update checks and I don't see any reason for updates
>to be the least bit slow,

It may be so, and yet the screen and mouse are slow. Maybe it is just
poor programming by authors of those emulators.

>>* Floating-point performance is very miserable:
>> Adding emulation of a floating-point-coprocessor (routing those calls
>> straight to the real one in the CPU) should not be too difficult,
>
>Perhaps not, but it would require reasonably complete '030 emulation
>since a program that uses the FPU directly is also likely to use other
>new instructions. I seem to recall that GEMulator supports the
>newer processors

The docs say so about GEMulator, but only for the commercial version.
Nothing in the docs about the FPU though; But there is another type of
FPU connection in Ataris- the so-called "memory mapped processor" like
something that was called "SFP004", and they work with MC68000. I made and
installed such a unit with a 12MHz MC68881 into my Mega ST,
and it speeds some programs by anything between 400% and 1600%. As most
emulators imitate MC68000 only, I had in mind an emulation of at least
such a connection of the FPU.

>>I would like an emulator that operates on DOS stripped off of all things
>>unneeded, maybe keeping just that couple of system files, and some device
>
>No, you wouldn't.
>You wouldn't have access to much (if any) graphics acceleration on such
>a setup, for example.

But maybe I still would like it. In that case I would not need a lot
of Windows files and disk space, and the whole setup would be very compact,
for example, if an "obsolete" PC is completely dedicated to Atari emulation.
Much more important, there would be far better chances for precise timing
in applications that need it (for example, like those that musicians use).
It seems that DOS can be the base for for real-time applications, and Windows
(any breed) simply can not.

>>Or, maybe, one can dispose of DOS completely, and use just a little of
>>PC BIOS to boot up, and after that dispose even of the BIOS. The compact QNX
>
>That would be absolutely silly. And you probably wouldn't be able to
>access most of the hardware on the PC either.

The mentioned QNX, for example, accesses all that hardware very nicely.
I admit that there might be a problem of (non)existing device drivers
in a "new" OS.

>One of the main ideas about operating systems is to abstract the hardware
>from the applications. Windows does that to a much higher degree than DOS.

But in this particular case we do not need an universal application
but, in fact, an operating system, something that can run most Atari programs,
and efficientlly squeeze every bit of performance out of the hardware.

Regards;

1709. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <37864062ac889931@lvdi.net>
Source record: 76192

I have no problem with the BrainStorm DSP loader under MagiC 5.11,
though I don't use the DSP version of cab_jpeg.ovl (since it doesn't
support progressive JPEGs).

Make sure you're using the latest version of the DSP loader. I
believe it has a date of December 25 (not sure of the year), which
will display when it boots up.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1710. WTB: Star Fleet for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-09 00:00:00 UTC
From: "Henry J. Campbell" <henry.campbell@worldnet.att.net>
Message-ID: <3786DC83.8011029A@worldnet.att.net>
Source record: 76193

Had it, disk went bad, got another one from a bud but it turned out to be a demo. Like to have it again.

H.

1711. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378697b4180ed00@club-internet.fr>
Source record: 76095

Hello,

in article <7m5da0$2439@enews4.newsguy.com> (comp.sys.atari.st)
Paul Nurminen wrote on Fri 09-07-1999 17:59 (GMT):

> *However, I would also mention that someone here (I forgot who) mentioned a
> problem with CAB and the DSP loader as a response to my original question -
> which helped lead me to the cause and work around solution. Thanks!

:-)

> It appears to be some sort of conflict between MagiC 5 and the DSP JPEG loader
> from Brainstorm. I say it's a conflict of these two things because I don't get
> the freeze ups under normal TOS. And the Nemesis isn't a factor either as I
> had originally thought.

Ah! I do have the problem with plain Tos too (4.04).

> Now, I refuse to give up use of the DSP loader because the speed difference is
> MAJOR (especially with Nemesis). So I've figured out a little work around: If

Maybe you could just view a JPEG with another app using the decoder,
say 1STGuide, and then no more need to get connected with all the
drawbacks in case of a freeze. And it's far quicker than launching
Cab.

> But, can anyone tell me WHY this DSP JPEG loader only chokes the first time you
> try to use it, then works fine thereafter!?!?

I don't know. I have also the problem with at least one soft using the
DSP and not needing the Brainstorm's decoder.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
-A horoscope is a tale told by an idiot and believed by a fool: Gordon Bowler

1712. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378697b4180ed01@club-internet.fr>
Source record: 76096

Hello,

in article <7m540s$7gp1@news.ajou.ac.kr> (comp.sys.atari.st)
Phantomm wrote on Fri 09-07-1999 15:21 (GMT):

> Was wondering if there is any easy way to cut out a block of text
> and save to a text file within programs such as Cab.

IMVHO, this should be a feature to add to Cab. Instead you can view
the source in your favorite text editor then cut the block you want.
But will remain the html tags, oeuf corse (;-)).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
-All power corrupts, but we need electricity: D.W. Jones

1713. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378697b4180ed02@club-internet.fr>
Source record: 76097

Hello,

in article <3785e7ec5bb0e0@mail.otenet.gr> (comp.sys.atari.st)
Vassilis Papathanassiou wrote on Fri 09-07-1999 13:15 (+0200):

> Checking for any translations in the filesys folder, I found out that
> the complete project is finished! To me this is the greatest news for
> years. A GREAT GREAT thanks to Peter West for this tedious work, John
> Whalley for hosting the project and everyone else that helped to get
> (at last) english documentation for MagiC. Thanks again.

Sorry to add just a line but you said it all. You just took the words
from my fingers :-). Thanx alot to the translators. (well, 2 lines ;-)).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
UFP Starfleet Command: End Transmission

1714. Cab problem (was: Wensuite 3 problems)

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378697b4180ed03@club-internet.fr>
Source record: 76098

Hello,

in article <37861751.0@news.qnet.com> (comp.sys.atari.st)
Slc.Dennis Bishop wrote on Fri 09-07-1999 15:37 (GMT):

> On 8 Jul 1999 18:51:34 +, Martin "Nightowl" Byttebier wrote:
>
> >More info please like OS, what kind of computer, where is the cab.rsc
> >located, etc..
> >
> TOS 3.06 Atari TT030 4+4 with 2.1 gabyte hard drive.
>
> CAB in Folder on C: with cab.rsc in main folder, also in modules

Try without the one in the module folders.

> folder too. also There was No cab-ftp.rsc either in the zip file.

Cab-ftp is not part of the Cab package afaik.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

1715. NVDI5 and STe problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7m636s$l47$1@newsource.ihug.co.nz>
Source record: 76099

I have Magic 6 and NVDI 5 running fine on Gemulator but when I installed them on my 4 meg STe Magic works fine. But NVDI doesnt work with Magic or with TOS 2.06.
Under Tos I get the NVDI message and then the computer locks up. No bombs or anything.
I have tried leaving it like this for an hour as I read somewhere about it needing to create a file the first time its run. But still no joy.
Any help appreciated.

Mike

1716. RE: WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <fBwh3.7384$nZ5.12355@nntpserver.swip.net>
Source record: 76100

> Looking to buy or trade for a device that will allow more than one
> cartridge to be connected to a ST/STE.

I don't have one for sale, but I'm using a C-lab Combiner, which allows
you to switch between four connected cartridges by pressing a button on
the box. There's also Steinberg's Midex and Midex+ with four cartridge
slots, but they're probably more expensive since they also have a midi
expansion with 2 extra ins and 4 extra outs (and the + model also has
SMPTE sync built-in).
There are probably more models around, but I believe those are the most
common ones - so now you know what you should look for...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

1717. Re: .BMP?

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <E7xh3.78$tm.51184@news1.atlantic.net>
Source record: 76101

On 9 Jul 1999 23:24:05 +, Sylvain Perchaud wrote:
>
>
>John Garone wrote:
>
>> Would anyone know if there is a program for the Falcon to render .BMP
>> extensions? (Pics, I assume!).
>
>there's a lot !
>Digital Lab, Vision, Image Copy, Centview...
>see the graphic section of the UTSI (http://utsi.atari.org) to find all programs that can read BMP
>files...

Sylvain,
Thanks for responding. Had Imagecopy3.5cd the whole time. Works well.
John

1718. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m6cen$7cr$1@news.campuscwix.net>
Source record: 76102

```
On 10 Jul 1999 01:04:00 , Pascal Ricard wrote:
->Hello,
->
-> in article <7m540s$7gp1@news.ajou.ac.kr> (comp.sys.atari.st)
-> Phantomm wrote on Fri 09-07-1999 15:21 (GMT):
->
->> Was wondering if there is any easy way to cut out a block of text
->> and save to a text file within programs such as Cab.
->
->IMVHO, this should be a feature to add to Cab. Instead you can view
->the source in your favorite text editor then cut the block you want.
->But will remain the html tags, oeuf corse ( ;-) ).
->
->Bye,
->/Pascal/

Phantomm, Pascal, DrClu...

There is a work-around for this. (until such an option is added
to CAB).

1) Set QED (or your fav text editor) as the default-viewer for
ASCII/*.TXT files. (I'm talking installed apps here).
2) Goto the web site you want to grab text from.
3) Use Mark Wherry's HTML to ASCII CAB module to send the
converted text to your system (default) viewer.
4) Highlight and save-out the block of text you needed.

Like I said, its a "work-around" until something else is
done to CAB (is any further CAB development going to happen
now that A. Clauss is supporting the MAC CAB version?)

It actually is easier and faster than the 4 steps I have
listed... ;-)

Hope this helps.

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1719. Re: WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931578473.735.8@news.remarQ.com>
Source record: 76103

On 9 Jul 1999 18:43:22 G, Phantomm wrote:
>Looking to buy or trade for a device that will allow more than one
>cartridge to be connected to a ST/STE.
>
>If you have one for sale or trade then contact me at,
>phantomm@kih.net
>.

I think that Kent has one posted on his website (SFT).

Mike

1720. STinG/CAB on a 1 mb 1040 STf!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990710014715.4689B-100000@halifax.chebucto.ns.ca>
Source record: 76104

```
For anyone interested in running STinG 1.20 and CAB 1.5 for a PPP
connection to the Internet on their plain 'vanilla' 1 mb 1040 STf,
it's possible and the instructions are at:

http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt

Tony

--------------------
```

1721. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m6tleqto1@nyheter.chalmers.se>
Source record: 76105

In article <7m5t34$995$1@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>I am refering to several messages from this thread here:
>
>On 4 Jul 1999 00:40:45 GMT Steve Duff wrote:
...
>>There are some rumors about a port of GEM to Linux, actually by a bunch of
>>crafty Swedes...
>
>An atari OS based on QNX kernel was just a thought, but now it seems that

You might want to take a look at Fenix:
http://www.it.lth.se/~sven/Fenix\index.html

>A good point, but it need not be so, if an emulator is properly made-
>in which case it perhaps stops being an emulator and becomes an alternative
>OS. But there are another reasons that, I think, justify the use of emulators:
>* The availability of second-hand Ataris is dwindling;
>* It may be much cheaper to configure an emulator than to buy an Atari clone.

And a well written emulator on a modern system can be faster than anything
using real 68k hardware.

>Any link to STemulator available? I am not familiar with that emulator.

www.stemulator.de

>>>* Some programs do not work:
>>Well, some programs don't run on all native Atari machines either.
>
>That's true, but when some essential utilities like the LZH shell, or a
>classic program like Megapaint do not work (they both have problems
>with file-selectors under PaCifiST), it is a bit too much.

Problems with file selectors? That's strange.

>>Converting byte/pixel graphics to the Atari bitplane modes can be done
...
>It may be so, and yet the screen and mouse are slow. Maybe it is just
>poor programming by authors of those emulators.

Could be. In any case, STemulator seems to use the normal Windows mouse
pointer in all its modes and the GDI modes don't do any strange looking
screen conversion.

>FPU connection in Ataris- the so-called "memory mapped processor" like
>something that was called "SFP004", and they work with MC68000. I made and

...
>emulators imitate MC68000 only, I had in mind an emulation of at least
>such a connection of the FPU.

AFAICS, it should be relatively simple to emulate an FPU in that way.
I don't know how common software support is for it, though.

>>>I would like an emulator that operates on DOS stripped off of all things
>>>unneeded, maybe keeping just that couple of system files, and some device
>>
>>No, you wouldn't.
>>You wouldn't have access to much (if any) graphics acceleration on such
>>a setup, for example.
>
>But maybe I still would like it. In that case I would not need a lot

;-)

>Much more important, there would be far better chances for precise timing
>in applications that need it (for example, like those that musicians use).
>It seems that DOS can be the base for for real-time applications, and Windows
>(any breed) simply can not.

That could indeed be real use for it.

>The mentioned QNX, for example, accesses all that hardware very nicely.

No, it doesn't.
With a bit of luck, it _might_ be able to treat my sound card (with an
Aureal Vortex 2 chip) as a DOS mode SoundBlaster16, for example, but that
doesn't even come close to using what it's capable of.
The graphics card might be usable in VGA modes (horror!) or possibly
using VESA, but again that's far from supporting it well.
Hopefully QNX is able to access my hard disks and DVD-ROM player in DMA
mode, but even that isn't certain (Win95 couldn't do it without special
drivers).

>I admit that there might be a problem of (non)existing device drivers
>in a "new" OS.

There is nothing 'might' about it.

>>One of the main ideas about operating systems is to abstract the hardware
>>from the applications. Windows does that to a much higher degree than DOS.
>
>But in this particular case we do not need an universal application
>but, in fact, an operating system, something that can run most Atari programs,

My statement above _was_ about operating systems.

I'm not saying that it would be impossible to run most Atari programs.
They've never _needed_ high performance hardware before...

>and efficientlly squeeze every bit of performance out of the hardware.

That's exactly what you won't be able to accomplish.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1722. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m6v2v$qv4$1@nyheter.chalmers.se>
Source record: 76106
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m5lva$k7b$1@nnrp1.deja.com>,
Joakim H�gberg <gokmase@my-deja.com> wrote:
>Greetings all,
>
>I wonder if there is any reason why using copy raster (vdi-function 109)
>wouldn�t work with MagiC-Mac? (The routines I use are taken

I know for a fact that vro_cpyfm() works on my Mac at work under the
MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
This is in 256 colours, though.

>I use this function to enable fast redraws in a program I have been

Depending on what you mean by 'redraws', blitting may not be the way
to go on machines with graphics acceleration.

It can be very slow to copy data from the screen to RAM and back again,
while normal drawing operations can be fast as lightning.
(fVDI/mach64 does it's best to optimize such things, though, by actually
not doing the copy to normal RAM. Instead it uses free internal memory
on the card. I'm not aware of any other VDI that does this, however.)
If you're rather talking about creating a complex image of some kind in
RAM (such as for a game, perhaps), there isn't much choice, obviously,
but at least you won't need to blit from the screen.

>working on for a while now, and have been told that my blit-redraws
>won�t work at all with MagiC-Mac.

I assume you are aware of the usual problems with true colour graphics
modes using vro_cpyfm()? That is, the bit order may differ from card
to card and the only thing you can do with the normal VDI (NVDI and
fVDI have a special function) is to set test pixels, blit them into
normal RAM and see how they look (there's a nice library out there
somewhere that will do all this for you, but I can't recall the name).

Do not assume that you can access the screen directly in any way.
The screen address you can get from the Xbios may not necessarily
have anything to do with the one the VDI uses (with a graphics card,
the screen may not have an addressable frame buffer at all).

>This sounds very strange to me, as I myself have verified that
>everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is there
>something special about MagiC-Mac that can cause problems like this?

The main difference between MagiCMac and the rest you mention is that
the others have an original Atari screen mode or emulate one.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1723. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7m74qe$33n$1@nnrp1.deja.com>
Source record: 76107
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) wrote:

> I know for a fact that vro_cpyfm() works on my Mac at work under the
> MagiCMac demo, since I've run MGIF in quick VDI mode just fine.
> This is in 256 colours, though.
>
> >I use this function to enable fast redraws in a program I have been
>
> Depending on what you mean by 'redraws', blitting may not be the way
> to go on machines with graphics acceleration.

Ok this is how it is done:

Before opening a window I reserve memory through MALLOC for the
blit-image. I have restricted colour-depth to a maximum of 16, since I
believe the first 16 are supposed to never change due to being system
colours. (Unless restricted in this way, huge amounts of memory will be
reserved on setups with great colour resolutions.) Right/wrong?

Objects will be redrawed for the first time with a standard OBJC_DRAW.
As soon as it is written, a copy of this is placed by the VDI-function
in the previously reserved memory. After this, all redraws will use the
VDI-function to restore areas when needed.

Is this a bad way to do things? I know for a fact that using OBJC_DRAW
all the way is fast enough on newer machines, but on older computers I
feel that the blitting really makes a difference that makes it worth it.
And furthermore, I have worked a lot with these routines, and I would
hate to have to drop them at this point. Especially as it seems to work
so well on everything but MagiC-Mac.

> I assume you are aware of the usual problems with true colour graphics
> modes using vro_cpyfm()? That is, the bit order may differ from card

Ok, but the first 16 should be the same, right?

> >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is
there
> >something special about MagiC-Mac that can cause problems like this?
>
> The main difference between MagiCMac and the rest you mention is that
> the others have an original Atari screen mode or emulate one.

Which calls will be affected by this, and in what way?

Sorry if some questions seems to be to simple or silly, but since I don't have a clue to these things the only way to find out is to ask. :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1724. Re: WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <QI2i9LAgaxh3Ew$C@steverosie.demon.co.uk>
Source record: 76108

On Sat, 10 Jul 1999 at 03:47:53 a message from Mikey was created on the
subject of WTB:Cartridge port extender.
>I think that Kent has one posted on his website (SFT).
>
>Mike

Hi

Any idea of the address/URL?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1725. WTB: Star Fleet for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <X4EjRPArcxh3Ew9q@steverosie.demon.co.uk>
Source record: 76109

On Fri, 9 Jul 1999 at 22:39:15 a message from Henry J. Campbell was
created on the subject of WTB: Star Fleet for the ST.
>Had it, disk went bad, got another one from a bud but it turned out to
>be a demo. Like to have it again.
>
>H.
>

Hi

Do you still have the original disk that went bad?

If so I may be able to recover it for you:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1726. Re: Mod_app.ttp

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931603391.25514.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 76110

Gordy wrote in message <37864154abfc50@zetnet.co.uk>...
>Hi All
>
>I have been using MagiC 6 for some time and noticed a program in the
>GEMDESK directory called MOD_APP.TTP.Does anyone know what this
>program is used for and how to use it?

From the newly translated MagiC programming docs:

----------------------8<------------------------------

What is it for?

When installing a program, usually by means of an installation-program,
this should not only copy all the associated program files to the hard
disk, but also "introduce" the new program to the system. Under GEM/TOS
this process is traditionally called "Install application" and had to
be performed manually up till now.
MOD_APP.TTP is a small program that takes on this task. It modifies the
MagiC system files that contain the application information, inclusive of
the icon assignments. The changes become active automatically at the next
start of the AES.

----------------------8<------------------------------

So basically it's for use by some installation programs.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1727. Re: MagiC Documentation Prj - Completed!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931603392.25514.1.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 76111

Vassilis Papathanassiou wrote in message <3785e7ec5bb0e0@mail.otenet.gr>...
>Checking for any translations in the filesys folder, I found out that
>the complete project is finished! To me this is the greatest news for
>years. A GREAT GREAT thanks to Peter West for this tedious work, John
>Whalley for hosting the project and everyone else that helped to get
>(at last) english documentation for MagiC. Thanks again.

Nice to know it's being used already!

I was going to announce the completion in the newsgroups this w/e, but the cat is obviously out of the bag already, even in c.s.a.announce!

If anyone misses having the individual documents available (rather than the complete archives), please mail me (NB instructions in signature) and I'll look into putting them back.

Cheers,
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1728. Re: News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931603392.25514.2.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 76112

Mikey wrote in message <931545238.019.37@news.remarQ.com>...
>
>How can I keep my NNTP connection active while I try and type more
>than just a couple of sentences? My ISP uses Supernews, and this
>relieves him of maintaining his own server, but it is a pain in the
>ass for me. The problem isn't just with Newsie either, but a feature
>that would keep the connection going without having to request a group
>list each time would be nice.

Why not just work offline?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1729. Re: ftp.funet.fi

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931603393.25514.3.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 76113

Karl M Ashton wrote in message
<37841F74.CE4FEFE9@student.canterbury.ac.nz>...
>Martin-Eric Racine wrote:
>>
>> > Has anyone heard any news about ftp.funet.fi?
>> > I tried it tonight and the Atari section was empty :-(
>>
>> I asked on the funet maintainer's list. We'll see.
>>
>
>I had a look this morning at <ftp.funet.fi/pub/atari> and still seems to
>be there.

Thanks: it seems to be back now. Panic over!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1730. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378756403af8380@club-internet.fr>
Source record: 76114

Hello,

in article <7m6cen$7cr$1@news.campuscwix.net> (comp.sys.atari.st)
DarkChyld wrote on Sat 10-07-1999 02:51 (GMT):

> 3) Use Mark Wherry's HTML to ASCII CAB module to send the
> converted text to your system (default) viewer.

Thanx for the tip. Where is this module available ? (didn't found it
on Mark's pages)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

1731. HSModem.. need the nitty gritty details..

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37873FB5.2805@geocities.com>
Source record: 76115

Alright, how EXACTLY does HSModem work?

HSmodem (I would guess that stands for "High Speed" Modem) allows the serial port on the ST, that would otherwise run real sloppily at 9600 buad to work great at 14.4K.

Now can anyone tell me how it goes about doing this?

Doctor Clu

(And if anyone would like to jump to the next question I'm going to ask, why couldn't this be ported to the Atari 8-bit? I would love to get an 8-bit working reliably at.. oh, 9600 buad... WITHOUT a costly Black Box.)
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1732. Re: TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <37876BFD.F7B9BE86@qnet.com>
Source record: 76116

Thanks to everyone for the help. I left something out of my original message and that is both drives are on a SCSI cable that is meant for 2 drives(3 connectors: 1 motherboard and 2 drives). Thats my fault so maybe some now can tell me if this can word. oh,yes the cable is 18" long.

Don

Don Schoengarth wrote:

> Since I cant find out how to install a second drive into my TT on the
> net I need some help.
>
> Here is what I have.
>
> TT terminated
> IBM WDS-3160 NOT terminated
> Quantum 160 Terminated
>
> Why does this not work what am I doing wrong. It will only boot from the
> last drive and that is the Quantum. Yes they are both working drive and
> I have booted from both.
>
> Any help will be appreciated
>
> Don

1733. Re: driver for Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7m7rjdgdr1@news7.svr.pol.co.uk>
Source record: 76117

Roger <roger-schuster@gmx.de> wrote in message
news:37863fa1.292845@news.talknet.de...
> I have an old, second-hand Atari 1024 ST with TOS 1.0 and a Megafile
> 30 harddisk. Unfortunately I don't have the floppy with the hard disk
> driver and also the partitioning tool. Is it available somewhere on
> the Internet? Don't know how Atari uses its copyright on software
> years after vanishing from the computer market.

Yes. Just look for AHDI almost anywhere.

1734. Re: driver for Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duqldi.5brerr1px8i4gN@max06-028.enterprise.net>
Source record: 76118

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> > I have an old, second-hand Atari 1024 ST with TOS 1.0 and a Megafile
> > 30 harddisk. Unfortunately I don't have the floppy with the hard disk
> > driver and also the partitioning tool. Is it available somewhere on
> > the Internet? Don't know how Atari uses its copyright on software
> > years after vanishing from the computer market.
>
> Yes. Just look for AHDI almost anywhere.

Anyone got a MegaFile hard drive that I can use on my Mega ST?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1735. Visit "The Thalion Source"

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <7m7vc5$15e@news.kdt.de>
Source record: 76119

Hi everybody,

please take a look at my new homepage and tell me what you think of it.

http://home.wtal.de/gmb

As an ATARI fan I put up a page about THALION. In the last 10 years I found a lot of stuff which can be downloaded from my page (no pirated games !!!). It is the first time for me to create a homepage , so I hope you don't mind some layout errors.

It is still under construction, game reviews/previews will be added later.

BTW, the page is in german.

Thanks in advance

Gerald

1736. Re: Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <37878316$0$157@news.zetnet.co.uk>
Source record: 76120

On 8 Jul 1999 22:23:35 +, "kevin dermott" wrote:
>
>steve green <stevegreen@zetnet.co.uk> wrote in message
>news:37848444$0$156@news.zetnet.co.uk...
>> Hi, i have a variety of Stacy bits to sell/exchange.
>> Includes (suggested price in pounds) -
>
>why not put it all back together and sell the Stacy many people would
>kill for one
>Kevin

No case, hard drive, skill, time or internal connecters :(
Also after my previous attempts at tinkering with the Stacy
internals the nerve went!

stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841

1737. Re: WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931631483.408.10@news.remarQ.com>
Source record: 76121

Opps, sorry. It's household in the States:).

www.systemsfortomorrow.com

On 10 Jul 1999 10:47:12 , Steve Stupple wrote:
>On Sat, 10 Jul 1999 at 03:47:53 a message from Mikey was created on the
>subject of WTB:Cartridge port extender.
>>I think that Kent has one posted on his website (SFT).
>>
>>Mike
>
>Hi
>
>Any idea of the address/URL?
>

Mike

1738. Re: News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931631740.273.102@news.remarQ.com>
Source record: 76122

Hi,

Some of the groups don't require much text editing. Just a minute or
two of work, but the connection doesn't stay active that long.
Sometimes, if post do make it to the server, they are available within
minutes, almost making the conversation real time. There is something
to be said about spontainous replys:). They loose their zest if you
already have read it once:).

Of course I could say I am using a 520ST and only have a floppy to
save the file to.....:)

On 10 Jul 1999 11:32:32 , "John Whalley" wrote:
>Mikey wrote in message <931545238.019.37@news.remarQ.com>...
>>
>>How can I keep my NNTP connection active while I try and type more
>>than just a couple of sentences? My ISP uses Supernews, and this
>>relieves him of maintaining his own server, but it is a pain in the
>>ass for me. The problem isn't just with Newsie either, but a feature
>>that would keep the connection going without having to request a group
>>list each time would be nice.
>
>Why not just work offline?
>
>TTFN
>John

Mike

1739. Re: TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931632075.149.4@news.remarQ.com>
Source record: 76123

Hi Don,

When I use to have a TT, I remember that I had to play with the
termination on the TT motherboard. It didn't seem right (and wasn't).
I think the internal drive, and TT were left unterminated, and the
drive on the external bus was terminated. It took some playing
around, but it did work without data loss.

Mike

P.S. Haven't forgotten Sparrow AHDI, still packed up:).

On 10 Jul 1999 08:51:26 , Don Schoengarth wrote:
>Thanks to everyone for the help. I left something out of my original
>message and that is both drives are on a SCSI cable that is meant for 2
>drives(3 connectors: 1 motherboard and 2 drives). Thats my fault so maybe
>some now can tell me if this can word. oh,yes the cable is 18" long.
>
>Don
>
>Don Schoengarth wrote:
>
>> Since I cant find out how to install a second drive into my TT on the
>> net I need some help.
>>
>> Here is what I have.
>>
>> TT terminated
>> IBM WDS-3160 NOT terminated
>> Quantum 160 Terminated
>>
>> Why does this not work what am I doing wrong. It will only boot from the
>> last drive and that is the Quantum. Yes they are both working drive and
>> I have booted from both.
>>
>> Any help will be appreciated
>>
>> Don
>

1740. Re: TT hard drive Question ..

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7m86dimte1@news5.svr.pol.co.uk>
Source record: 76124

Don Schoengarth <dons@qnet.com> wrote in message
news:37876BFD.F7B9BE86@qnet.com...
> Thanks to everyone for the help. I left something out of my original
> message and that is both drives are on a SCSI cable that is meant for 2
> drives(3 connectors: 1 motherboard and 2 drives). Thats my fault so maybe
> some now can tell me if this can word. oh,yes the cable is 18" long.

It SHOULD work configured like this. All I can suggest is that you move the drives around or, perhaps, try terminating the IBM. These termination rules are fine but the TT is configured to have a "T" shaped SCSI bus which can behave peculiarly.

Roger

1741. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7m86m4shg1@nyheter.chalmers.se>
Source record: 76125
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m74qe$33n$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:
>In article <7m6v2v$qv4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) wrote:
...
>> Depending on what you mean by 'redraws', blitting may not be the way
>> to go on machines with graphics acceleration.
...
>Before opening a window I reserve memory through MALLOC for the
>blit-image. I have restricted colour-depth to a maximum of 16, since I

How do you do that? Restrict the colour depth, I mean?
I don't think I understand what you mean here.

>believe the first 16 are supposed to never change due to being system

The actual colours shown should normally be the same, but the pixels
will look very different in the frame buffer if you compare for example
the normal Atari 4 bit mode and a graphics card 16 bit mode.

>colours. (Unless restricted in this way, huge amounts of memory will be
>reserved on setups with great colour resolutions.) Right/wrong?

I don't see how you intend to get around reserving that huge amount
of memory.

>Objects will be redrawed for the first time with a standard OBJC_DRAW.
>As soon as it is written, a copy of this is placed by the VDI-function
>in the previously reserved memory. After this, all redraws will use the
>VDI-function to restore areas when needed.

OK. On a system with a graphics accelerator, your blitting is quite
likely to be slower, but it depends on what you're drawing and how much
you need to blit.

In a 16 bit mode you'll need to blit (and of course allocate memory for)
two bytes per pixel. An 8 bit mode would be one byte per pixel and a
24 bit mode three or four bytes (such modes are often really 32 bit)
per pixel.

>Is this a bad way to do things? I know for a fact that using OBJC_DRAW
>all the way is fast enough on newer machines, but on older computers I
>feel that the blitting really makes a difference that makes it worth it.

It should be relatively easy to do redraws instead of blits only in
graphics modes with 'large' pixels.

You could also do a small test to figure out if the machine is 'fast enough'.

>And furthermore, I have worked a lot with these routines, and I would
>hate to have to drop them at this point. Especially as it seems to work
>so well on everything but MagiC-Mac.

vro_cpyfm() really must work under MagiC-Mac, but perhaps some of your
code uses it in the wrong way. Your comments earlier about only using
a few colours points in that direction.

Have you tried your program in for example FalconTC, or on an Atari
with a colour graphics card of some kind?

>> I assume you are aware of the usual problems with true colour graphics
>> modes using vro_cpyfm()? That is, the bit order may differ from card
>
>Ok, but the first 16 should be the same, right?

The colours, yes, but not their actual representation.

>> The main difference between MagiCMac and the rest you mention is that
>> the others have an original Atari screen mode or emulate one.
>
>Which calls will be affected by this, and in what way?

The VDI should really insulate you from this, if you use it correctly.
That isn't entirely simple (an understatement) when dealing with colour
images in true colour modes, though.

If you never need to touch the things you blit from the screen, and
don't intend to display any colour images (as opposed to drawing things
with lines etc), you don't have to worry about any of this. The VDI will
take care of everything.
Naturally, you need to supply large enough buffers for the blits, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1742. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7m84ou$286c@enews2.newsguy.com>
Source record: 76126

On 10 Jul 1999 00:59:54 , Pascal Ricard wrote:

>> in article <7m5da0$2439@enews4.newsguy.com> (comp.sys.atari.st)
>> Paul Nurminen wrote on Fri 09-07-1999 17:59 (GMT):
>>
>> Now, I refuse to give up use of the DSP loader because the speed difference is
>> MAJOR (especially with Nemesis). So I've figured out a little work around: If
>
>Maybe you could just view a JPEG with another app using the decoder,
>say 1STGuide, and then no more need to get connected with all the
>drawbacks in case of a freeze. And it's far quicker than launching
>Cab.

I think you misunderstood. I don't use CAB when I just want to view a JPEG. I use either Image Copy 4, or any of a number of other viewers. What I meant by my statement above is that when using CAB for web browsing, the DSP-JPEG.OVL is __much__ faster than the normal CAB JPEG_OVL. Therefore, I want to continue using the DSP version in CAB for decoding JPEGs while browsing.

And when viewing JPEGs with Image Copy 4, it _also_ makes use of the DSP decoder to load the images faster, as does the little JPEG.ACC that is included in the DSP loader archive, as I mentioned before.

>I don't know. I have also the problem with at least one soft using the
>DSP and not needing the Brainstorm's decoder.

Maybe it's a DSP problem as well?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1743. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7m84p1$286c@enews2.newsguy.com>
Source record: 76127

On 9 Jul 1999 18:13:50 -, Terry May wrote:

>I have no problem with the BrainStorm DSP loader under MagiC 5.11,
>though I don't use the DSP version of cab_jpeg.ovl (since it doesn't
>support progressive JPEGs).

I occasionally come across a few pages where the JPEGs won't display while I'm using the DSP-JPEG.OVL (they do display correctly with the normal CABJPEG.OVL though), but for the most part, in my experience, the DSP loader displays about 90% of the JPEGs it comes across.

And I've done some speed comparisons:

A JPEG that took OVER 1 MINUTE to load with the normal CABJPEG.OVL only took around 20 SECONDS to load with the DSP JPEG.OVL. That's a major difference. Once you get used to that it's hard to go back to the normal loader!

And what the hell is a "progressive JPEG" anyway? I remember reading about them in the CAB manual but there is no explanation of what they are.

Ideally, I would like to see an update to CAB that would allow the program to use BOTH JPEG.OVLs: The DSP version _until_ it came across a "progressive JPEG", then use the normal loader for that, then switch back to the DSP loader for the rest (I mentioned this a few months back as well).

>Make sure you're using the latest version of the DSP loader. I
>believe it has a date of December 25 (not sure of the year), which
>will display when it boots up.

The JPEGD.PRG (AUTO folder program) I use has a date of December 25th, 1994, so I guess I've got the latest one.

-Paul

--

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\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1744. Re: Sad Truth About Newsie

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7m8ds4$g2j$1@news1.xs4all.nl>
Source record: 76128

On 8 Jul 1999 20:24:29 G, Stichting ST wrote:

>But I am a relict: newsie 0.86
>
Aren't we all still using an Atari :)

Try v0.94 for a change!

groetjes, Rein

1745. ST>New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <10071999915303719 93%tos4ever@ping.be>
Source record: 76129
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**www**
ftp://193.190.204.128/atari/www/wensuit/ws312b.lzh (French only)
ftp://193.190.204.128/atari/www/atarirc-102.zip

**html-edit**

ftp://193.190.204.128/atari/html-edit/joe145de.zip (Joe, html-editor German version)
ftp://193.190.204.128/atari/html-edit/joe145fr.zip (Joe, French version)
ftp://193.190.204.128/atari/html-edit/joe145uk.zip (Joe, English version)

**graph-tools**

ftp://193.190.204.128/atari/graph-tools/olymp100.zip (Driver/tool for digital camera's,
German version)

**sound-utils**

ftp://193.190.204.128/atari/sound-utils/dbe108.zip (Soundtracker for ST & pc)
ftp://193.190.204.128/atari/sound-utils/dbeplyr2.zip (Soundtrack player)

**multitasking**

ftp://193.190.204.128/atari/multitasking/MagiC/fritz511.lzh
(Graphical system monitor for MagiC (and N_AES))

**utilities**

ftp://193.190.204.128/atari/utilities/gemsetup150.lzh
ftp://193.190.204.128/atari/utilities/look_211.zip (GT-LOOK v2.3, Scan software)

**audio-video**

ftp://193.190.204.128/atari/audio-video/havi107.zip (AVI player for Hades)
```

telecomm

ftp://193.190.204.128/atari/telecomm/motel110.zip (Modem-telephone)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1746. Atari Online News, Etc. #0119

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xLXeYO8.dpj@delphi.com>
Source record: 76130

```
A-ONE #0119 07/09/99

~ People Are Talking! ~ JagFest '99 Video News ~ DEF CON 7.0
~ 810 Chip Set Fixed? ~ 'Joe' HTML Editor Out ~ Elly 1.2 Released
~ AOL, Koop Alliance! ~ Corel In Patent Suit ~ Mountain Out!
~ GTI's 'Driver' Ships! ~ Quake II for N64! ~ D2D Sample Player

-* Does The Media Cause Hacking *-
-* Acclaim Forms New PSX Developer Unit *-
-* 'Monster Truck Madness' 64 - First for MS! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1747. Re: WTB:Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1999-07-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XBNzPFANeoh3Ewuz@steverosie.demon.co.uk>
Source record: 76194

On Fri, 9 Jul 1999 at 18:43:22 a message from Phantomm was created on
the subject of WTB:Cartridge port extender.
>Looking to buy or trade for a device that will allow more than one
>cartridge to be connected to a ST/STE.
>

Make that another 2 wanted... Switch off, plug out, plug in... Oh bugger
I missed something.... switch off, plug out, plug in....

These are one of those accessories that make life easier, so why are
they so expensive! Anyone that uses the cartridge port that I know of
would like one, being able to switch between a sampler and a dongle etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1748. Re: 3D for ATARI? Like LightWave 3D, Render

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3788f1f1$0$163@news.zetnet.co.uk>
Source record: 76045
Body handling: HTML body converted to readable text

```
On 5 Jul 1999 22:35:12 , "BIOHAZARD" wrote:
>This is a multi-part message in MIME format.
>
>------=_NextPart_000_0087_01BEC736.A52E9F10
>Content-Type: text/plain;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>Does AtariOS have any Third-Party 3D packages like LightWave 3D, =
>SOFTIMAGE|3D, RenderMan?
>
>

Cyber Studio and it's various other bits work on ST's, there is one that is
Falcon only but the name escapes me, something like Resomorph...
BTW....TURN OFF THE HTML...sorry to shout but it is a pet hate of mine..

chrisc
>
>BIOHAZARD
>
>------=_NextPart_000_0087_01BEC736.A52E9F10
>Content-Type: text/html;
> charset="iso-8859-1"
>Content-Transfer-Encoding: quoted-printable
>
>
>
>
>
Does AtariOS have any Third-Party 3D =
>packages like=20
>LightWave 3D, SOFTIMAGE|3D, RenderMan?

>

>

>

>
BIOHAZARD

>
>------=_NextPart_000_0087_01BEC736.A52E9F10--
```

>
>.

1749. Re: WTB: 386 board for STE

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3788f268$0$163@news.zetnet.co.uk>
Source record: 76046

On 9 Jul 1999 18:47:41 , Phantomm wrote:
>Looking to purchase or trade for one of those old 386 boards
>for a STE/MegaSTe. I think one of them was called the Vortex
>or something like that. If you have one for sale or trade then
>contact me at the e-mail address below. I'm located in the USA
>but would be willing to try and workout something from overseas
>if possible.
>
I thought the o0nly 386 that was available was for the Falcon, though I live to be corrected on that....there was suppopsed to be a 486, but I've never seen one....has anyone tried using one of those <Rev to 486> chips on an AT-Once or AT-Speed...they had 286's IIRC........

chrisc

1750. Re: ST>New at the Belgian ftp-server: 193.1

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3788f34d$0$163@news.zetnet.co.uk>
Source record: 76047

On 10 Jul 1999 15:30:37, Martin Byttebier wrote:

>
>ftp://193.190.204.128/atari/graph-tools/olymp100.zip (Driver/tool for digital camera's,
German vers>ion)
>

Ummm... what's the platform requirements for this, which camera (s) does it
support...I've very interested ing etting a digital camera, specially now
my Falcon has a 21" monitor and will be getting an Eclipse card any
day...hi-rez 24bit graphics are what I'm looking forward to the most...

chrisc

1751. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <37889634c9b91661@lvdi.net>
Source record: 76048

On Sat 10-07-1999 18:52, Paul Nurminen TOS'd the following:

>And what the hell is a "progressive JPEG" anyway? I remember reading about
>them in the CAB manual but there is no explanation of what they are.

It's a JPEG that can display a little at a time while it's being
loaded, rather than the normal JPEG which must can only be displayed
when completely loaded and uncompressed. So naturally, these are
good for websites. And in my experience, they're far more prevalent
than the 10% figure you cited. I may give the DSP loader another
shot, though, since it's been awhile since I tried it, and the normal
loader IS quite slow.

>Ideally, I would like to see an update to CAB that would allow the program to
>use BOTH JPEG.OVLs: The DSP version _until_ it came across a "progressive
>JPEG", then use the normal loader for that, then switch back to the DSP loader
>for the rest (I mentioned this a few months back as well).

That would be nice. Or simply another OVL that uses the DSP to load
both types. I'm not holding my breath for either, though.

>The JPEGD.PRG (AUTO folder program) I use has a date of December 25th, 1994, so
>I guess I've got the latest one.

Yep.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

1752. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEq60C.LvC@cix.compulink.co.uk>
Source record: 76049

In message <3785e7ec5bb0e0@mail.otenet.gr>, papval@mail.otenet.gr said:
>
>Checking for any translations in the filesys folder, I found out that
>the complete project is finished! To me this is the greatest news for
>years. A GREAT GREAT thanks to Peter West for this tedious work, John
>Whalley for hosting the project and everyone else that helped to get
>(at last) english documentation for MagiC. Thanks again.

It's nice to be appreciated! BTW, there is still one file to come - a
README that simply describes what the files are; I am still trying to
sort out one or two inconsistencies with the author. Enjoy!

Regards, /Peter/

1753. SP-Edit

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01becbe6$96c71a60$29810ccf@dmcinerney>
Source record: 76050

On the Peavey site they mention software for the atari platform. It's called sp-edit and it's for the samplers that peavey made. Anybody know where I can get it? Or if it is even worth getting? Peavey does'nt have it anymore.

Thanks

1754. Re: WTB: 386 board for STE

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <MIxlNCAyERi3Ewkj@steverosie.demon.co.uk>
Source record: 76051

On Sun, 11 Jul 1999 at 19:37:12 a message from Chris Crosskey was
created on the subject of WTB: 386 board for STE.
>I thought the o0nly 386 that was available was for the Falcon, though I
>live to be corrected on that....there was suppopsed to be a 486, but I've
>never seen one....has anyone tried using one of those <Rev to 486> chips on
>an AT-Once or AT-Speed...they had 286's IIRC........
>
>chrisc

Hiya

You stand corrected:)

The Vortex ATonce-386SX, comes with an Intel 386SX-16Mhz processor and
can be fitted with a co-pro!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1755. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dusxpa.10329fp1xh7bpeN@max01-059.enterprise.net>
Source record: 76052

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Yes. There are a few programs that use it. GEM-view 3.17 is the one
> program that probably benefits most from JPEGD. Try loading a large
> JPEG file in 256 colour mode with octree colour selection and Floyd
> Steinberg dither, before and after installing JPEGD. The loading
> part at the start is the interesting part! Without JPEGD a large
> JPEG takes nearly a minute just to unpack into memory...with JPEGD
> that reduces to a matter of seconds!

Where can I get GEM-view 3.17 from? (is this the latest English
version?). Once I get it, I'll do the test! :-)

btw, does Image copy 4xx use this decoder?

> JPEGD is indispensable I reckon, especially as a GEM-view 3.x user.

What is the latest version? Juuust incase! :)

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1756. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37892368132e072@club-internet.fr>
Source record: 76053

Hello,

in article <3787E757.C67BAC29@ihug.co.nz> (comp.sys.atari.st)
J Wilkinson wrote on Sun 11-07-1999 13:37 (+1300):

> Yes. There are a few programs that use it. GEM-view 3.17 is the one
> program that probably benefits most from JPEGD. Try loading a large

And 1ST-Guide !

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
The new Pentium Overheat, CPU and water boiler in a single chip!

1757. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37892368132e073@club-internet.fr>
Source record: 76054

Hello,

in article <7m96u4$pl3$1@news.campuscwix.net> (comp.sys.atari.st)
DarkChyld wrote on Sun 11-07-1999 04:35 (GMT):

> PS BTW, Odd Skankes' excellant TextView program is great as an
> installed app/system viewer for ASCII/text files. Even has
> the option to cut out blocks to the clipboard built-in.

I installed 1ST-Guide for this purpose. It lacks the above feature but
is great for text, 1st word, jpeg, img, rsc, avr files and more.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I had a life once... now I have a computer and a modem.

1758. Portfolio!

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: enbordal@online.no
Message-ID: <931908268-18912AEicMi@online.no>
Source record: 76055

Hello!
I have just got a portfolio and is wondering if there is any information
on IN about it. I have searched around, but found nothing!
Does anyone know anything?

Norvald from Norway

--
Norvald

Atari Falcon 030

1759. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3787e2761478561@club-internet.fr>
Source record: 76131

Hello,

in article <7m84ou$286c@enews2.newsguy.com> (comp.sys.atari.st)
Paul Nurminen wrote on Sat 10-07-1999 18:52 (GMT):

> I think you misunderstood. I don't use CAB when I just want to view a JPEG. I

I think _you_ misunderstood me :-). I was just suggesting you to wiew
a jpeg (with the decoder) instead of waiting a freeze in Cab and then
reboot and broke your connection. Maybe then after doing this there
will be no problem with Cab. Just a thought.

> Maybe it's a DSP problem as well?

I think so (in my case).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I had a life once... now I have a computer and a modem.

1760. eSTe clock cartridge software

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7m8pn2$f57$1@newsource.ihug.co.nz>
Source record: 76132

I am after the software for the eSTe clock cartridge from bigfoot systems.
If anybody has this can they please email me.

Mike

1761. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3787E757.C67BAC29@ihug.co.nz>
Source record: 76133

Hi there,

Nicholas Bales (please edit email addressto reply) wrote:
>
> Steve a ï¿½crit :
> >
> > I've also come across a file called "JPEGD.PRG". Now I guess it's
> > something to do with displaying JPG files, but in what way?
>
> It's an AUTO folder program that installs a JPEG decoding routine that
> uses the DSP. I beleive it's used by CAB and probably some other
> programs.

Yes. There are a few programs that use it. GEM-view 3.17 is the one
program that probably benefits most from JPEGD. Try loading a large
JPEG file in 256 colour mode with octree colour selection and Floyd
Steinberg dither, before and after installing JPEGD. The loading
part at the start is the interesting part! Without JPEGD a large
JPEG takes nearly a minute just to unpack into memory...with JPEGD
that reduces to a matter of seconds!

JPEGD is indispensable I reckon, especially as a GEM-view 3.x user.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1762. Re: Visit "The Thalion Source"

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <7m98gllpi1@nnrp1.deja.com>
Source record: 76134

Hi Gerald,

Don't forget to add it to

The Atari WebRing
www.incontrolinternet.co.uk/atariwebring/

>
> please take a look at my new homepage and tell me what you think of
it.
>
> http://home.wtal.de/gmb
>
> As an ATARI fan I put up a page about THALION. In the last
> 10 years I found a lot of stuff which can be downloaded from
> my page (no pirated games !!!). It is the first time for me to
> create a homepage , so I hope you don't mind some layout
> errors.
>
> It is still under construction, game reviews/previews will be added
> later.
>
> BTW, the page is in german.
>
> Thanks in advance
>
> Gerald
>
>

--
Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1763. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m96u4$pl3$1@news.campuscwix.net>
Source record: 76135

On 10 Jul 1999 15:07:50 , Pascal Ricard wrote:

->Thanx for the tip. Where is this module available ? (didn't found it
->on Mark's pages)
->
->Bye,
->/Pascal/

Hi. IIRC, I got it from an Atari Computing cover disk. Its freeware,
as far as I know. Let me know if you can't find it, and I'll UUencode
and E-mail it to you. ;-)

PS BTW, Odd Skankes' excellant TextView program is great as an
installed app/system viewer for ASCII/text files. Even has
the option to cut out blocks to the clipboard built-in.

PSS Oh, its Atari Computing issue 12, and its HTML-Export.

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1764. Re: HSModem.. need the nitty gritty details

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7m97d1$pl3$2@news.campuscwix.net>
Source record: 76136

On 10 Jul 1999 08:42:29 , Doctor Clu wrote:
->Alright, how EXACTLY does HSModem work?
->
-> HSmodem (I would guess that stands for "High Speed" Modem) allows the
->serial port on the ST, that would otherwise run real sloppily at 9600
->buad to work great at 14.4K.

Er, thats not quite right. Any Atari ST can run at 19.2 just fine,
with no problems. HSModem will allow even a stock ST to run at faster
speeds (like 28.8). I think it does work best with a RSVE serial
port upgrade board. I had one hooked up to my Mega ST with an Adspeed
accellerator at one point, and 28.8 was just fine. No dropped chars.,
or anything like that. Pretty cheap and easy upgrade too.

-> Now can anyone tell me how it goes about doing this?

It patches TOS's buggy serial port routines.

-> Doctor Clu
->
->
-> (And if anyone would like to jump to the next question I'm going to
->ask, why couldn't this be ported to the Atari 8-bit? I would love to
->get an 8-bit working reliably at.. oh, 9600 buad... WITHOUT a costly
->Black Box.)

Sorry, can't help with that. However, it seems like I've seen/heard of
quite a few 8-Bitters (God bless'em all!) running at 19.2 on extra
hardware. Especially some of the Sysops (who are a whole different
breed-I should know!) <very big grin>

Catch ya later...

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1765. Re: Rebuilding an Atari TT .. I need yo

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990711104524.11472B-100000@hal.fishpool.fi>
Source record: 76137

> -> Qfunk has a web site dedicated just to the Atari TT. Its URL is:
> ->
> -> http://www.megacom.net/~q-funk/ (I think)
>
> Er, I think I got that URL wrong...try this one instead:
>
> The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Thanks for mentioning my site! ;-)

Actually, the funkyware.atari.org/TT030/ one is the virtual address,
which is best; it currently points to www.megacom.net/~q-funk/TT030/
until I figured out a better place to host the whole site.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1766. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990711104821.11472C-100000@hal.fishpool.fi>
Source record: 76138

> Checking for any translations in the filesys folder, I found out that
> the complete project is finished! To me this is the greatest news for

Indeed! While I prefer MiNT+NAES, I must say this was badly needed.
Now, how about translating the I-Connect programmers docs, also? ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1767. Re: atari interface for tb-303

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <37887fe6@dnews.tpgi.com.au>
Source record: 76139

The Yamaha RX11 Drum machine has a MIDI to DIN sync built in...if you can find one of those cheap.

Regards Rusty

1768. Re: News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <931693961.8709.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 76140

Mikey wrote in message <931631740.273.102@news.remarQ.com>...

>Some of the groups don't require much text editing. Just a minute or
>two of work, but the connection doesn't stay active that long.

It's likely that the server is set up this way to stop people hogging connections if they aren't transferring data. I don't know much about Supernews, but if it's used by several ISPs instead of the ISPs providing their own news servers they probably need to minimise the number of open-but-inactive connections.

>Sometimes, if post do make it to the server, they are available within
>minutes, almost making the conversation real time. There is something
>to be said about spontainous replys:). They loose their zest if you
>already have read it once:).

Strictly speaking, though, news isn't a real-time chat medium so you can't blame the server operators for not providing it as such. Maybe you need to try IRC for real-time conversations.

>Of course I could say I am using a 520ST and only have a floppy to
>save the file to.....:)

Ah. Kind of precludes offline reading, I admit. What about changing ISP to one which has its own news servers, with a longer timeout? It's about the only thing I can think of to get round the problem.

>On 10 Jul 1999 11:32:32 , "John Whalley" wrote:
>
>>Why not just work offline?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1769. Re: HSModem.. need the nitty gritty details

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3788B21E.95EA4B92@cheta.net>
Source record: 76141

The Atari 8-bit works fine at higher speeds. With an 850 or an p:r: Connection interface you are limited to 9600 baud for reliable transfers, but with an R:Verter interface (very easy to build, a lot like an SIO2PC cable actually), you can realize 19.2kbaud reliably. Also there is the CSS Black Box which is the only interface I am aware of that provides transparent CTS/RTS (hardware) flow control. If you need help with your 8-bit, give me a holler in e-mail. I busted my ass rewriting my Carina BBS for 19.2kbaud and succeeded!

DarkChyld wrote:

> On 10 Jul 1999 08:42:29 , Doctor Clu wrote:
> ->Alright, how EXACTLY does HSModem work?
> ->
> -> HSmodem (I would guess that stands for "High Speed" Modem) allows the
> ->serial port on the ST, that would otherwise run real sloppily at 9600
> ->buad to work great at 14.4K.
>
> Er, thats not quite right. Any Atari ST can run at 19.2 just fine,
> with no problems. HSModem will allow even a stock ST to run at faster
> speeds (like 28.8). I think it does work best with a RSVE serial
> port upgrade board. I had one hooked up to my Mega ST with an Adspeed
> accellerator at one point, and 28.8 was just fine. No dropped chars.,
> or anything like that. Pretty cheap and easy upgrade too.
>
> -> Now can anyone tell me how it goes about doing this?
>
> It patches TOS's buggy serial port routines.
>
> -> Doctor Clu
> ->
> ->
> -> (And if anyone would like to jump to the next question I'm going to
> ->ask, why couldn't this be ported to the Atari 8-bit? I would love to
> ->get an 8-bit working reliably at.. oh, 9600 buad... WITHOUT a costly
> ->Black Box.)
>
> Sorry, can't help with that. However, it seems like I've seen/heard of
> quite a few 8-Bitters (God bless'em all!) running at 19.2 on extra
> hardware. Especially some of the Sysops (who are a whole different
> breed-I should know!) <very big grin>
>
> Catch ya later...
>
>
> _____

```
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> \_____________________________________________________________\/
```

1770. MiNT, HSMODEM, and more questions!

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3788B5FB.C07472A3@cheta.net>
Source record: 76142

It has been a few weeks since my last foray into this newsgroup. I was trying to get Mint 1.4.1 running.

I have MiNT running very well now and have a ppp connection working as well. I am very happy with it but have quite a few questions I have not been able to resolve myself. First, I am running Mint 1.4.1 on an Mega ST4 (not ste) with no modifications on a color monitor. My interface is an ICD Link II using the drivers that came with the interface.

How do I get my CDROM drive running?

HSMODEM causes two bombs at boot if I load Mint. if not, it appears to load and work fine. I am interested in HSmodem because my 9600bps modem has v.42bis compression and I need 38.4kbps to use it fully. It works, but will drop chars and hang up after a little while receiving. At the moment I have the modem at 9600bps with speed buffering and compression disabled (at&q0&k0) which works but is not as fast as it could be. I have tried juggling the order of Mint.PRG and the two hsmodem prg files in my auto folder to no avail. No other auto programs are being used.

I got Gluestick running but don't quite know what to do with CAB yet. I am working on it.

How do I read/set the time on my mega st 4's real-time clock in MiNT?

ChronD causes a 'BUSS' error at startup. So far harmless but why? Is it not for old 68000?

The 'auto reboot' function at boot after a disk check causes a buss error - harmless.

WHO from the cli causes a 'BUSS error' and will not execute.

Date causes a 'buss error' and will not execute.

PPPD overwrites the console screen and scrambles GEM (AES 4.1). I have to change to low res and then back to medium to clear the gui.

Sometimes VI will go crazy and start typing chars to itself ruining my session. I open another virtual console and KILL the task and everything is fine again... no biggie.

BIGGIE - I am trying to update to Mintnet 1.03 and my machine generates a "virtual memory exhausted" when I 'MAKE ALL" or "MAKE INSTALL". How do I update to a later version of mintnet? I have disabled all virtual consoles in ttytab to gain ram which resolved an 'out of memory' compile error, but now I have this virtual memory error which has me stymied. Where is the virtual ram (swap)? Is it a file? How do I define it's

size?

Where is the configuration for mail and for news?

How do I upgrade my Mega ST4 to more than 4mb? Will MiNT recognize such an upgrade?

Thanks in advance

Technoid Mutant

1771. Re: Mod_app.ttp

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3788e6e27860b1@zetnet.co.uk>
Source record: 76143

on Sat 10-07-1999 11:23 John Whalley wrote:

>Gordy wrote in message <37864154abfc50@zetnet.co.uk>...
>>Hi All
>>
>>I have been using MagiC 6 for some time and noticed a program in the
>>GEMDESK directory called MOD_APP.TTP.Does anyone know what this
>>program is used for and how to use it?
>
>From the newly translated MagiC programming docs:

Thanks for that...I downloaded the MagiC programming docs and found
it a very interesting read.I find that the docs can be useful for
non programmers as well as programmers.

Thanks,

Gordy.
--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: We all live in an yellow subroutine

1772. FS: Falcon package (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-07-11 00:00:00 UTC
From: Sin <sin@uswest.net>
Message-ID: <%b6i3.4793$pF3.344449@news.uswest.net>
Source record: 76144

REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally!

Forsale

Falcon 030 with 14mb RAM, math-co, and internal IDE HD mounting
hardware (inside machine) [No IDE drive included]

Also includes:

DESKTOPPER with EXTERNAL KEYBOARD

Toshiba 12x SCSI (internal) CD-ROM
1.05 gig Quantum (internal) Hard Drive
Supra 28.8 FAX Modem (upgraded to 33.6)
Amplified speakers
10 Atari specific CD's
1,000+ disks w/ locking disk boxes

Misc hardware:
Everything I have left. Like blitz cables, link II, Discovery
cartridge, IDE controller from poland, extra mice, joysticks, etc...)

And everything else atari I have laying around....

Asking price: Make me offers! Highest one gets it, providing it's close
to what I'd like. SERIOUS inquiries ONLY please.

This is ALOT of stuff. It would be best to come and get it, if possible.
Depending on where your at, maybe we could meet half-way or something.
I'm located in Spokane, Washington USA

REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally!

Thank you,

Dan Brown
sin@uswest.net

1773. Lost mail

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7mcvaapks3@cubacola.tninet.se>
Source record: 75995

Due to a faulty new motherboard all my correspondence with several Atarians is lost and so are the email addresses. Those of you who expect an answer from me please send me your email address and possibly a copy of your latest letter to me as well.

These I remember:

Mario Beocroft, New Zealand
Karl Samyn, Belgium
Branko Badrljica, Slovenia
Karin Ernst, Berlin, Germany
The guy in California interested in the differences between Cubase 2.0 and 2.01.

Send me a mail and we can resume correspondence!

Martin Graiter

1774. Re: Microvitec Cub to ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7mcvabpks4@cubacola.tninet.se>
Source record: 75996

<jerry.glenwright@sixty3ink.ndo.co.uk> wrote in message
news:7llc9k$8tp$1@nnrp1.deja.com...
> Anyone successflly connected the standard old BBC monitor to their ST?
> I'd be greatful for advice...
>
> I've got mine working with my ST but the colours are very
washed-out --
> the screen is almost all white in fact. I used a couple of small
signal
> diodes (1N414) for synching which works fine but the display is either
> inverted (black and unreadable where it should be white) or else
almost
> completely white.

Try resisors on the RGB lines. Start with 55ohms and then go up and down
from there. Diodes haven't worked for me.

MG

1775. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: CSC BEAUMANOIR <beaumanoir.beaumanoir@libertysurf.fr>
Message-ID: <7mcvu0$qa9$1@news3.isdnet.net>
Source record: 75997

>Hello from France, from casual net users looking for Cubase for Atari ST (version 1, 2, maybe 3 if it works on STE 4 Mo) or equivalent (Notator, sharewares...).
We also look for additionnal hardware (midi/audio extensions, joysticks...).
We're only interested in LEGAL softs (no cracked softs).
More about us?
We are a french musicians club using Atari ST and Mac SE 30 for music.

Note it: we are programming a soft for Atari & Mac that helps musicians and every professional involved in music business:
touring, selling, buying, distributing a show or a disk.
More about it by the end of the year.

1776. Re: Digital camera driver

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <378a0dce@nemo.idirect.com>
Source record: 75998

On 12 Jul 1999 07:58:04 , Joergen Bak wrote:
>>From: chrisc@zetnet.co.uk (Chris Crosskey)
>>Date: 11 Jul 1999 19:41:01 GMT
>>
>>On 10 Jul 1999 15:30:37, Martin Byttebier wrote:
>>
>>>
>>>ftp://193.190.204.128/atari/graph-tools/olymp100.zip (Driver/tool for digital
>>camera's, German vers>ion)
>>>
>>
>>Ummm... what's the platform requirements for this, which camera (s) does it
>>support...I've very interested ing etting a digital camera, specially now
>>my Falcon has a 21" monitor and will be getting an Eclipse card any
>>day...hi-rez 24bit graphics are what I'm looking forward to the most...
>
>According to the docs, it runs on a Falcon with Magic, but it didn`t do it wel
>on my setup. I wasn`t abel to shut it down. It just hang in there.
>It did let me run other programs, but it`s annoying when you can`t shut down
>Magic without a warning. I had to pull the plug to get out of it.

as an alternative, I'd suggest reading the last two articles David Barkin
did in Atari Computing on how he interfaced his digital camera with his TT and
Hades: seems Microtek makes a SCSI-based PCMCIA card reader (many digital
cameras offer the option to store images from the camera with that card), and
David discovered that you could actually access the reader using HD Driver.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1777. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md5u2$37c$2@news.campuscwix.net>
Source record: 75999

On 11 Jul 1999 23:42:24 , Pascal Ricard wrote:

->I installed 1ST-Guide for this purpose. It lacks the above feature but
->is great for text, 1st word, jpeg, img, rsc, avr files and more.
->
->Bye,
->/Pascal/

I agree, its a great program too. I used to use it also, for the
exact same purpose. I changed to TextView though, because I use
MiNT, and 1st Guide doesn't handle the long filenames correctly.

(at least my version doesn't)

See ya! ;-)

PS Did you find HTML-Export?

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1778. Re: HSModem.. need the nitty gritty det

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md652$37c$3@news.campuscwix.net>
Source record: 76000

On 12 Jul 1999 09:28:23 , please edit email addressto reply wrote:

->> Er, thats not quite right. Any Atari ST can run at 19.2 just fine,
->> with no problems. HSModem will allow even a stock ST to run at faster
->> speeds (like 28.8).
->
->No it doesn't. As long as the hardware is stuck at 19.2Kbps HSModem
->can't make it go any faster.
->
->
->Nick

Hi Nick. You're right of course. I meant *with* the RSVE serial port upgrade (which I mentioned later on in that message). Thanks for the correction! ;-)

See ya later.

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1779. Re: Need help installing TOS hard disk

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md6nc$37c$4@news.campuscwix.net>
Source record: 76001

On 12 Jul 1999 09:43:50 , please edit email addressto reply wrote:

->> Ok, then perhaps I should be asking a different question. How's this? The
->> 1040ST sees the HD without a problem, but the Mega refuses to recognize it.
->> Where do I go from here?
->
->Not sure. It should work the way it is.

Nick, correct me if I'm wrong here-but doesn't the Mega STe have an
internal HD setup? In that case, doesn't it have to be disabled some
way before the external HD's will work? Just a thought.

(or why not just take the SCSI drive out of the case and install it
in the Mega STe's HD bay, thus doing away with another box and PS)

Later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1780. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md6vh$37c$5@news.campuscwix.net>
Source record: 76002

On 12 Jul 1999 12:28:29 , "Paul Glover Simple " wrote:
->Is this the guy that bought up the stock from Toad? We made an offer to
->buy the lot and didn't even get the courtesy of a reply!
->
->> June 1st came and went and The Computer Dungeon closed its doors for
->> the last
->> time.
->
->> We tried to find the software a good home: we ran a "Garage Sale"
->> during the
->> last two months we were open where people could name their own buying
->.

No, I don't think these are the same 2. Al Horton ran the Computer
Dungeon. Don't remember what the other guys name was. I still find
it hard to believe (knowing Al), that he didn't just donate the
whole lot to some group or individual. ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1781. What's the best vector/bitmap drawing program?

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <01becc7f$41ce3ae0$LocalHost@default>
Source record: 76003

I'm interested in both a good vector and a good bitmap drawing program for the Atari. The programs must run in => ST high resolution.

What can be recommended: Pixart, Artworx, Papilion, DAs Vector?? Don't think about price when you recommend. English versions preferred if available.

P&#65533;l Monstad
PM data, Norway

1782. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md770$37c$6@news.campuscwix.net>
Source record: 76004

On 12 Jul 1999 11:21:04 , Maurits van de Kamp wrote:
->
->>The new Amigas will appear, and they will run an OS based on the QNX
->>Neutrino kernel.
->
->Plans are changed, it's going to be Linux now.
->
->Maurits

This is news. Where did you read this Maurits? Linux, combined
with the Amiga GUI, and their existing lineup of cheap '060
accelerator boards, as well as the PowerPC boards, and the
upcoming "Next Generation" Amiga hardware could be pretty darned
impressive!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1783. Dead 520STfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: HappyLad <happylad@nospam.net>
Message-ID: <7md6or$p9b$1@phys-ma.sol.co.uk>
Source record: 76005

A couple of days ago I found a 520stfm sitting on top of an empty PC and monitor box waiting for the bin men to collect.

Anyway, I took the machine home, plugged it and... Zilch, dead as a dodo. No LED's on the keyboard or other signs of life except for a knocking sound coming from within the case.

I've had the lid off and checked the power supply. When on open circuit (power connector disconnected from the mainboard) I get a steady 5v from the red cable and about 11v from the blue with no knocking sound. When I reconnect the power connector the measured voltages at the connector drop to about 0.3v and the transformer starts to knock.

I guess that there is a short somewhere, but where to begin?
I've disconnected the floppy and keyboard but the knocking from the transformer still persists so I assume that the problem is on the mainboard.
Any advice would be much appreciated.

1784. Re: MiNT, HSMODEM, and more questions!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7md94k$37c$7@news.campuscwix.net>
Source record: 76006

On 11 Jul 1999 11:19:23 , Technoid Mutant wrote:
->It has been a few weeks since my last foray into this newsgroup. I was
->trying to get Mint 1.4.1 running.

Its up to 1.15.2b now...

->I have MiNT running very well now and have a ppp connection working as
->well. I am very happy with it but have quite a few questions I have not
->been able to resolve myself. First, I am running Mint 1.4.1 on an Mega
->ST4 (not ste) with no modifications on a color monitor. My interface is
->an ICD Link II using the drivers that came with the interface.

Get HDDriver, its much improved over the ICD stuff.

->How do I get my CDROM drive running?

You can use Spin!, or ExtenDOS Pro Gold from Anodyne software.

->HSMODEM causes two bombs at boot if I load Mint. if not, it appears to
->load and work fine. I am interested in HSmodem because my 9600bps modem
->has v.42bis compression and I need 38.4kbps to use it fully. It works,
->but will drop chars and hang up after a little while receiving. At the
->moment I have the modem at 9600bps with speed buffering and compression
->disabled (at&q0&k0) which works but is not as fast as it could be. I
->have tried juggling the order of Mint.PRG and the two hsmodem prg files
->in my auto folder to no avail. No other auto programs are being used.

The standard ST serial port is limited to 19.2k. Run DRVIN.PRG, then
the ST program (something like MFP.PRG, forget the name, but don't use
SCC.PRG, thats for TT/Falcons). Also, run these before MINTNP.PRG in
the Auto folder.

->I got Gluestick running but don't quite know what to do with CAB yet. I
->am working on it.

There is a MiNT specific OVL file for CAB. Use it, works better than
the GlueSTiK/STik for CAB OVL route.

->How do I read/set the time on my mega st 4's real-time clock in MiNT?

From the command prompt, type in "time". Well, type in "man time" and
you should get all the options. Hmm, note that I set my time\date from
XCONTROL and it works just fine.

->ChronD causes a 'BUSS' error at startup. So far harmless but why? Is
->it not for old 68000?

I'm not sure about his. There is a newer version of Cron that I'm using,
but my old version never caused Bus errors. Check the syntax in your RC
file in /etc. Mine looks like this:

```
# This is the old crond entry
#if [ -f /usr/etc/crond ]; then
# (cd /var/spool/cron; crond > /dev/null 2>&1 &)
# echo -n " crond"
#fi

# This is the new cron v3.0 entry
if [ -x /usr/sbin/cron ]; then
UNIXMODE="/brUs"; export UNIXMODE
(cd /var/cron && /usr/sbin/cron > /dev/null || echo "/etc/rc: cannot cd to /var/cron")
echo -n " cron"
fi
```

```
->The 'auto reboot' function at boot after a disk check causes a buss
->error - harmless.

->WHO from the cli causes a 'BUSS error' and will not execute.
->
->Date causes a 'buss error' and will not execute.
```

There are way too many bus errors there. Something is wrong,
but I'm not good enought to tell you what. Hopefully, some
of the more experienced MiNT users can help.

```
->PPPD overwrites the console screen and scrambles GEM (AES 4.1). I have
->to change to low res and then back to medium to clear the gui.
```

You need to use TOSWIN2.3 to send output to a console window. Until
you get it setup correctly, you can edit /etc/syslog.conf by putting
a # in front of lines that send output to /dev/console. (you do know
already to use a editor like QED (from TOS desktop) to insure that
you keep your Unix lf endings, right? Otherwise use VI from the
command line-read up on VI options before-so you don't feel lost,
its not a very friendly app) ;-)

```
->Sometimes VI will go crazy and start typing chars to itself ruining my
->session. I open another virtual console and KILL the task and
->everything is fine again... no biggie.
```

Don't know about this either. Sorry. Hmm, I see you are using the
AES that comes with MultiTOS, right? If you can find it, buy N.aes,
its a world of difference.

```
->BIGGIE - I am trying to update to Mintnet 1.03 and my machine generates
->a "virtual memory exhausted" when I 'MAKE ALL" or "MAKE INSTALL". How
->do I update to a later version of mintnet? I have disabled all virtual
->consoles in ttytab to gain ram which resolved an 'out of memory' compile
->error, but now I have this virtual memory error which has me stymied.
->Where is the virtual ram (swap)? Is it a file? How do I define it's
->size?
```

Can't help here either, sorry.

->Where is the configuration for mail and for news?

Ditto, I use aMail and Newsie.

->How do I upgrade my Mega ST4 to more than 4mb? Will MiNT recognize such
->an upgrade?

For the ST line, I -think- Woller sells a board, it uses TOS 2.06.

->Thanks in advance
->
->Technoid Mutant

You're welcome, and I hope I helped some. For some great info on
Unix, (and therefore MiNT), grab Unix Unleashed, its awesome! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
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/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1785. Re: Need help installing TOS hard disk

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <378a249c55b7e5a0@holleman.demon.nl>
Source record: 76007

on Mon 12-07-1999 16:56 DarkChyld wrote:

> Nick, correct me if I'm wrong here-but doesn't the Mega STe have an
> internal HD setup? In that case, doesn't it have to be disabled some
> way before the external HD's will work? Just a thought.
>
> (or why not just take the SCSI drive out of the case and install it
> in the Mega STe's HD bay, thus doing away with another box and PS)

Hi once more Ron,

funny, been playing with that as well the last few days.

Recall, I bought this Mega STe the other week? Which came with AHDI somuch, I got rid of that, installed Hushi on the 2nd drive (121 meg Conner) which did the job pretty OK. *Then* I couldn't get Hushi.sys installed onto the Seagate 48 meg drive that came with it.

I played some more today: removed the Seagate, put in the Conner, which got ID-0, and next the machine wouldn't boot from a HD. So I put back in the Seagate, managed to get Hushi.sys on the root and it booted fine from the Seagate... Next hooked up the Conner onto the ACSI port and this one goes along fine too...

So who's gonna tell me what's going on here?

The Seagate is a SCSI drive OK, internally it's on the built-in SCSI controller, using ID-0 and that one works fine. Next I connect the Conner to the ACSI port using a Link cable, no probs either. (And before someone starts yelling: this one has a Hushi.sys on the root too...)

Next I change the Seagate for the Conner and no more go...?

The Conner is terminated (3 packs), normally has ID-1 and is the only external drive on the chain. As a 2nd drive no prob, not as first/only drive. Not so on my ST, where it has been working for some years as the only HD without probs...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1786. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931806614.987.32@news.remarQ.com>
Source record: 76008

On 12 Jul 1999 09:58:40 , Joergen Bak wrote:
>>From: mgrove@iwvisp.com (Mikey)
>>Date: Mon, 12 Jul 1999 06:53:45 GMT
>>
>>Oh, yea, Chronos 3D. Take a look at what the pro's are using on SGI's
>>now. It's much more refined, but it still looks like Chronos 3D :).
>
>Do you say, that the Chronos programmer now works for SGI?
>
>Something like when 3D Studio was released from AutoDesk, it looks exactly like
>Tom Hudsons CAD-3D, and indeed it was.
>
>Come to think of it,- wasn`t there also a Phoenix 3D package? Or am I
>mixing it all up here,- again!
>
>cheers
>
>Joergen
>
>Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
>http://home3.inet.tele.dk/prunus/
>
>.

The way that Phoenix can render animations is with Chronos 3D,
AmiLink, and Phoenix itself. I don't recall a "Phoenix 3D" but if it
exist....:). The output from Phoenix isn't all that good as
POV or NeoN are.

Mike

1787. Re: ST>New at the Belgian ftp-server: 193.1

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <378a4926215f000@ping.be>
Source record: 76009

on Sun 11-07-1999 19:41 Chris Crosskey wrote:

>On 10 Jul 1999 15:30:37, Martin Byttebier wrote:
>
>>
>>ftp://193.190.204.128/atari/graph-tools/olymp100.zip (Driver/tool for digital camera's, German vers>ion)
>>
>
>Ummm... what's the platform requirements for this, which camera (s) does it
>support...I've very interested ing etting a digital camera, specially now
>my Falcon has a 21" monitor and will be getting an Eclipse card any
>day...hi-rez 24bit graphics are what I'm looking forward to the most...
>

Well according to an article in the latest ST-Computer ii should work on
every Atari, even under plainTOS but to get the most out of it you need
to have a multitasking systeem (MagiC, N_AES), NVDI 5, HSMODA and WDIALOG.
Preferable is also an Atari with a serial port supporting 115.000 Baud.
The camera needs to have a serial port too as the connection between
camera and computer happens by means of the serial port.

Now the supporting: In the first place Olympus camera's (hence the name)
but according to an advertisement I saw in that German magazine the Nikon
Coolpix 900S and Epson PhotoPC 750Z are supported too.
Furtermore if one have a digital camera with a serial port which isn't
supported yet one can write to the programmer, Durs Locher. He will do his
best to adapt his program.
E-mail address of the programmer (Durs Locher)
durs.locher.1@sm-evtheol.unibe.ch

HTH
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1788. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7mdgin$8df$1@nyheter.chalmers.se>
Source record: 76010
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>Johan Klockars wrote:
>
>> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
>> >As soon as it is written, a copy of this is placed by the VDI-function
>> >in the previously reserved memory. After this, all redraws will use the
>> >VDI-function to restore areas when needed.
...
>I guess if fVDI had a function for allocating this memory on the GFX card
>instead of using "system" memory this would be _very_ fast on a graphics card
>as well. So maybe it's time for you to make this call availabl, Johan? Then

Such a function is coming in some form, but since very few applications
would ever use it, I do my best to automate these things instead.

In the Eclipse/mach64 driver, the AES background buffering (menus etc)
is already covered and that doesn't seem to cause problems for any
programs. I've also made it possible for screen->RAM blits of ordinary
applications to be done locally on the card, on the assumption that such
a blit will always be followed (soon) by one (might be extended in the
future) RAM->screen blit of the same area, and that the application
didn't really need access to the actual data.

I've not yet run into any application that actually uses the screen
data for any other purpose than to blit it back (except for the special
case of programs that write test pixels to the screen and then blit the
data back to figure out how to deal with a specific graphics mode (often
done by programs that can display images in true colour graphics modes),
but fVDI recognizes all variants I've run across of that and handles
them in another way), but two (plus the one we're talking about here,
it seems) 'reblits' the blitted area several times.

Naturally, none of this caching or memory allocation can be done if
there's not enough memory free on the card.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1789. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7mdgliice1@news6.svr.pol.co.uk>
Source record: 76011

On 4 Jul 1999 12:36:49 G, Chris Crosskey wrote:

:>>:>> I am quite sure that without a modification a Falcon can not do more than 19200 (14.4)
:>>:>> try setting your port to 19200.
:>>:>>
:>>:>
:>>:>Yes it can. Only the ST(E/F/Mega) have that limitation.

:>>Really, mine is happy to throtlle up to 230400, and is currently
:>>being used at 115200 bps

:>Reaklly....How did you get 230k4?...

Its in the Modem 2 options in most of the software i use. I'm using
HSModem, are you??.

:> I've managed 115k2 quite happily, but a 56k modem should really be
:> running a DTE of 230k4 if possible....

My USR 28k8 wont talk reliably above 115200 anyway, so having the
option is not very beneficial ATM. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1790. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mdi6e$7lo$1@snipp.uninett.no>
Source record: 76012

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> This is news. Where did you read this Maurits? Linux, combined
> with the Amiga GUI, and their existing lineup of cheap '060
> accelerator boards, as well as the PowerPC boards, and the
> upcoming "Next Generation" Amiga hardware could be pretty darned
> impressive!

Why? A cheap PC will run the same software but a lot faster.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1791. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duum9u.1kuob2o1su37msN@max02-012.enterprise.net>
Source record: 76013

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > This is news. Where did you read this Maurits? Linux, combined
> > with the Amiga GUI, and their existing lineup of cheap '060
> > accelerator boards, as well as the PowerPC boards, and the
> > upcoming "Next Generation" Amiga hardware could be pretty darned
> > impressive!
>
> Why? A cheap PC will run the same software but a lot faster.

That's not the point. My MaciC Mac runs 20/30 times faster than my
Falcon and ST, but do I bin the real Atari's... er, no.

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1792. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378a5134218a5e1@club-internet.fr>
Source record: 76014

Hello,

in article <7md5u2$37c$2@news.campuscwix.net> (comp.sys.atari.st)
DarkChyld wrote on Mon 12-07-1999 16:42 (GMT):

> PS Did you find HTML-Export?

I didn't. Didn't you receive my mail ?

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
The christmas spirit is not something to drink

1793. Atari Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: wanderer <wanderer99@free4all.co.uk>
Message-ID: <378A3B0F.MD-1.3.wanderer99@free4all.co.uk>
Source record: 76015

I've recently been given an Atari ST 520 but the mouse was broken.
Could someone give me the address of a shop/company that sells
replacements, preferably in the UK?

Cheers.

1794. Re: Milan Interview: Very good news

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Black Hand <bhand@telematic.com.pe>
Message-ID: <45.15.p22P1ZVe1P68Li7.NR@telematic.com.pe>
Source record: 76016

on "Wed, 30 Jun 1999 00:00:00 +0200", "Oliver Schildmann" wrote:

>So why not?
>
>Anyway: PPC would be faster, 68k seems to be cheaper.

68k cheaper????

for a 68060/50Mhz (real 50Mhz, not double called like the 68040) you
pay $200. you can obtain a much cheaper version but without FPU and
MMU ....

--

==========
Black Hand/Amiga Addicts
Amiga1200/Apollo1240@28Mhz/18Mb/Hitachi1.4Gb/33.6USRobotics/no CDROM :(
==========
_
la belleza de lo Sencillo /||\/||| |\
El poder de la Creatividad / || |||_|| \

1795. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mf1fgppf1@SOLAIR2.EUnet.yu>
Source record: 76017

Henk Robbers <H.Robbers@cable.A2000.nl> wrote in message
news:3789EE9B.D64EACC7@cable.A2000.nl...

> I would love this on my TT too.
>
> Henk

I would love it too. But without TT, I can't develope it. I have only old
ST.

Pera

1796. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: enbordal@online.no
Message-ID: <931908276-20501AEicMi@online.no>
Source record: 76018

```
Hello!

--
Norvald

Atari Falcon 030
```

1797. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37896eb9@nemo.idirect.com>
Source record: 76056

On 1 Jul 1999 16:58:14 +, "Pera Putnik" wrote:
:
: Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
:in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
:and fast modification of BIOS , TOS and GEM - really good thing for TOS
:patchers (Philip Taylor where are you ?) . If there will be some interest, I
:will make project, which should be quite simple btw.
:
: Pera

Pera!
this sounds interesting!
and a chance to get rid of someauto folder programs! ;-)
ken

1798. Re: HD floppy on Stacy?

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37896ebc@nemo.idirect.com>
Source record: 76057

On 30 Jun 1999 12:13:27 , Martin-Eric Racine wrote:
:Is anyone familiar enough with the Stacy to confirm wether a high-
:density floppy can be fitted in? I already have TOS 2.06 installed,
:so that part is covered. What else beyond that, short of changing
:the controler to an Ajax chip?
:
:--
:Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
:The ATARI TT030 Homepage http://funkyware.atari.org/TT030/
:---
:Intellitel Communications www.intellitel.com +358 (5) 624 3283
:
:.
yes, i think that about does it!
TOS 2.06-check
Ajax chip-check
Atari HD Floppy drive- ummm

I might have a line on a pile ot TEAC drives that Hallvard mentions
as being usable for Ataris. want one?
ken

1799. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37897753@nemo.idirect.com>
Source record: 76058

```
On 11 Jul 1999 21:21:47 , "Peter A West" wrote:
:In message <3785e7ec5bb0e0@mail.otenet.gr>, papval@mail.otenet.gr said:
:>
:>Checking for any translations in the filesys folder, I found out that
:>the complete project is finished! To me this is the greatest news for
:>years. A GREAT GREAT thanks to Peter West for this tedious work, John
:>Whalley for hosting the project and everyone else that helped to get
:>(at last) english documentation for MagiC. Thanks again.
:
:It's nice to be appreciated! BTW, there is still one file to come - a
:README that simply describes what the files are; I am still trying to
:sort out one or two inconsistencies with the author. Enjoy!
:
:Regards, /Peter/
:
YES! thank you very much Peter!
You were a help to me with VectorPro and now you've helped Ataridom
(of course you've been of great assistance translating all along! :-)
and kudos to John Whalley as well for the 'idea'! ;-)
ken
```

1800. Star-Battle

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Melanie & Daniel Hanelt <mdHanelt@gmx.de>
Message-ID: <37897BF5.F1D6C6C5@gmx.de>
Source record: 76059

Iï¿½m the Author of a B/W-Game called Star-Battle (Author: me and L.Offe)
It was on a ST-Magazin-Digital Disk but we both lost our Sources and
Binaries. So if anyone could help us I would be happy the next 100 Years

Thanks
Daniel

1801. Re: 3D for ATARI? Like LightWave 3D, Render

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <931762858-528710AEicMi@post3.tele.dk>
Source record: 76060

>From: chrisc@zetnet.co.uk (Chris Crosskey)
>Date: 11 Jul 1999 19:35:13 GMT
>
>On 5 Jul 1999 22:35:12 , "BIOHAZARD" wrote:
>>
>>Does AtariOS have any Third-Party 3D packages like LightWave 3D, =
>>SOFTIMAGE|3D, RenderMan?
>>
>
>Cyber Studio and it's various other bits work on ST's, there is one that is
>Falcon only but the name escapes me, something like Resomorph...

This might be the Xenomorp Apps. Also Neon and Inshape are falcon only.
And there is a new Apps from France, but I can`t remember the name right now.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1802. Digital camera driver

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <931762864-529239AEicMi@post3.tele.dk>
Source record: 76061

>From: chrisc@zetnet.co.uk (Chris Crosskey)
>Date: 11 Jul 1999 19:41:01 GMT
>
>On 10 Jul 1999 15:30:37, Martin Byttebier wrote:
>
>>
>>ftp://193.190.204.128/atari/graph-tools/olymp100.zip (Driver/tool for digital
>camera's, German vers>ion)
>>
>
>Ummm... what's the platform requirements for this, which camera (s) does it
>support...I've very interested ing etting a digital camera, specially now
>my Falcon has a 21" monitor and will be getting an Eclipse card any
>day...hi-rez 24bit graphics are what I'm looking forward to the most...

According to the docs, it runs on a Falcon with Magic, but it didn`t do it wel
on my setup. I wasn`t abel to shut it down. It just hang in there.
It did let me run other programs, but it`s annoying when you can`t shut down
Magic without a warning. I had to pull the plug to get out of it.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1803. WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Robert Andrew Bell <rapier8@home.com>
Message-ID: <R7gi3.24972$P61.52021@news.rdc1.bc.wave.home.com>
Source record: 76062

Hi, I just bought an Atari STbook and was wondering what system disks came with it and if they are available on the net,I have one disk with it(US language disk).I also need a source for the mini midi to full size midi adapter.

Rob.
rapier8@home.com

1804. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: mgrove@iwvispx.com
Message-ID: <931762318.321.44@news.remarQ.com>
Source record: 76063

```
On 12 Jul 1999 07:51:12 , Joergen Bak wrote:
>>From: chrisc@zetnet.co.uk (Chris Crosskey)
>>Date: 11 Jul 1999 19:35:13 GMT
>>
>>On 5 Jul 1999 22:35:12 , "BIOHAZARD" wrote:
>>>
>>>Does AtariOS have any Third-Party 3D packages like LightWave 3D, =
>>>SOFTIMAGE|3D, RenderMan?
>>>
>>
>>Cyber Studio and it's various other bits work on ST's, there is one that is
>>Falcon only but the name escapes me, something like Resomorph...
>
>This might be the Xenomorp Apps. Also Neon and Inshape are falcon only.
>And there is a new Apps from France, but I can`t remember the name right now.
>
>cheers
>
>Joergen
>
>Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
>http://home3.inet.tele.dk/prunus/
>
>.

EB Modeler, but it cheats, it uses POV:).
RenderMan is a dated package, BTW.

Mike
```

1805. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931762425.577.34@news.remarQ.com>
Source record: 76064

```
On 12 Jul 1999 07:51:12 , Joergen Bak wrote:
>>From: chrisc@zetnet.co.uk (Chris Crosskey)
>>Date: 11 Jul 1999 19:35:13 GMT
>>
>>On 5 Jul 1999 22:35:12 , "BIOHAZARD" wrote:
>>>
>>>Does AtariOS have any Third-Party 3D packages like LightWave 3D, =
>>>SOFTIMAGE|3D, RenderMan?
>>>
>>
>>Cyber Studio and it's various other bits work on ST's, there is one that is
>>Falcon only but the name escapes me, something like Resomorph...
>
>This might be the Xenomorp Apps. Also Neon and Inshape are falcon only.
>And there is a new Apps from France, but I can`t remember the name right now.
>
>cheers
>
>Joergen
>
>Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
>http://home3.inet.tele.dk/prunus/
>
>.

Oh, yea, Chronos 3D. Take a look at what the pro's are using on SGI's
now. It's much more refined, but it still looks like Chronos 3D :).

Mike
```

1806. Re: driver for Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899624.FFD7B558@online.TAKE.THIS.OUT.fr>
Source record: 76065

Roger a ï¿½crit :
>
> Hi all,
>
> I have an old, second-hand Atari 1024 ST with TOS 1.0 and a Megafile
> 30 harddisk. Unfortunately I don't have the floppy with the hard disk
> driver and also the partitioning tool. Is it available somewhere on
> the Internet?

You'll find a complete archive of AHDI 6.061 at:
http://bales.online.fr/atari/files

> Don't know how Atari uses its copyright on software
> years after vanishing from the computer market.

I've no idea what the official word from Atari ever was, but nowadays it
is generally considered that some things from Atari are freeware
(Xcontrol, AHDI, Chkdisk...) and some others are not (TOS, GDOS...)

I never have been able to clarify why we make such a distinction, or if
this was ever backed up by Atari.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1807. Re: HSModem.. need the nitty gritty details..

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378998C1.2E127796@online.TAKE.THIS.OUT.fr>
Source record: 76066

Doctor Clu a ï¿½crit :
>
> Alright, how EXACTLY does HSModem work?
>
> HSmodem (I would guess that stands for "High Speed" Modem) allows the
> serial port on the ST, that would otherwise run real sloppily at 9600
> buad to work great at 14.4K.

Nope. The ST's serial port is stuck at 19.7Kbps, with or without
HSModem.

What HSModem DOES do, is that it speeds up TOS's serial port routines.
This does not give you a faster connection, but the routines take less
CPU time, giving you a more reliable connection. I think it also adds a
buffer and some extra stuff that is needed by some programs. It does
also allow TOS to use some hardware modifications that do speed up the
serial port.

So, contrary to common belief, HSModem DOES NOT speed up your serial
port on it's own. It DOES speed up the way TOS uses the ports. It CAN
use serial ports that are speeded up (sp?) by a hardware modification.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1808. Re: HSModem.. need the nitty gritty details

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899917.81090503@online.TAKE.THIS.OUT.fr>
Source record: 76067

```
DarkChyld a ï¿½crit :
>
> On 10 Jul 1999 08:42:29 , Doctor Clu wrote:
> ->Alright, how EXACTLY does HSModem work?
> ->
> -> HSmodem (I would guess that stands for "High Speed" Modem) allows the
> ->serial port on the ST, that would otherwise run real sloppily at 9600
> ->buad to work great at 14.4K.
>
> Er, thats not quite right. Any Atari ST can run at 19.2 just fine,
> with no problems. HSModem will allow even a stock ST to run at faster
> speeds (like 28.8).

No it doesn't. As long as the hardware is stuck at 19.2Kbps HSModem
can't make it go any faster.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1809. Re: MiNT, HSMODEM, and more questions!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899B33.FB9737C0@online.TAKE.THIS.OUT.fr>
Source record: 76068

Technoid Mutant a ï¿½crit :
>
<snip>
>
> HSMODEM causes two bombs at boot if I load Mint. if not, it appears to
> load and work fine. I am interested in HSmodem because my 9600bps modem
> has v.42bis compression and I need 38.4kbps to use it fully. It works,
> but will drop chars and hang up after a little while receiving. At the
> moment I have the modem at 9600bps with speed buffering and compression
> disabled (at&q0&k0) which works but is not as fast as it could be. I
> have tried juggling the order of Mint.PRG and the two hsmodem prg files
> in my auto folder to no avail. No other auto programs are being used.
>

Don't forget, for HSModem on a Mega ST, you need just DRVIN.PRG and
MFP.PRG. DRVIN.PRG must always run before MFP.PRG. Not sure if MiNT
should run before or after those.

Next, the ST's serial ports are limited to 19200bps, with or without
HSModem. See the post above (or below) about HSModem. If you want to go
faster than this, you will need to perform a hardware modification on
the ST's motherboard.

With that speed you should be able to get a clean 14400Kbps connection.
I've no idea about old 9600bps modems.

<MiNT specific questions snipped>

>
> How do I upgrade my Mega ST4 to more than 4mb? Will MiNT recognize such
> an upgrade?

There is only one board that allows you to upgrade to 16Mb, it the
german Magnum board (from Woller I think ?). It requires TOS 2.06 and
is pretty expensive.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1810. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899CB6.80904B5E@online.TAKE.THIS.OUT.fr>
Source record: 76069

Celt a ï¿½crit :
>
> On Tue, 06 Jul 1999 11:35:20 +0200, "Nicholas Bales (please edit email
> addressto reply)" <bales@online.TAKE.THIS.OUT.fr> vomited:

<snip>

> >Therefore, if it already works with the 1040ST, then the drive is
> >already configured and has a driver set up.
>
> Ok, then perhaps I should be asking a different question. How's this? The
> 1040ST sees the HD without a problem, but the Mega refuses to recognize it.
> Where do I go from here?

Not sure. It should work the way it is.

When you say it doesn't see the hard drive, do you mean:
-AHDI doesn't find it or doesn't run at all when you bootup ? In this
case, there is some weird problem. Try running AHDI from a floppy to see
what happens.

or

-The icon doesn't appear on the desktop. This is just because the icon
must be installed manually, and even if the drive has been setup and is
running, you still have to add the icon to your desktop. The desktop.inf
file was changed to newdesk.inf with TOS 2.0x, so this explains why the
icon isn't saved.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1811. Re: WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899D7F.491891A2@online.TAKE.THIS.OUT.fr>
Source record: 76070

Robert Andrew Bell a ï¿½crit :
>
> Hi, I just bought an Atari STbook

Lucky guy!

> and was wondering what system disks came
> with it and if they are available on the net,I have one disk with it(US
> language disk).*

That's all that came with it. There are no system disks, since the
system is in ROM.

Check out the Quick FAQ for general info if you're not too familiar with
the ST range. The STBook is basically a portable STE with a couple of
improvements.

> I also need a source for the mini midi to full size midi
> adapter.

Can't help you there. You might have to build one yourself if you have
the pinouts. Usually Atari put their pinouts in the manuals. Did it come
with a manual ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1812. Re: SP-Edit

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37899E32.727C9DC3@online.TAKE.THIS.OUT.fr>
Source record: 76071

```
Mac Hine a ï¿½crit :
>
> On the Peavey site they mention software for the atari platform. It's
> called sp-edit and it's for the samplers that peavey made. Anybody know
> where I can get it? Or if it is even worth getting? Peavey does'nt have it
> anymore.

I think I recall seeing it on one of the usual FTP sites. Try these:
http://ftp.lip6.fr/pub/atari
http://www.umich.edu/~archive/atari
http://ftp.funet.fi
http://ftp.uni-paderborn.de

etc...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1813. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <931770080-973003AEicMi@post3.tele.dk>
Source record: 76072

>From: mgrove@iwvisp.com (Mikey)
>Date: Mon, 12 Jul 1999 06:53:45 GMT
>
>Oh, yea, Chronos 3D. Take a look at what the pro's are using on SGI's
>now. It's much more refined, but it still looks like Chronos 3D :).

Do you say, that the Chronos programmer now works for SGI?

Something like when 3D Studio was released from AutoDesk, it looks exactly like
Tom Hudsons CAD-3D, and indeed it was.

Come to think of it,- wasn`t there also a Phoenix 3D package? Or am I
mixing it all up here,- again!

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1814. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <3789A740.602C0A11@NO.SPAM.emw.ericsson.se>
Source record: 76073
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Johan Klockars wrote:

> >Objects will be redrawed for the first time with a standard OBJC_DRAW.
> >As soon as it is written, a copy of this is placed by the VDI-function
> >in the previously reserved memory. After this, all redraws will use the
> >VDI-function to restore areas when needed.
>
> OK. On a system with a graphics accelerator, your blitting is quite
> likely to be slower, but it depends on what you're drawing and how much
> you need to blit.
>
> In a 16 bit mode you'll need to blit (and of course allocate memory for)
> two bytes per pixel. An 8 bit mode would be one byte per pixel and a
> 24 bit mode three or four bytes (such modes are often really 32 bit)
> per pixel.

I guess if fVDI had a function for allocating this memory on the GFX card
instead of using "system" memory this would be _very_ fast on a graphics card
as well. So maybe it's time for you to make this call availabl, Johan? Then
it's just a matter of checking the cookie for fVDI and then use a malloc
provided by fVDI instead and off we go. :-)

//MK

1815. Re: WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <7mccj4$r2a@news.Hawaii.Edu>
Source record: 76074

Nicholas Bales (please edit email addressto reply) (bales@online.TAKE.THIS.OUT.fr) wrote:

: Robert Andrew Bell a écrit :
: > Hi, I just bought an Atari STbook
: Lucky guy!
: > and was wondering what system disks came
: > with it and if they are available on the net,I have one disk with it(US
: > language disk).*
: That's all that came with it. There are no system disks, since the
: system is in ROM.

Hmmm... There is a language disk, and some useful STbook utilities out
there. I have two STbooks, manual, etc...

: > I also need a source for the mini midi to full size midi
: > adapter.
: Can't help you there. You might have to build one yourself if you have
: the pinouts. Usually Atari put their pinouts in the manuals. Did it come
: with a manual ?

The mini to standard MIDI cable can be ourchased through Best Electronics.

Cheers!

Anyone want to swap an English STbook rom for a German one?

I do have a homemade patch to make the keyboard behave like a US model,
but I would be so pleased for an English OS.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

1816. Re:driver for Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Achim Walenzyk <walenzyk@t-online.de>
Message-ID: <7mccb9$d8n$1@news06.btx.dtag.de>
Source record: 76075

Hallo Roger

Ich habe noch Treiber-Disketten fi¿½r die Megafile 30

Auch andere Treiber wie AHDI sind vorhanden.

Wenn du die Treiber mi¿½chtest dann melde dich per Email.

Gri¿½i¿½e

walenzyk@t-online.de

1817. Re: TOS 6?

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3789B6EA.6F4D6175@cnet.francetelecom.fr>
Source record: 76076

> BIOHAZARD a ï¿½crit:
>
> What's TOS? AtariOS? What kind of interface? MacOS?

TOS is the original OS which is installed on Atari computers. There are now other OSes compatible with TOS, but including modern features like multitasking, long file names, and so on... These OSes are for example MagiC! and MiNT.

Yann Lossouarn

1818. Re: TOS 6?

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3789B715.951AF840@cnet.francetelecom.fr>
Source record: 76077

> BIOHAZARD a ï¿½crit:
>
> What's TOS? AtariOS? What kind of interface? MacOS?

TOS is the original OS which is installed on Atari computers. There are now other OSes compatible with TOS, but including modern features like multitasking, long file names, and so on... These OSes are for example MagiC! and MiNT.

Yann Lossouarn

1819. Re: TOS 6?

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3789B74F.E257278C@cnet.francetelecom.fr>
Source record: 76078

> BIOHAZARD a ï¿½crit:
>
> What's TOS? AtariOS? What kind of interface? MacOS?

TOS is the original OS which is installed on Atari computers. There are now other OSes compatible with TOS, but including modern features like multitasking, long file names, and so on... These OSes are for example MagiC! and MiNT.

Yann Lossouarn

1820. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3789B875.95593FAC@cnet.francetelecom.fr>
Source record: 76079

:-(

1821. Re: MiNT, HSMODEM, and more questions!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990712131016.12873B-100000@hal.fishpool.fi>
Source record: 76080

> > HSMODEM causes two bombs at boot if I load Mint.

This happens on my Stacy too and the hardware is similar.
Maybe there is a connection there?

> <MiNT specific questions snipped>

Never saw the original full post, though.... ;-/

> > How do I upgrade my Mega ST4 to more than 4mb? Will MiNT recognize such
> > an upgrade?

There have been a few boards, all of which require the TOS 2.06
upgrade to be recognized. MiNT handles whatever TOS throws at it.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1822. Re: WTB: Star Fleet for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vVO96JAPIci3EwQ5@steverosie.demon.co.uk>
Source record: 76081

On Sun, 11 Jul 1999 at 22:11:26 a message from Henry J. Campbell was
created on the subject of WTB: Star Fleet for the ST.
>Ship to the UK? It should be easier to buy it domestically, right?

Sorry, you had NO mention in your posting of the country you live in. I
have yet to develop ESP!

The cost of shipping a disk to the UK is a matter of pennies, or cents!
I know as I've done it lots of times!

>Besides, it was a bootleg even then. I have the money now, I can just buy
>it. :)

Oh! a pirated copy! If you've got the money then why not buy it then:)
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1823. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <3789CFA0.5DE91E0B@just.post.here>
Source record: 76082

```
>The new Amigas will appear, and they will run an OS based on the QNX
>Neutrino kernel.

Plans are changed, it's going to be Linux now.

Maurits

--

+----------------------+------------------+--------------+
| BassMent Productions | Proud sponsor of: | * P M P * |
+----------------------+---------*-----------------------+
| http://www.bassment.demon.nl * http://pmp.atari.org |
\_____________________________*_________________________/
```

1824. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3789DEA7.303AA914@online.TAKE.THIS.OUT.fr>
Source record: 76083

```
Maurits van de Kamp a ï¿½crit :
>
> >The new Amigas will appear, and they will run an OS based on the QNX
> >Neutrino kernel.
>
> Plans are changed, it's going to be Linux now.
>

Might as well just go for MiNT !!!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1825. Positive Image 2 - available again at a new low price!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErBzD.M6F@cix.compulink.co.uk>
Source record: 76084

FaST Club are pleased to announce that we have taken over the Floppyshop range of software and CDs. This includes the rights to Positive Image 2, a professional painting, retouching and image processing package that lets you work with 24-bit true colour graphics on any ST, TT or Falcon. All major file types are supported and you can print your work in monochrome or colour.

Positive Image has come about as a result of extensive research into professional photographic image retouching packages on non-Atari machines. The result is an image processing studio the likes of which had never before been seen running on Atari computers!

Positive Image is enhanced to take full advantage of the improved hardware on the STE, TT and Falcon, especially the DSP on the Falcon. Processor accelerators and graphics cards are used to their fullest capabilities. Positive Image is the only GEM-based image processing program that can edit 24-bit True Colour graphics on an ordinary ST in any resolution. Positive Image is packed with easy-to-use tools, these include: Brightness, Contrast, Stretch, Negate, Threshold, Histogram, Sharpen/Blur, Dodge/Burn, Eraser, Fill, Spraycan, Paint, Pencil, Rubber Stamp, Text, Rotate, Stereograms, and Filters that include Blur, Emboss, Erode and Vibrate.

This is the first Positive Image update in two years and we have concentrated our efforts on making Positive Image even faster, more intuitive to use. Around 30 new features and improvements to existing ones have been added, and we have vastly increased the number of graphic formats that can be loaded.

Positive Image 2, which was launched at £79, now costs just £24.95. Post free in the UK. Email for overseas postage rates and payment methods.

See next message for the full Positive Image 2 specification, or email for a copy.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

1826. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErBzH.M7L@cix.compulink.co.uk>
Source record: 76085

Is this the guy that bought up the stock from Toad? We made an offer to buy the lot and didn't even get the courtesy of a reply!

> June 1st came and went and The Computer Dungeon closed its doors for
> the last
> time.

> We tried to find the software a good home: we ran a "Garage Sale"
> during the
> last two months we were open where people could name their own buying

1827. Easy Text Pro - Atari DTP at a bargain price!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErBzJ.M86@cix.compulink.co.uk>
Source record: 76086

FaST Club are delighted to announce the recent acquisition of the worldwide distribution rights to zzSoft's Easy Text Professional and Easy Text Pro Vector desktop publishing packages. Both versions of Easy Text are now included in the one package at just £19.95, which is less than you would expect to pay for a decent word processor, never mind a fully fledged DTP package. Easy Text is a major breakthrough in affordable Atari Desktop Publishing - it lets you create your own leaflets, brochures, greetings cards, posters, newsletters, business stationary (etc.) and gives clear, crisp professional quality output on all types of printer.

Easy Text Professional
Easy Text Professional can be run on a floppy based system (but is of course hard drive installable) and requires only 1 MB of RAM. It is a GDOS based package and comes with an installer program that completely automates the GDOS set-up. A selection of fonts is supplied with the package. All of the DTP features you would expect are there: lots of fonts and text effects, graphic file import, and drawing tools. Thousands of Atari users - from hobbyists to businesses - have used Easy Text for all of their publishing requirements. Easy Text Professional includes a 130-page fully illustrated printed manual and a simple-to-use installation program.

Easy Text Pro Vector
Easy Text Pro Vector is for those of you with more system resources to spare. It requires at least 2 MB of RAM and a hard drive is strongly recommended. You can work without a hard drive but you'll need to set up a RAM disk and have over 2 MB of free RAM, so a 4Mb machine is essential if you don't own a hard drive. You will also require SpeedoGDOS v4+, or NVDI v3+. The main advantage over Easy Text Pro is that the Vector version uses TrueType and Postscript Type 1 fonts for even more flexibility and higher quality output.

Price for both versions of Easy Text complete with a printed illustrated manual: £19.95. Upgrade: £12.95. Post free in the UK. Please email for overseas postage rates and payment methods.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

1828. Positive Image 2 Specification (long file)

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErBzF.M70@cix.compulink.co.uk>
Source record: 76087

FaST Club are pleased to announce that we have taken over the Floppyshop range of software and CDs. This includes the rights to Positive Image 2, a professional painting, retouching and image processing package that lets you work with 24-bit true colour graphics on any ST, TT or Falcon. All major file types are supported and you can print your work in monochrome or colour.

Positive Image has come about as a result of extensive research into professional photographic image retouching packages on non-Atari machines. The result is an image processing studio the likes of which had never before been seen running on Atari computers!

Positive Image is enhanced to take full advantage of the improved hardware on the STE, TT and Falcon, especially the DSP on the Falcon. Processor accelerators and graphics cards are used to their fullest capabilities. Positive Image is the only GEM-based image processing program that can edit 24-bit True Colour graphics on an ordinary ST in any resolution. Positive Image is packed with easy-to-use tools, these include: Brightness, Contrast, Stretch, Negate, Threshold, Histogram, Sharpen/Blur, Dodge/Burn, Eraser, Fill, Spraycan, Paint, Pencil, Rubber Stamp, Text, Rotate, Stereograms, and Filters that include Blur, Emboss, Erode and Vibrate.

This is the first Positive Image update in two years and we have concentrated our efforts on making Positive Image even faster, more intuitive to use. Around 30 new features and improvements to existing ones have been added, and we have vastly increased the number of graphic formats that can be loaded.

Positive Image 2, which was launched at £79, now costs just £24.95. Post free in the UK. Email for overseas postage rates and payment methods.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

Positive Image 2 Specification
==========

System Compatibility
* Minimum requirement: 1 Meg of RAM.
* Supports all screen resolutions on the STE, TT and Falcon, including overscan, all virtual screen drivers and the various resolution boosters

such as Autoswitch Overscan and all known hardware and software resolution boosters on the Falcon 030.
* Compatible with MagiC Mac, Gemulator, and all releases of Atari TOS.
* Compliant with all 100% GEM compatible graphics cards.
* Supplied in two versions. The basic program runs on any Atari; the 68030 version runs on 68030/40 based TOS compatible system and uses the Falcon's DSP.

Multi-Tasking Features
* Fully compatible with Multi-TOS, Geneva and MagiC.
* Supports extended AES messages from Multi-TOS, WinX, Geneva and MagiC.
* Supports the Xacc protocol.
* Support for Multi-TOS and MagiC's drag and drop.

General Features
* Imports: AIM, Degas, Windows and OS/2 Bitmap, EZ-Art Pro, IFF (including Deluxe Paint ST, standard HAM, high res HAM, HAM6, HAM8, HAM12 and 24-bit HAM), IMG (including HyperPaint X-IMG and conventional X-IMG), InShape, Imagelab, JPEG, MTV Raytrace, NeoChrome, PC Paintbrush, Photochrome, Portable Network Graphic (PNG), Prism Paint, True Paint, Spectrum 512 (50hz and 60hz), TrueVision Targa, TIFF v6, and Tiny.
* Saves in most popular formats, including: TIFF, BMP, JPG, PNG, TGA, XIMG, EZA, P?1, and NEO.
* Full support for true 256-level Greyscales, fully preserving the colour depth.
* Comprehensive file information (filename, format, compression method, dimensions, memory required, memory free) is given when loading images.
* Handles conversions between monochrome, 16-colour, 256-colour, Greyscale and True Colour; performing colour quantisation or palette boosting.
* Colour selection compliant with RGB and CMY.
* Separate editing of red, green, blue and mask channels.
* All images are stored internally in 24-bit format and all operations are carried out on the 24-bit representation. This ensures that the same quality results are obtained whether pictures are edited in mono or True Colour.
* Uses tiling to redraw only the parts of an image that have been changed. This is in addition to having faster full screen redraws than any other Atari image-processing package that we have encountered!
* Near-instantaneous screen redraws in True Colour mode.
* Images can be intelligently rescaled and anti-aliased to suit the size of your paper. You can print out an image at up to 400% of its original size at 300dpi without any noticeable loss of quality.
* Windowed dialogues that may be moved to a more convenient location when work is being obscured.
* Multiple dialogues can be open at the same time and you can move between them freely, even under single-tasking TOS. Different tools can be active for different images and Positive Image always remembers the currently selected tool for the image.
* Includes a virtual memory feature which runs on any Atari with a hard drive. It's also compatible with TT Fast RAM and virtual memory drivers such as Outside.

* Supports multiple loading with Selectric and inserts the filemasks for supported formats into Selectric's mask list. These features also work with the Freedom file selector.
* Uses the Clipboard for cutting and pasting blocks.
* Retains multiple blocks in the Clipboard for easier montage creation.
* Support for Brainstorm's JPEG decoder.
* Standard GEM keyboard shortcuts for all menu options.
* Iconification of images to maximise desk space.
* Floating toolbar with short tool descriptions displayed as you hover over the icons.
* GDOS fonts may be unloaded when not in use.
* All the common text attributes: bold, italic, underline and outline.
* Powerful block handling features with eleven different overlay methods and user-definable transparency.
* Supports the creation of 3D stereograms.
* Sixteen zoom levels. Blocks, brushes, etc. are all scaled accordingly.

Falcon Specific Features
* 3D graphic interface.
* Compatible with accelerators.
* Fast DSP code handles most processor-intensive operations such as re-scaling, rotating, and dithering.
* Works on VGA and RGB monitors or a TV.
* Compatible with ScreenBlaster, BlowUp030, and other resolution enhancers.

Printer Support
* Prints from GDOS, SpeedoGDOS and NVDI.
* Includes its own printer drivers as an alternative to the various GDOS versions. These support all 9-pin and 24-pin Epson and IBM models (colour and mono), HP DeskJet (colour and mono), HP LaserJet, IBM ProPrinter, Epson Stylus (mono and colour), and Postscript printers.
* Supports half-toning, random dithering, clumped (the method used by newspapers) and Floyd-Steinberg.
* Images can be printed to disk. These files can be double-clicked on the desktop and sent to a printer. They can also be printed from a PC, Mac, etc.
* Can export images in PostScript format.

Image Processing Features
* All the usual tools such as Brightness/Contrast, Contrast Stretch, Negate, Threshold, Histogram, and Equalise are present, plus revolutionary new ones.
* Rotates to any angle to an accuracy of one degree.
* Real-time mirroring of images.
* Six built-in commonly used image processing filters: smooth, sharpen, remove noise, etc.
* Allows the user to create their own external filters for use with Positive Image. Includes a dozen useful pre-defined external filters: Blur, Emboss, Erode, Vibrate, etc.
* Supports 256 level (8-bit) masking with a configurable gradient tool to

aid mask creation.
* Processes user defined rectangular, circular, elliptical and bezier area definitions within Greyscale and True Colour images without affecting other areas of the image.
* Pixel precise area selection of any shape is supported by the use of Alpha Channel handling.
* Shearing and Warping (two different implementations) enable life-like twisting and distorting of images.

Image Retouching Features
As well as a powerful compliment of image processing tools, Positive Image includes a number of localised retouching tools with user definable brush size and shape. These are similar in concept to those found in any standard graphics package, but they have been enhanced to fully exploit the image processing capabilities of Positive Image.

* Sharpen/Blur - applies a local high pass sharpen (or blur) filter.
* Dodge/Burn - lightens or darkens each pixel in the area beneath the mouse.
* Eraser - erases any given area.
* Fill - as found in most graphics packages, but with user control over opacity, fade and strength.
* Spraycan - a traditional airbrush tool with the advantage that you can set opacity, fade and strength.
* Paint and Pencil - the standard painting tools. As with Fill you control the opacity, fade and strength of these tools.
* Rubber Stamp - a multi-purpose cloning tool.
* Full user configurability of all image processing tools.
* All retouching tools may be used in Positive Image's variable zoom mode to ensure pixel precise accuracy,

New in Version 2
A lot has changed since v1.12, most noticeably the increased speed of screen redraws and the vast array of new files that can now be imported. The new internal file structure speeds up block handling, screen redraws and graphic card support.

The 68000 (ST) and 68030 versions of Positive Image 2 are not identical in terms of features. Both packages offer significant speed gains over v1.12, but the 68030 version includes a number of extras which are not in the 68000 version.

New In Both Versions
* Improved graphic card support. We now have a universal graphic card driver which works on any graphic card.
* Printer type, printer port, paper size and monochrome dither method are now be saved as default.
* Screen tiling on colour displays is now twice as fast in 16-colour and 256-colour modes.
* Screen redraws on monochrome displays are now almost as fast as in colour.
* The increased speed of screen redraws has rendered the 256-colour dither

module redundant. This has reduced the memory overhead of Positive Image by 256K in 256-colour modes, leaving more RAM for loading images.
* Built-in printer drivers are up to 50% faster.
* Printing via NVDI is now supported.
* Colour printing is now possible with NVDI (v3 or later) and SpeedoGDOS (v5 or later).
* Positive Image 2 allows easy control over the setting of brightness, contrast, gamma and colour balance for the individual channels from within the Printer Setup menu. Different settings can be applied to different printers with different settings applied to different printer resolutions.
* Brightness, Contrast, Gamma and Colour Correction can also be adjusted when using SpeedoGDOS and NVDI, allowing you to tweak output to your own preference, just like you can with Positive Image's own printer drivers.

New in the 68030 Version
* New file formats: Art Director, Casio CV10/CV100, Genealogie Famille, Photoshow Pro, Photoshop, Photo CD, STOS Sprite Memory Banks, Studio Photo, TG1 coke, and ZZ Rough.
* Addresses the screen in native mode on MagiCMac.
* It is now possible to crop an image, quickly getting rid of any unwanted background.
* Zoom operations now work from the pixel in the centre of the displayed section of the image.
* New magnify tools allow you to zoom directly to targeted areas of the image.

1829. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3789E779.54639724@cable.A2000.nl>
Source record: 76088

Nicholas Bales (please edit email addressto reply) wrote:

> -The icon doesn't appear on the desktop. This is just because the icon
> must be installed manually, and even if the drive has been setup and is
> running, you still have to add the icon to your desktop. The desktop.inf
> file was changed to newdesk.inf with TOS 2.0x, so this explains why the
> icon isn't saved.
>

If it is TOS x.06, the icon is not really needed, just press ALT+driveletter.
If everything is working, the desktop will open a window on that drive, otherwise
it will say: "drive x does not exist". This is the fastest way to see if the
harddisc driver is properly installed.

This is easily forgotten. I forget it myself sometimes. :-)

Henk.

1830. Re: WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Robert Andrew Bell <rapier8@home.com>
Message-ID: <Q7mi3.25068$P61.52959@news.rdc1.bc.wave.home.com>
Source record: 76089

Thanks for the info,I am very familiar with the Ataris having owned a 520stfm and a Falcon in the past(really wish I'd never sold the Falcon).I know the OS is in rom by system disk I meant something like a HD utilities disk,really I just wanted to establish what items came with the STbook.I'm very pleased to have it in my collection and am just thankful that no one locally realised how rare these things are and snapped it up before me.

Rob.

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:37899D7F.491891A2@online.TAKE.THIS.OUT.fr...
>
>
> Robert Andrew Bell a crit :
> >
> > Hi, I just bought an Atari STbook
>
> Lucky guy!
>
> > and was wondering what system disks came
> > with it and if they are available on the net,I have one disk with it(US
> > language disk).*
>
> That's all that came with it. There are no system disks, since the
> system is in ROM.
>
> Check out the Quick FAQ for general info if you're not too familiar with
> the ST range. The STBook is basically a portable STE with a couple of
> improvements.
>
>
> > I also need a source for the mini midi to full size midi
> > adapter.
>
> Can't help you there. You might have to build one yourself if you have
> the pinouts. Usually Atari put their pinouts in the manuals. Did it come
> with a manual ?
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@

> -' ' `- http://quickfaq.atari.org online.fr

1831. Re: WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Robert Andrew Bell <rapier8@home.com>
Message-ID: <U8mi3.25069$P61.52484@news.rdc1.bc.wave.home.com>
Source record: 76090

> The mini to standard MIDI cable can be ourchased through Best Electronics.
>
Do you have contact info for Best Electronics?

Rob.

1832. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3789EE9B.D64EACC7@cable.A2000.nl>
Source record: 76091

Ken Macdonald wrote:
>
> On 1 Jul 1999 16:58:14 +, "Pera Putnik" wrote:
> :
> : Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
> :in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
> :and fast modification of BIOS , TOS and GEM - really good thing for TOS
> :patchers (Philip Taylor where are you ?) . If there will be some interest, I
> :will make project, which should be quite simple btw.
> :
> : Pera
>
> Pera!
> this sounds interesting!
> and a chance to get rid of someauto folder programs! ;-)
> ken

I would love this on my TT too.

Henk.

1833. Easy Stitch, Family Roots II and EZ Professional available again at new low prices

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErFI1.8Hz@cix.compulink.co.uk>
Source record: 76092

FaST Club have taken over from Floppyshop the distribution and support for Easy Stitch, Family Roots II and EZ Professional. These, along with the other Atari software and CDs published by Floppyshop, are available again at new low prices!

Easy Stitch
This is a cross stitch generator program. Cross stitching is the art of creating pictures and patterns by means of sewing coloured threads onto a fabric base. Easy Stitch is an adaptation of the traditional method of creating the cross stitch design on graph paper. With Easy Stitch, you can design your own patterns on screen in a way that is simply not possible using the traditional method. Blocks of the pattern may be selected for copying, rotating, reversing, enlarging or reducing, thus saving many long hours performing repetitive actions. Your grid may be any size up to a maximum of 1280x800 stitches, equivalent to a fabric size of 10 feet by 8 feet! What's more, you can move around it in seconds.

Easy Stitch allows pictures created by popular art packages such as EZ-Art Professional, Degas Elite, NeoChrome, Crack Art, Cyber Paint and so on, to be used as the basis for your pattern. In addition, the program allows for the use of the more complicated back stitches and half stitches, something lacking in many other cross stitch programs. Price: £9.95

Family Roots II
Family Roots is a program to assist anyone who is tracing their ancestry, or 'family tree'. Unlike similar products, Family Roots is not merely a customised database. It allows the user to link each individual into the family tree graphically on the work-screen, whilst allowing easy access to its integrated database where the data on each individual is stored. Genealogy is a subject that intrigues most of us and Family Roots II is the ideal choice for the professional genealogist whilst keeping it within the price range of the amateur.

Our popular custom written mouse-driven interface makes the program easy to use for the beginner, whilst giving access to more powerful features needed by experienced genealogists. Another unique feature of our software is that new entries can be added to any part of the tree - you do not have to define a starting point and work forwards - and all existing data is cross linked to take into account the new entries' relationship to everyone else in the tree. You can even start an unlinked tree on the workbench, which is separate from the main tree and link it in when you have completed your research and found out at exactly which point it fits

in. A powerful search function allows fast cross-referencing between individuals.

New Features in Family Roots II
* Family Roots II can now drive most 9-pin, 24-pin, Bubblejet, Deskjet and Laserjet printers.
* An illustrated printed manual has replaced the on-line manual.
* With a 520 ST you can store the details of 100,000 individuals on a double-sided disk!
* Loads data files from earlier versions of Family Roots.
* The grid display, status bar and menu can all be toggled on or off.
* The baptism date is shown if the date of birth has not been defined.
* The thickness of the horizontal and vertical lines is user definable.
* The text used for the short field names has changed to the professional abbreviations.
* The first letter of every name will automatically be capitalised.
* The vertical spacing between entries has been reduced to allow more entries to be printed per A4 page. You have the option to reduce it even further.
* Surnames and middle names are now viewable on the Brothers/Sisters/Children/Marriages database screens.
* The results of a search can now be sent to the printer as well as viewed on screen.
* All Preferences commands can be accessed using the mouse or a keyboard shortcut.
* The name of the most recent spouse is now shown on both the graphic workscreen and the print out.
* When saving your data file, the last version on disk is retained as a backup file.
* Horizontal scrolling now scrolls the work-bench by 25% rather than 12%.
* A page break is now sent to the printer after each database entry has been printed, rather than printing the entire family tree continuously.

Price: 9.95

EZ Art Professional
This art package was developed following a comprehensive study of the top graphics packages on the ST and Amiga. It appeared that the programs which were most desirable to the public were those which offered thousands of colours on screen. Due to the architecture of the ST, these types of packages were only ever seen on the Amiga.
They were great for creating realistic effects but would eat up huge amounts of RAM and were cumbersome to use. When developing EZ Art Professional, we decided to go 'back to basics'. The obsession with lots of colours had clouded everyones judgement to such an extent that they had come to think that you cannot create a realistic looking picture in 16-colours. This is a myth when you consider that the average game title screen and backgrounds are done in 16- or 32-colours. With this in mind, we have created a graphics package that is very easy to use, yet produces

realistic effects through the use of specially developed proprietary algorithms.
We have dispensed with the limited size of the low-resolution screen and given the user, perhaps the most comprehensive, yet simple to use, editing tools available on an ST. The program is icon driven and includes a built-in Help feature to guide the user as to the function of each and every icon. EZ Art Professional is exactly what the name suggests, it is EASY to use and can generate PROFESSIONAL results.

* Fully supports the STE's extended 4096-colour palette.
* Conversion between Atari, EZ Art and EGA palette modes. custom palettes for Sepias and Greys.
* Quantising and remapping are fully supported with loading and saving of palettes.
* Separate control of brightness so that you can make a colour a tone lighter or darker without having to fiddle with RGB sliders.
* Over 20 different types of shapes. These range from standard boxes and circles, to arcs, discs and shaded polygons. EZ-Art's range editor allows pseudo ray traced effects to create realistic looking 3D objects.
* Zoom-mode supports several different magnifications and smooth scrolling whilst in zoom mode. The zoom window shows where you are in the picture.
* Keyboard shortcuts for most commonly used functions.
* STE 'emulation' for STFM users!
* Interlace emulation lets you see what an interlaced picture looked like on an Amiga!
* 256-colour pseudo palette.
* Irregular blocks.
* 20 different effects may be applied to blocks. These include re-size, scale, remap, rotate, skew, shatter, soften, pixelate, and outline.
* EZ Art Professional has extensive font support. Fonts can be used at a wide variety point size with numerous text styling attributes.
* Fill Designer which allows you to load, save, grab and edit both mono (2-colour) and 16-colour fill patterns.
* Preview mode lets you view pictures that are larger than the standard screen size.
* Up to ten work-screens are available and they can be re-sized at any time.
* Over twenty drawing tools and modes. These range from the commonly used brush, line and point tools, to the less common but equally effective bezier curve, carve block, roller and tape measure. You can also measure lines and shapes as you draw them.
* File formats supported include: NeoChrome, Degas, Crack Art, Tiny, Spectrum 512, and IFF.
* EZ Art Professional comes with a comprehensive fully illustrated 60-page manual.
Price: £9.95

Prices include free shipping in the UK. Please email for overseas postage rates and payment methods.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

1834. FaST Club and Floppyshop Atari CDs

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FErFI4.8IL@cix.compulink.co.uk>
Source record: 76093

FaST Club CD Collection

FaST Club CD#2
Imagecopy 4.1 with manual, Textstyle, Catalogued Clip Art Collection,
Greatest GIFs Clip Art Collection, GDOS and Font-GDOS, STC Calamus Font
Collection, Fontpac Plus GEM and Signum Fonts. Price: £29.95

FaST Club CD#3
The complete FaST Club PD and Shareware Library. 500MB of software and
files covering: Art, Applications, Comms, Clip Art, DTP, Education,
Entertainment, Fonts, Graphics, Information, Music, MIDI, Programming,
Utilities, Wordprocessing. Price: £19.95

FaST Club CD#4
Over 2000 Calamus and TrueType Fonts, STC Calamus Fonts, Fontpac Plus and
Signum Fonts. RRP £9.95

FaST Club CD#6
The Floppyshop Collection: Positive Image 2.0, Easy Text Pro and Pro
Vector, EZ Art, Family Roots II. Includes manuals; plus a collection of
fonts and clip art not already on any of our other CDs. Price: £34.95.

Floppyshop Gold CD Collection
Seven CDs containing every single disk from the Floppyshop ST and Falcon
PD & Shareware catalogues - 3900+ ST and 900+ Falcon disks!

Floppyshop Gold Volume 1
Utility, Word Processing and Programming disks, plus the Floppyshop
Compilation Disks.

Floppyshop Gold Volume 2
Art, Graphics and Font disks.

Floppyshop Gold Volume 3
Games, Midi, Music, Educational and Comms.

Floppyshop Gold Volume 4
Clip Art, Sound Files, Product Demos, Pictures, Astrology, Disk Magazines,
and the Your Second Manual support disks.

Floppyshop Gold Volume 5
Demos. (Directories are retained using archives that can be restored to a
floppy disk, or run off the CD by emulators.)

Floppyshop Gold Volume 6
Falcon collection, part 1: Art & Graphics, Communications, Education,

Fonts, Music, Product Demos, Programming, Sound Files.

Floppyshop Gold Volume 7
Part two of the Falcon collection: Clip Art, Entertainment, Demos, Games and Pictures.

Floppyshop Select CD
An anglicised version of a Falcon-only compilation from Michel Goux and Thierry Benet, who run the Azimut bulletin board in France. Select CD includes all of the top demos, audio programs, games, graphic programs, file viewers, lots of source code, multimedia packages, direct-to-disk recording software, disk magazines, masses of utilities, technical info, DIY electronics projects, and an easy to install Unix environment for your Falcon. With a few exceptions, everything is uncompressed and ready to run from the CD.

Floppyshop DTP+
Everything you need to enhance your Desktop Publishing and computer graphics set-up: fonts, clip art, support programs, printer drivers, printer utilities, word processors, image processing packages, and vector graphics packages. Everything is uncompressed and ready to run, so there's no time wasted de-archiving. Exclusives on this CD: 1200 Calamus fonts - including the commercial Oxieware and Bournemouth CFN collections, over 8,000 categorised clip art images - including complete collections by Stan Otterburn and John Weller, a special collection of over 500 photographs by professional photographer Nigel Scott, the registered version of Xlator, a German to English translation program, plus an exclusive release of the full version of the Edith Professional text editor.

Each CD comes with a catalogue that details every program on every disk, and wherever possible files are uncompressed so that the programs can be run from the CD. You don't have to have a CD ROM on your Atari to use any of the CDs on this page as they can be read on any computer (PC, Apple, etc.) and the files can be copied onto Atari formatted disks. It's easy, and we supply the instructions for doing this.

The Floppyshop Gold 1-7, DTP+ and Select CDs originally sold at £25 and are now amazing value at just £12.95 each.

Getting your Atari software on CD offers stunning savings on the cost of buying on 3.5" floppy disks; we can fit over 800 DSDD disks onto a CD! You don't have to have a CD ROM on your Atari to take advantage of these offers as the CDs can be read on any computer with a CD drive (PC, Apple, etc.) and the files can then be copied onto Atari formatted disks. It's easy, and we supply the instructions for doing this.

Most of our software is now available on CD - see the back page - and we now have PD and Shareware Libraries from Floppyshop and the FaST Club available on CD. That's over 5000 floppy disks of great Atari software!

Prices include free shipping in the UK. Please email for overseas postage
rates and payment methods.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

1835. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-12 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7mcva7pks2@cubacola.tninet.se>
Source record: 76094

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:7m5t34$995$1@SOLAIR2.EUnet.yu...

> A good point, but it need not be so, if an emulator is properly made-
> in which case it perhaps stops being an emulator and becomes an
alternative
> OS.

Once you have a "native" OS on your computer, all emulation will be
second rate
compared to it. Let's face it: Nothing gets better from using an
emulator.
Alternative OS:es is no small thing to construct. Big organizations with
lots of resources (IBM,Sun,Linux, SCO Unix, BEos etc etc) come out with
good OS:es, but these are often cramped, no support for much of the
hardware, meager third part software offerings, and usually no games.

It appears that there are three factors which make up for Windows
success:
*Support for mostly all hardware available.
*Enormous supply of games.
*Programs for every possible use.

Microsoft/Intel have also shown that it's not much point in slimming
down software and hardware. Press the gas pedal to the bottom and never
look back. What matters to most people is more colors, more sound and
bigger screens. So that they can watch those porno flicks in sixteen
million colors and hear the groans of the actors in stereo...

The conclusion is that a new can OS only break thru if it somehow
enhances the consumption of pornography. I vote for 3D projections in
the air (over the bed) and possibly dream machines, hardware and
software that senses where you are in the sleeping cycle and then
activates routines which influencew your dreams. Successful experiments
have been made for the purpose of improvements in learning. But my guess
is that this will instead be used for... (can you guess?) ...hi-tech wet
dreams. Of course. When our masters realize the potential of this
technology, they'll probably monopolize it for themselves... So that we
all think the same, passive, way which will ensure their grip on power
for ever and ever, in aeternum...

> Really? Do you know what of QNX is on that CD? A computer magazine
here
> made a similar announcement for a CD they published last year, and it
turned
> out that they put the QNX demo from QNX web site on the disk.

Yes, it's the demo in CHIP Magazine as well. There is one version for modem and another for network use. The game Hanoi Towers is included.

> My pun was aimed at the extremists who swear they will never use anything
> but a "real" Atari hardware.

Hmm, fanatics. Atari has never been isolated from the rest of the computer world. The first Atari was an emulation on a Vax computer, so there we are again...

> I made and
> installed such a unit with a 12MHz MC68881 into my Mega ST,
> and it speeds some programs by anything between 400% and 1600%.

I always wondered about that FPU thing. What programs are sped up?

MG

1836. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <378b81801571f0@zetnet.co.uk>
Source record: 75945

on Tue 13-07-1999 17:10 BobKing wrote:

>Ta for your help. What you advocate is exactly what I did with earlier
>versions of Magic, see my references to 'layers of icon windows'. With
>6, a click on Assign Icon very rarely produces anything. As far as I can
>see, the MOD_APP.TTP file, (does this change the strange
>APPLICAT.APP/DAT files) first appeared in version 6, so something has
>changed. Please don't flame me if I'm wrong, as I'm writing from memory,
>in front of my office PC. I want to keep 6, the earlier versions were
>too unstable, espec. with my use of OUTSIDE. If all else fails I'll do
>without fancy icons on the desk top. Why have such a complicated desktop
>defining setup? At least with TOS you can hard-wire NEWDESK.INF!!I'll
>try your advice again tonight, perhaps this time!!

Correction....You click on the icon you want to change first then
click on assign icon from the options menu.. Sorry about that.:-)

>And what the hell is happening to the space between Bob and King???

BobKing is how Okami has displayed your name here....strange??? its
only your name that does this.

>Re your complaint in your signature, perhaps all your expansion slots
>were occupied!

:-)

Gordy.
--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: 24 hours in a day and 24 beers in a case. Hmmmm.....

1837. Want to buy ST games

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Patrick Furlong <p.furlong@freenet.uk.com>
Message-ID: <7mg47kplm1@news1.cableinet.co.uk>
Source record: 75946

Hi - I have just brought an Atari 520ST...

I am hoping to buy the following games:

INDIANA JONES AND THE TEMPLE OF DOOM
DIZZY COLLECTION
DIZZY'S EXCELLENT ADVENTURES
WIZBALL
THUNDERCATS
BUGGYBOY
WHERE TIME STOOD STILL
SPACE HARRIER
TOTAL RECALL
ROBOCOP
PUB TRIVIA
SWITCHBLADE
TURRICAN 2
ESWAT

If anyone would sell me these games (reasonable prices please) - please
e-mail me..

Patrick Furlong

e-mail: p.furlong@freenet.uk.com
webpage: http://members.xoom.com/zeropolis

1838. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duwd44.16rtanu1gyn1j4N@max04-072.enterprise.net>
Source record: 75947

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Try this address...
>
> ftp://193.190.204.128/atari/graph-tools/gemview/gemvw317.zip

Thanks! I'll get this asap :-)

> I'm not sure. It doesn't really matter I think because never have I
> had trouble with any version I've used. Currently the version I have
> is dated December 6, 1994.
>
> Let us know what you think of the difference in test results!! :)
>
> I can also volunteer some nice JPEG images I've scanned to test it!!
>
> Let me know if you'd like a few (they're scenic pictures of various
> locations here in New Zealand...sorry the girlie pics I'm keeping
> to myself!!) :)

Damn, you mean sod! ;-)
I've got plenty of jpegs myself, but I suppose one scenic piccy would
matter, please email whenever :-)

I've bookmarked that date for the jpeg decoder and will check.

Thanks

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1839. Network, atari mega-ste4 to powermac

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Gaz <superh8@nastything.com>
Message-ID: <378B9704.657F6890@nastything.com>
Source record: 75948
Cross-posted to: comp.sys.atari.st,nl.comp.sys.mac,comp.sys.mac.system

how do i do this....?

or will i just need to use a null modem cable????
any other ideas....???

i use the atari for midi and the mac for audio but would love to be able
just to access the harddrives of both comps....

1840. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <378B9BB4.51CB18DD@chorus.net>
Source record: 75949

Gordy,

I'll bet that your solution to Bob Kings problem, won't work. Something is wrong with the latest version or MagiCmac. I posted this same exact problem months ago and one of the programmers(Sasa), even sent me a different RSC file and it didn't work. The only solution is to use a 3rd party DeskTop program like Ease or Jienna.

SAK

1841. Re: Atari Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <378bbfed$0$155@news.zetnet.co.uk>
Source record: 75950

On 13 Jul 1999 09:56:28, "Roger Cain" wrote:
>
>wanderer <wanderer99@free4all.co.uk> wrote in message
>news:378A3B0F.MD-1.3.wanderer99@free4all.co.uk...
>> I've recently been given an Atari ST 520 but the mouse was broken.
>> Could someone give me the address of a shop/company that sells
>> replacements, preferably in the UK?
>
>Maplin's does a ST/Amiga mouse. Depends where you live, really, there is
>Systems Solutions in London/Windsor and TUS in Macclesfield (or someone
>mighht just give you one!).
>

Abingdon Synthesis Projects (ie me :-)) sell replacement Atari/Amiga mice,
9 UKP inc postage etc to anywhere in the UK, alternatively you can fit a
MouseBurster interface to your mouse port and use nearly any PC serial
mouse, trackball, whatever ....the interface is 19 UKP and I do a range of
mice etc to plug in...

chrisc

1842. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <5969301EFF9BE937.60E7A73DA5A2ED27.8A0056513A99A8C1@lp.airnews.net>
Source record: 75951

Joergen Bak wrote:

> Hi -
> Does anyone have any experience with a ISDN modem connected to a Falcon?
>
> cheers
>
> Joergen

Don't have a Falcon any more, but it works the same as a modem. Just need a higher serial port rate to take advantage of the 128K.

1843. WTB: HD Controller

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <378BBB3C.775A@midsouth.net>
Source record: 75952

I will consider almost anything- ICD AdSCSI, Supra, homebrew, SH-204. Heck, I'll even buy the guts to a Megafile MFM/RLL controller. So if you have a spare in the closet collecting dust and would rather have cash than a dust collector, please email me. In the US only please, I would never wish upon anyone the pain and suffering of customs paperwork (it may be easier in other countries, but here I would rather use Win98 on a 386sx-16 than fill it out). Thanks for your time.

Eric

1844. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <378be09a2b7bb2@club-internet.fr>
Source record: 75953

Hello,

in article <378b49a820b50d3@mail.otenet.gr> (comp.sys.atari.st)
Vassilis Papathanassiou wrote on Tue 13-07-1999 14:25 (+0200):

> Remember your idea of porting MintNet to MagiC ? Well, most of it has
> been done, including the tools, library and examples. Tools and lib

Well done!

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
-We're only immmortal for a limited time: Neil Peart, Rush

1845. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378A8C23.667CA68F@ihug.co.nz>
Source record: 76019

Hi there,

Steve wrote:
>
> Where can I get GEM-view 3.17 from? (is this the latest English
> version?). Once I get it, I'll do the test! :-)

Try this address...

ftp://193.190.204.128/atari/graph-tools/gemview/gemvw317.zip

> > JPEGD is indispensable I reckon, especially as a GEM-view 3.x user.
>
> What is the latest version? Juuust incase! :)

I'm not sure. It doesn't really matter I think because never have I
had trouble with any version I've used. Currently the version I have
is dated December 6, 1994.

Let us know what you think of the difference in test results!! :)

I can also volunteer some nice JPEG images I've scanned to test it!!

Let me know if you'd like a few (they're scenic pictures of various
locations here in New Zealand...sorry the girlie pics I'm keeping
to myself!!) :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1846. Dead Modem

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7melge$a46$1@nnrp1.deja.com>
Source record: 76020

Hi All,

My good old Trust 14,400 modem has died and so I need to replace it.
I am considering buying a 56K modem but when I last looked at 56K
modems there were two different technologies available, both
incompatible with the other.

So, how many Atarians out there use 56K modems and which one(s)
would you recommend?

Thanks.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1847. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: tcordes@escape.ca
Message-ID: <umAi3.1027$Zm.72791@typhoon.mbnet.mb.ca>
Source record: 76021

MOUSE PAD "IBM Services" attractive plastic over foam base $ 3

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 68
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 33
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 76
cord

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 19
mouse

520STf computer with DS disk external drive, add $5 for a mouse $ 40

520STfm computer dead internal power supply (looks like it melted down); $ 22
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

BK GFA Basic Michtron version unknown, 3 ring binder $ 2

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 3

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK LIVRE De 1st Word Plus formation, exemples et applications, a book in $ 2
French, 200 pages hardcover, looks at 1st Word processor in depth, mint
condition, comes with disks

BK MANUAL 1040ST original either 86 or 87, good condition $ 3

BK MANUAL PTC1426 for the color TT 14" monitor, bit warped $ 3

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 3

BK MANUAL TT030 manual near mint condition original TT manuals $ 5

BK MANUAL TTM195 for the 19" mono TT monitor, multilanguage $ 3

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 2

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2

CABLE 25PIN Modem/serial/printer cable 25 male to 25 male Dsub approx 5' $ 3

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 9
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 16
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 34
cable and power supply

FLOPPY Atari external floppy drive $ 25

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 9
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 2
condition, 1 sticks a little

MAGAZINES great deal! 13 Atari mags, 1 Atari disk all together in one $ 2
super cheap set! email for titles, shipping not included

MEGA STe computer 16Mhz 4MB RAM, 300MB+ internal hard drive, HUGE PRICE $269
REDUCTION - was $425! everything works, Great computer with BIG hard drive

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 10
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 10
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 8
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 17
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 18

MONITOR color Atari SC1224 working $ 33

MONITOR color Atari various models working $ 33

MONITOR mono Atari various models working $ 30

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! minorly broken, button sometimes works and sometimes doesn't, and it often doesn't want to move right; comes with special gridded mouse pad $ 1

MOUSE PAD by Moustrak Inc, grey $ 1

MOUSE original Atari mouse guaranteed working $ 11

POWER SUPPLY external for 520 ST's $ 17

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 4

PRINTER SWITCHBOX Pengo 25-pin for modems or printers $ 10

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $539

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with ROMS (disk/docs/cable) $ 28

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your clock automatically every time you boot. Incl box, software and hardware. Suggested retail was $57.95. Brand new. No guarentee on lithium battery (estimated 10 year lifespan) $ 17

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 2

SW AEGIS Animator animation generator and viewer (disk) $ 2

SW ASSEMPRO assembly language compiler (disk/docs) $ 2

SW BALANCE Of Power strategy game; manual needed (disk) $ 2

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 5

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 2

SW CRACK'ED game published by Atari (disk) $ 2

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d, plotter & drivers, human design disk, cartoon design disk, cyber control (disk) $ 19

SW DAC Easy Accounting software 2disk (disk) $ 2

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 8
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 2

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 26
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by $ 2
some to be the best ST RPG game ever! (disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 2
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 2

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 2

SW FSM GDOS 5 disks (disk) $ 2

SW GDOS original Atari version 2 disks (disk) $ 2

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 2
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 2
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 3
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 4

SW LEXICOR Chronos keyframe animator tt030 v1.3 amazing animator for TT $ 14
(disk)

SW LEXICOR Chronos keyframe animator v1.3 3disks amazing animator (disk) $ 14

SW LEXICOR Prism Paint v1.5b 4disks, top notch paint program (disk) $ 10

SW LEXICOR Prism render TT030 v1.03 top notch rendering program (disk) $ 12

SW LEXICOR all 4 Lexicor software packages together, great deal! (disk) $ 23

SW LIVRE Du Graphisme (disk) $ 2

SW M1 TANK PLATOON still the best tank sim out there, all original $ 7
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 2

SW MARBLE MADNESS from the arcade version, great fun! (disk/docs) $ 2

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 6
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 2
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 3

SW OSS Personal Pascal v2 (disk/docs) $ 8

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 2
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 2

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW SPEEDO starter kit, incl SpeedoGDOS and 20 bitstream Speedo outline $ 8
fonts & 5 disks of fonts from Toad computers; 9 disks in all! (disk/docs)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 18

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 9

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 6
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 2
great car racing game with 2 bonus packs of cars! 4 disks (disk)

SW TEST DRIVE by accolade (disk/docs) $ 4

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 9

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 12

SW WORD For Word crossword puzzle creator (disk/docs) $ 2

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 10

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 3
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 2

SW WORLD GAMES by Epyx challenge yourself or a friend in different $ 2
events! (disk/docs)

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 69
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 19

SYQUEST CART 44MB no bad secs $ 29

SYQUEST CART 88MB no bad secs $ 33

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $113

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 19
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 6

ATARI JAGUAR game Checkered Flag (racing) incl FREE shipping $ 11

ATARI JAGUAR game Iron Soldier (3D robot 1st person shootemup) incl FREE $ 12
shipping

ATARI JAGUAR video game console system mint condition, less than 1 year $ 53
old, lightly used, incl original boxes/manuals, A/C adapter, TV conv, 1
controller, with all 3 games

--
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All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://www.escape.ca/~tcordes/forsale.html

1848. Re: Blit-problems with MagiC-Mac

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7mennsand1@nnrp1.deja.com>
Source record: 76022
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <7m74qe$33n$1@nnrp1.deja.com>,
Joakim H&#65533;gberg <gokmase@my-deja.com> wrote:

> > I assume you are aware of the usual problems with true colour
graphics
> > modes using vro_cpyfm()? That is, the bit order may differ from card
>
> Ok, but the first 16 should be the same, right?

Hmmm, it's a long time since I did that kind of programming -- but I
thought that vro_xxx needs the same number planes for both source and
destination...

> > >everything is alright with geneva, n.aes, MagiC and MagiC-PC. Is
> there
> > >something special about MagiC-Mac that can cause problems like
this?
> >
> > The main difference between MagiCMac and the rest you mention is
that
> > the others have an original Atari screen mode or emulate one.
>
> Which calls will be affected by this, and in what way?
>
> Sorry if some questions seems to be to simple or silly, but since I
> don&#65533;t have a clue to these things the only way to find out is to
ask. :)

The first thing to check is how the MFDB for the screen is filled. It
is wrong to use XBIOS to find any values here -- just set the screen
address to 0 and let VDI worry about the rest..

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1849. Re: driver for Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7meo0t$aq7$1@nnrp1.deja.com>
Source record: 76023

In article <37899624.FFD7B558@online.TAKE.THIS.OUT.fr>,
"Nicholas Bales (please edit email addressto reply)"
<bales@online.TAKE.THIS.OUT.fr> wrote:
>
>
> Roger a crit :
> >
> > Hi all,
> >
> > I have an old, second-hand Atari 1024 ST with TOS 1.0 and a Megafile
> > 30 harddisk. Unfortunately I don't have the floppy with the hard
disk
> > driver and also the partitioning tool. Is it available somewhere on
> > the Internet?
>
> You'll find a complete archive of AHDI 6.061 at:
> http://bales.online.fr/atari/files
>
> > Don't know how Atari uses its copyright on software
> > years after vanishing from the computer market.
>
> I've no idea what the official word from Atari ever was, but nowadays
it
> is generally considered that some things from Atari are freeware
> (Xcontrol, AHDI, Chkdisk...) and some others are not (TOS, GDOS...)
>
> I never have been able to clarify why we make such a distinction, or
if
> this was ever backed up by Atari.

```
Actually this disctinction was made by Atari. I don't think that
anything has changed since (how could it?)...

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

1850. Re: Need help installing TOS hard disk

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378AE7B3.98AE7210@online.TAKE.THIS.OUT.fr>
Source record: 76024

DarkChyld a ï¿½crit :
>
> On 12 Jul 1999 09:43:50 , please edit email addressto reply wrote:
>
> ->> Ok, then perhaps I should be asking a different question. How's this? The
> ->> 1040ST sees the HD without a problem, but the Mega refuses to recognize it.
> ->> Where do I go from here?
> ->
> ->Not sure. It should work the way it is.
>
> Nick, correct me if I'm wrong here-but doesn't the Mega STe have an
> internal HD setup? In that case, doesn't it have to be disabled some
> way before the external HD's will work? Just a thought.
>

Not quite sure, as I've never actually owned a Mega STE. You might be
right. He didn't mention having an internal drive though.

> (or why not just take the SCSI drive out of the case and install it
> in the Mega STe's HD bay, thus doing away with another box and PS)

Indeed!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1851. Re: A Sad Day...

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378AE5A3.E8826C39@online.TAKE.THIS.OUT.fr>
Source record: 76025

CSC BEAUMANOIR a ï¿½crit :
>
> >Hello from France, from casual net users looking for Cubase for Atari ST
> (version 1, 2, maybe 3 if it works on STE 4 Mo) or equivalent (Notator,
> sharewares...).

Version 2 and 3 will both work on an STE. I've never actually seen
version 1.

> We also look for additionnal hardware (midi/audio extensions, joysticks...).
> We're only interested in LEGAL softs (no cracked softs).
> More about us?
> We are a french musicians club using Atari ST and Mac SE 30 for music.

You might want to subscribe to fr.comp.sys.atari, the french atari
newsgroup.

> Note it: we are programming a soft for Atari & Mac that helps musicians and
> every professional involved in music business:
> touring, selling, buying, distributing a show or a disk.

Very interesting, just the kind of vertical app that can end up being
very useful.

> More about it by the end of the year.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1852. Re: Dead Modem

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <378aec5d$0$160@news.zetnet.co.uk>
Source record: 76026

On 13 Jul 1999 06:14:43 , Ben Hills wrote:

>So, how many Atarians out there use 56K modems and which one(s)
>would you recommend?

Hi Ben,

I use the external K56/V90 modem that System Solutions supplied. Unfortunately, it does not have a manufacturer's name on it - just "Made in Taiwan". All I can tel l you is that it came in a box about 9inches x 12inches, with "High Speed Fax Modem" on the front and the border of the box has approval marks from loads of different countries.

I recently saw one of these on sale in my local John Lewis' department store for UK69-00. I use it on the Zetnet digital lines and I'm very pleased with the performance.

If you want any more details mail me direct and I 'll try and describe it more fully.

Cheers

Paul

1853. Re: Atari Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378AEA48.8B42BBE1@online.TAKE.THIS.OUT.fr>
Source record: 76027

```
wanderer a ï¿½crit :
>
> I've recently been given an Atari ST 520 but the mouse was broken.
> Could someone give me the address of a shop/company that sells
> replacements, preferably in the UK?
>

Try Titan or Systems Solutions. Both have a web site that you should
easily be able to find.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1854. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Maurits van de Kamp <maurits@just.post.here>
Message-ID: <378AED7A.D143CF4@just.post.here>
Source record: 76028

DarkChyld wrote:

> This is news. Where did you read this Maurits?

Several places, including alt.os.linux. :)

> Linux, combined
> with the Amiga GUI,

I wonder if they'll do that..

> and their existing lineup of cheap '060
> accelerator boards, as well as the PowerPC boards, and the
> upcoming "Next Generation" Amiga hardware could be pretty darned
> impressive!

Well, I dunno.. It would be nice to have a dedicated Linux machine,
although the PC is close to it already (since the 386 was designed to
run a Unix variant in the first place). But the big advantage of the PC
is of course the "inflation" induced by Microsoft: Systems that are
pretty powerful are worthless for running m$ bloatware so they cost
virtually nothing, which makes the PC a very cheap and relatively (to
it's price) powerful Linux box, I wonder if the new Amiga can be more
interesting in that aspect, even though of course the basic design of
PCs is complete crap. :)

Maurits.

--

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1855. [HELP] PC-Speed installation leaflet

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mf0rp$e7j$1@nnrp1.deja.com>
Source record: 76029

Hi,

Many years ago, I acquired a "PC-Speed" device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1856. Re: WTD: Info on Atari STbook

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990713114254.15046B-100000@hal.fishpool.fi>
Source record: 76030

> > The mini to standard MIDI cable can be ourchased through Best Electronics.
> >
> Do you have contact info for Best Electronics?

bestelec@concentric.net
http://www.best-electronics-ca.com/

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1857. Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378B0872.1B51B528@patent.gov.uk>
Source record: 76031

I have Calligrapher Pro. (second-hand) and have followed the installation procedure, but always end with a repeated message to insert a disk. I think I read somewhere that the first time you install Call. on a HD, it modifies the main floppy and you have to have this floppy in drive at all times. Is this it and if so is there any way round it? I normally use Papyrus or Protext, but the 'Outline' and Maths tools look very interesting.

Bob_King

1858. Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378B0D0A.5CE6644E@patent.gov.uk>
Source record: 76032

I seem to have forgotten how to allocate an icon to a program or file in Magic 6 and Magixdesk. I managed to do it or CAB, but how I can't remember. Clicking on install application brings up the menu, but not the layers of icon windows produced in earlier versions of Magic. Clicking on install icon produces nothing. Is it something to do with the new mod_app.ttp, which seems to be called internally, since drag/drop a file on it gives an error giving the correct syntax. The manuals have got progressively thinner, at least in the first one you got a programmers appendix.

Bob_King

1859. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378B0B1C.2FA08324@online.TAKE.THIS.OUT.fr>
Source record: 76033

```
Celt a ï¿½crit :
>
> On Mon, 12 Jul 1999 09:43:50 +0200, "Nicholas Bales (please edit email
> addressto reply)" <bales@online.TAKE.THIS.OUT.fr> said:
>
> >
> >
> >Celt a ï¿½crit :
> >>
> >> On Tue, 06 Jul 1999 11:35:20 +0200, "Nicholas Bales (please edit email
> >> addressto reply)" <bales@online.TAKE.THIS.OUT.fr> vomited:
> >
> ><snip>
> >
> >> >Therefore, if it already works with the 1040ST, then the drive is
> >> >already configured and has a driver set up.
> >>
> >> Ok, then perhaps I should be asking a different question. How's this? The
> >> 1040ST sees the HD without a problem, but the Mega refuses to recognize it.
> >> Where do I go from here?
> >
> >Not sure. It should work the way it is.
> >
> >When you say it doesn't see the hard drive, do you mean:
> >-AHDI doesn't find it or doesn't run at all when you bootup ? In this
> >case, there is some weird problem. Try running AHDI from a floppy to see
> >what happens.
>
> AHDI doesn't run at all, except when I boot from an old STart diskette.
> When booting from the diskette, the HD shows up fine.

Ok, then for some reason, the ST isn't booting on the HD. Try running
hinstall from the AHDI package.

> >
> >or
> >
> >-The icon doesn't appear on the desktop. This is just because the icon
> >must be installed manually, and even if the drive has been setup and is
> >running, you still have to add the icon to your desktop. The desktop.inf
> >file was changed to newdesk.inf with TOS 2.0x, so this explains why the
> >icon isn't saved.
>
> OK, how do I add the icon to the desktop?
```

Erm, select any drive icon, go to Options > Install Disk Drive, Call it
"C" and "Hard Disk" (or whatever), and Install.

Then, Options>Save desktop.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1860. Re: Dead Modem

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7mfa4p$mk3$1@news4.svr.pol.co.uk>
Source record: 76034

Ben Hills <ben@imperial.co.uk> wrote in message
news:7melge$a46$1@nnrp1.deja.com...
> Hi All,
>
> My good old Trust 14,400 modem has died and so I need to replace it.
> I am considering buying a 56K modem but when I last looked at 56K
> modems there were two different technologies available, both
> incompatible with the other.
>
> So, how many Atarians out there use 56K modems and which one(s)
> would you recommend?

Yes. Both of the (old) standards will gradually be replaced by the v90 standard so, in truth, it would be better to go for one of these. Having said that, though, many of the old-standard modems are capable of flash-ROM upgrade to v90 so you could go for one of these and widen your choice.

UK phone lines seem to support 42K or 44K, ATM. You would be very lucky to get a 56K CONNECT. However, as the only other choice (but dead cheap) is a 33K6 modem it is worth paying for the extra bandwidth especially if you do much /www work.

Roger

1861. Re: Atari Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7mfa4q$mk3$2@news4.svr.pol.co.uk>
Source record: 76035

wanderer <wanderer99@free4all.co.uk> wrote in message
news:378A3B0F.MD-1.3.wanderer99@free4all.co.uk...
> I've recently been given an Atari ST 520 but the mouse was broken.
> Could someone give me the address of a shop/company that sells
> replacements, preferably in the UK?

Maplin's does a ST/Amiga mouse. Depends where you live, really, there is
Systems Solutions in London/Windsor and TUS in Macclesfield (or someone
mighht just give you one!).

1862. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <378B2EF1.BE8F57CA@cable.A2000.nl>
Source record: 76036

Good Pera:

Pera Putnik wrote:

> > I would love this on my TT too.
> >
> > Henk
>
> I would love it too. But without TT, I can't develope it. I have only old ST.
>

Never mind.
I never threw my old ST away, cause still working fine.

I imagine the following:
Remove VDI that nobody uses from TOS 2.06, perhaps then it fits in 192 Kb.
My TTdigger can produce a assembler file from the ROM's. (One must have these
of course)
Reassemble for use at $FC0000 and flash.

If one has paid for Magic, one could do the same with MAGIC.RAM.
Just a thought.

If you succeed, your work could be a starting point for a soldering wizzard that
owns a TT, I think there are lot of those. (I am not. :-)

Henk.

1863. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <378b49a820b50d2@mail.otenet.gr>
Source record: 76037

Hi Peter

on Sun 11-07-1999 21:21 Peter A West wrote:

>>Checking for any translations in the filesys folder, I found out that
>>the complete project is finished! To me this is the greatest news for
>>years.
>
>It's nice to be appreciated! BTW, there is still one file to come - a
>README that simply describes what the files are; I am still trying to
>sort out one or two inconsistencies with the author. Enjoy!
>
Much more than just appreciated! I've passed through hell ;-) to write
BNET.XFS not to mention sockets.xdd and the rest of MintNet's drivers.
It's time now to fill the gaps!

What is really nice is that you've also translated the comments of the
sources, header files etc, etc. Well, sometimes dreams come true!

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1864. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <378b49a820b50d3@mail.otenet.gr>
Source record: 76038

Hi Martin-Eric

on Sun 11-07-1999 10:49 Martin-Eric Racine wrote:

>> Checking for any translations in the filesys folder, I found out that
>> the complete project is finished! To me this is the greatest news for
>
>Indeed! While I prefer MiNT+NAES, I must say this was badly needed.
>
Remember your idea of porting MintNet to MagiC ? Well, most of it has
been done, including the tools, library and examples. Tools and lib
are even binary compatible to Mint (Pure C), MagiC drivers are not ;-)
I still need to make the xifs (full dd support and signals are two
points that MagiC has severe limitations compared to MiNT) but I think
I've found a workaround. With MagiC > v6.1 where user/group ids etc
are (at last) supported, things will be easier. Note that as it is now
(and using the internal driver) it does more than 200k/sec with a
simple TCP client/server (MagiC 5.11, TT 4+4).

I'm sure now you understand why I was so happy for the translations ;-)
Life is becoming easier for me from now on!

>Now, how about translating the I-Connect programmers docs, also? ;-)
>
;-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1865. Re: News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <378b49a820b50d4@mail.otenet.gr>
Source record: 76039

on Sat 10-07-1999 18:35 Mikey wrote:

>Hi,
>
>Some of the groups don't require much text editing. Just a minute or
>two of work, but the connection doesn't stay active that long.
>Sometimes, if post do make it to the server, they are available within
>minutes, almost making the conversation real time. There is something
>to be said about spontainous replys:). They loose their zest if you
>already have read it once:).
>
>Of course I could say I am using a 520ST and only have a floppy to
>save the file to.....:)
>
If you're using STinG's dialer you could try to 'ping' the news server
while you're working. This will keep them busy ;-) In fact STinG's
ping utility is very fast in sending packets, but since ping source
is included in STinG's archive, you can write your own (to ping for
examle every 10 seconds).

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1866. Re: Need help installing TOS hard disk

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7mfdlhldj2@cubacola.tninet.se>
Source record: 76040

Louis <louis@holleman.demon.nl> wrote in message
news:378a249c55b7e5a0@holleman.demon.nl...

> The Seagate is a SCSI drive OK, internally it's on the built-in SCSI
> controller, using ID-0 and that one works fine. Next I connect the
Conner
> to the ACSI port using a Link cable, no probs either. (And before
someone
> starts yelling: this one has a Hushi.sys on the root too...)
>
> Next I change the Seagate for the Conner and no more go...?

Could be that your Conner has parity enabled?
In that case the internal controller of the Mega STE can't "talk" to it.

The Link, being newer and better, has probably parity handling enabled.

You can add a parity chip to the Mega STE SCSI controller. I described
one solution a couple of years ago, you may find it on the net.

MG

1867. Re: Dead 520STfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7mfdlgldj1@cubacola.tninet.se>
Source record: 76041

HappyLad <happylad@nospam.net> wrote in message
news:7md6or$p9b$1@phys-ma.sol.co.uk...

> I guess that there is a short somewhere, but where to begin?
> I've disconnected the floppy and keyboard but the knocking from the
> transformer still persists so I assume that the problem is on the
mainboard.
> Any advice would be much appreciated.

Take off all the casing and use a vaccum cleaner to suck out all the
dust and possibly loose pieces of cable, scews etc. Also inspect the
board for spilt coffe, Coca~Cola, ketchup etc. Press down all socketed
chips. Also try starting the computer without the metal shielding, since
this sometimes causes the shorts.

MG

1868. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <378b4c541a7bf0@zetnet.co.uk>
Source record: 76042

on Tue 13-07-1999 10:55 BobKing wrote:

>I seem to have forgotten how to allocate an icon to a program or file in
>Magic 6 and Magixdesk. I managed to do it or CAB, but how I can't
>remember. Clicking on install application brings up the menu, but not
>the layers of icon windows produced in earlier versions of Magic.
>Clicking on install icon produces nothing. Is it something to do with
>the new mod_app.ttp, which seems to be called internally, since
>drag/drop a file on it gives an error giving the correct syntax. The
>manuals have got progressively thinner, at least in the first one you
>got a programmers appendix.

Click on Assign Icon from the options menu.Two windows should open up
one with the icons and the other with the files.Select the icon you
need and drag it onto the file in the other window and click on
ok.Sometimes you may have to reprosition the icon window as it can
get covered up by the other window.

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: I tried an internal modem, but it hurt when I walked.

1869. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378B6508.2B6B932E@patent.gov.uk>
Source record: 76043

Ta for your help. What you advocate is exactly what I did with earlier versions of Magic, see my references to 'layers of icon windows'. With 6, a click on Assign Icon very rarely produces anything. As far as I can see, the MOD_APP.TTP file, (does this change the strange APPLICAT.APP/DAT files) first appeared in version 6, so something has changed. Please don't flame me if I'm wrong, as I'm writing from memory, in front of my office PC. I want to keep 6, the earlier versions were too unstable, espec. with my use of OUTSIDE. If all else fails I'll do without fancy icons on the desk top. Why have such a complicated desktop defining setup? At least with TOS you can hard-wire NEWDESK.INF!!I'll try your advice again tonight, perhaps this time!!

And what the hell is happening to the space between Bob and King???

Re your complaint in your signature, perhaps all your expansion slots were occupied!

Bob(with a space)King.

Gordy wrote:
>
> on Tue 13-07-1999 10:55 BobKing wrote:
>
> >I seem to have forgotten how to allocate an icon to a program or file in
> >Magic 6 and Magixdesk. I managed to do it or CAB, but how I can't
> >remember. Clicking on install application brings up the menu, but not
> >the layers of icon windows produced in earlier versions of Magic.
> >Clicking on install icon produces nothing. Is it something to do with
> >the new mod_app.ttp, which seems to be called internally, since
> >drag/drop a file on it gives an error giving the correct syntax. The
> >manuals have got progressively thinner, at least in the first one you
> >got a programmers appendix.
>
> Click on Assign Icon from the options menu.Two windows should open up
> one with the icons and the other with the files.Select the icon you
> need and drag it onto the file in the other window and click on
> ok.Sometimes you may have to reprosition the icon window as it can
> get covered up by the other window.
>
> Gordy.
>
> --
> E-mail:tesla1@zetnet.co.uk ICQ 37182286
> The *Atari Users Mailing List*
> Check http://www.users.zetnet.co.uk/gordy/ for details

> Otagger ss1.22: I tried an internal modem, but it hurt when I walked.

1870. Re: HSModem.. need the nitty gritty details..

Newsgroup: comp.sys.atari.st
Date: 1999-07-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEtGo9.ApC@cix.compulink.co.uk>
Source record: 76044

In message <378998C1.2E127796@online.TAKE.THIS.OUT.fr>, "Nicholas said:

>So, contrary to common belief, HSModem DOES NOT speed up your serial
>port on it's own. It DOES speed up the way TOS uses the ports. It CAN
>use serial ports that are speeded up (sp?) by a hardware modification.

It also removes the RTS/CTS bug in TOS - which is perhaps its most
important function!, And of course there are special programs for Megas,
TTs and Falcons whose ports allow faster speeds than 19k2; as Atari
omitted these higher speeds in the serial.cpx, these HSMODEM programs
re-map some of the useless very low speed 'labels' to give higher
speeds. It's all in the HSMODEM docs!

Regards, /Peter/

1871. ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <931914094-245642AEicMi@post3.tele.dk>
Source record: 75954

Hi -
Does anyone have any experience with a ISDN modem connected to a Falcon?

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1872. Re: Atari Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <UU3jqHApd9i3EwGz@steverosie.demon.co.uk>
Source record: 75955

On Tue, 13 Jul 1999 at 22:38:37 a message from Chris Crosskey was
created on the subject of Atari Mouse (UK).
>Abingdon Synthesis Projects (ie me :-)) sell replacement Atari/Amiga mice,
>9 UKP inc postage etc to anywhere in the UK, alternatively you can fit a
>MouseBurster interface to your mouse port and use nearly any PC serial
>mouse, trackball, whatever ....the interface is 19 UKP and I do a range of
>mice etc to plug in...
>
>chrisc

That's always nice to know:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1873. Printing

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <378BDAAE.716162F7@home.com>
Source record: 75956

Well, after no response whatsoever from invers media and the boys at Magic.... anyone here got an idea how to get my PC printer working in MagiCMac on a new G3 that uses the USB port. It was suggested I buy MacPrint but that only works with Calamus SL99 and I'm still using SL98.

Keith

1874. Atari Mega Ste for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Mark Montreuil <mark_montreuil@yahoo.com>
Message-ID: <XdRi3.6196$m4.23799169@news.magma.ca>
Source record: 75957
Cross-posted to: comp.sys.atari.st,ncf.sigs.atari,ott.forsale.computing

Atari Mega Ste - 4 Meg ram, internal 170 meg hard drive, 1.4 meg floppy drive, TOS 2.05. Many disks of software, colour and mono monitors, complete and in excellent condition. Includes Spectre GCR, Video Capture cart, and many, many pieces of utility and game software. Best offer in Ottawa area.

Please reply via email.

regards,

Mark Montreuil

1875. Re: ST Cartridge Port Interface Falcon Compatible?

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <378c22e3$0$158@news.zetnet.co.uk>
Source record: 75958

In a former life as an exotic dancer, phantomm@kih.net (Phantomm) wrote:
> Was looking at a DIY cartridge port interface for a ST in the January 1989, Issue 27 of ST LOG Magazine.
>
> This looks like a interesting project and was wondering if this interface would also be Falcon Compatible?
>

What's the interface for? If it's a general I/O interface, can I suggest playing about with the enhanced joystick ports (EJPs) instead.

I haven't verified this experimentally (it's on my list of things to do one day), but the way you access joypads through these implies that between the two ports there are three 8-bit bidirectional I/O ports. It might "just" be a single output port, and two input ports though: I'd need to look into this a bit more to verify which. Of course, in addition to these, there are two 8-bit A-to-D converters as well. There should be enough interface options there for most people ;)

For more information in general, there a FAQ at my website, which is long overdue an update (also on the list of things to do), and my series of articles in AC (those on the joypad hardware and software will be most appropriate).

Cheers,

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

1876. Re: analog joys pins/ste case

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <378c22eb$0$158@news.zetnet.co.uk>
Source record: 75959

In a former life as an exotic dancer, jim <jim@studio9.demon.co.uk> wrote:
> howdy ... a couple of things, 1. I have a midi gizmo installed within my STe and I'd like to power it from the analog joystick port (9v). Pins anyone? The gizmo has a positive and negative rail that's all. 2. Anyone know where I can get a new STe case in uk (I mangled the last one installing the gizmo)
>

A looong overdue reply, but here goes:-

1) Only 5V AFAIK
1b) Pin 9 for GND and 7 for +ve.

As the MIDI Gizmo (what is this, BTW) is installed internally, there are plenty of better/easier places to tap off the power from the motherboard itself. Just don't ask me to name them ;)

Cheers,

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

1877. Re: FFT Software

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <378c22f3$0$158@news.zetnet.co.uk>
Source record: 75960

In a former life as an exotic dancer, Dennis McGuire <sagedm@erie.net> wrote:
> Is there any software to do Fast Fourier Transforms on an Atari TT?
>
>

Replay16 sound sampler did it for audio files on the ST & Falcon. I daresay it would run on the TT as well - though I can't vouch for this (& especailly not for the sampling cartridge). I don't know about anything for more general FFTs though.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

1878. Cartridge and Portfolio card?

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: enbordal@online.no
Message-ID: <931938156-328560AEicMi@online.no>
Source record: 75961

Hello.

What about reading, writing directly from a Portfolio card?
Is it possible to make?

Norvald

--
Norvald

Atari Falcon 030

1879. Re: MiNT, HSMODEM, and more questions!

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mhbsk$6gb$1@news6.svr.pol.co.uk>
Source record: 75962

On 12 Jul 1999 09:37:23 , please edit email addressto reply wrote:
Hi Nick!

>Technoid Mutant a crit :

>> How do I upgrade my Mega ST4 to more than 4mb? Will MiNT recognize such
>> an upgrade?
>
>There is only one board that allows you to upgrade to 16Mb, it the
>german Magnum board (from Woller I think ?). It requires TOS 2.06 and
>is pretty expensive.

Aixit, who did have a web site www.aixit.com IIRC.

I have a 14Mb board in my Lighthouse tower'd ST, one also needs either MagiC
OR TOS2.06 to use it.

I should imagine that the board would be a tight fit inside a standard ST's
case.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1880. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990714095849.16498A-100000@hal.fishpool.fi>
Source record: 75963

On Tue, 13 Jul 1999, Vassilis Papathanassiou wrote:

> Remember your idea of porting MintNet to MagiC ? Well, most of it has
> been done, including the tools, library and examples. Tools and lib
> are even binary compatible to Mint (Pure C), MagiC drivers are not ;-)

Whoa!!! Amazing!!! Thanks!

> I'm sure now you understand why I was so happy for the translations ;-)
> Life is becoming easier for me from now on!

Indeed!

> >Now, how about translating the I-Connect programmers docs, also? ;-)
>
> ;-)

Bahh... not needed anymore, now that you made the sockets for Magic! ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1881. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <378c3c19$0$160@news.zetnet.co.uk>
Source record: 75964

On 14 Jul 1999 02:00:04 , Joergen Bak wrote:
>Hi -
>Does anyone have any experience with a ISDN modem connected to a Falcon?

Hi Joergen,

I have not yet connected one myself, but System Solutions (in the U.K.)
are hoping to have everything available in a week or so.

It seems you need a terminal adapter rather than a modem. I'll pass on
more details when I can.

Cheers

Paul

1882. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1duwq3g.qbr5wi4bp1n4N@srry01m04-58.bctel.ca>
Source record: 75965

Steven Kaleita <sak01@chorus.net> wrote:

> I'll bet that your solution to Bob Kings problem, won't work. Something
> is wrong with the latest version or MagiCmac. I posted this same exact
> problem months ago and one of the programmers(Sasa), even sent me a
> different RSC file and it didn't work. The only solution is to use a 3rd
> party DeskTop program like Ease or Jienna.

Take a look at Magxdesk's applicat.inf file to make sure the x and y coordinates of WINDOW ICONS haven't gone awry. If they have, the window containing the icons might be placed off to the side of your screen, as if it's not there. You'll know this is the problem if you see excessively high values for the coordinates, which are based on your screen size.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1883. Verk ATARI STE 4MB

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Skydander1 <Michael.Hussong@t-online.de>
Message-ID: <7mhnh4$46t$1@news02.btx.dtag.de>
Source record: 75966

Nach langer ï¿½berlegung entschliese ich mich meinen Atari doch mal anzubieten
und zu Verkaufen.

MODEL 1024 STE:

-
7 Jahre alt davon 2 Jahre benutzt.
Tos 2.06,4MB Arbeitsspeicher, Extern HD Laufwerk u. SW Monitor original
Dos Emulator 286. Hardware.,Programme und Treiber
SCSI Festplatten in externe Metall Box 70MB + 120 MB Stck.
also einfach alles was ich von diesem Teil ATARI habe.
Wer also so ein Model sucht sollte vorbei kommen es lohnt sich fï¿½r dich.
Preis VHB bitte per Mail antworten.

PS: Rechnungen alle vorhanden.
der NP: betrug damals ca 3800,- DM

1884. Re: Cartridge and Portfolio card?

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pvtcEBAFhGj3Ew6X@steverosie.demon.co.uk>
Source record: 75967

On Wed, 14 Jul 1999 at 08:41:04 a message from was created on the
subject of Cartridge and Portfolio card?.
>Hello.
>
>What about reading, writing directly from a Portfolio card?
>Is it possible to make?
>

There is a piece of hardware that allows the PC to read the cards, it
would be nice to use it on an Atari.

The PC card requires a free ISA slot and the software runs in DOS:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1885. SV: Portfolio!

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: El Diablo <el.diablo@kockens.pp.se>
Message-ID: <gC_i3.106$CG3.359@nntpserver.swip.net>
Source record: 75968

Hi There!

Try these places !!!

http://www.sumo.clara.net/port1.htm
http://www.port-home.com/portfol/

// El Diablo (STE, Falcon, Portfolio, Jaguar, Lynx)

<enbordal@online.no> skrev i
diskussionsgruppsmeddelandet:931908268-18912AEicMi@online.no...
> Hello!
> I have just got a portfolio and is wondering if there is any information
> on IN about it. I have searched around, but found nothing!
> Does anyone know anything?
>
> Norvald from Norway
>
> --
> Norvald
>
> Atari Falcon 030
>

1886. Re: HSModem.. need the nitty gritty details..

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: mhop@snip.net
Message-ID: <378c9d69.160116861@news.snip.net>
Source record: 75969

On Mon, 12 Jul 1999 09:26:57 +0200, "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr> wrote:

>
>
>Doctor Clu a crit :
>>
>> Alright, how EXACTLY does HSModem work?
>>
>> HSmodem (I would guess that stands for "High Speed" Modem) allows the
>> serial port on the ST, that would otherwise run real sloppily at 9600
>> buad to work great at 14.4K.
>
>Nope. The ST's serial port is stuck at 19.7Kbps, with or without
>HSModem.
>
>What HSModem DOES do, is that it speeds up TOS's serial port routines.
>This does not give you a faster connection, but the routines take less
>CPU time, giving you a more reliable connection. I think it also adds a
>buffer and some extra stuff that is needed by some programs. It does
>also allow TOS to use some hardware modifications that do speed up the
>serial port.
>
>So, contrary to common belief, HSModem DOES NOT speed up your serial
>port on it's own. It DOES speed up the way TOS uses the ports. It CAN
>use serial ports that are speeded up (sp?) by a hardware modification.

Is this the best way to fix the RTS/CTS flow control bug? I've used turbocts in the past, and now I am using xcontrol with the serialfx.cpx combined with serfx20.prg in the AUTO folder (the three need each other).. but they clog a lot of memory which I can use for other programs on 1 meg ST running BBS software.

Would I be able to run hsmodem without xcontrol and use less memory and still fix the flow control problem?

1887. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <378ca6b4173890@zetnet.co.uk>
Source record: 75970

on Wed 14-07-1999 01:24 Neil Roughley wrote:

>Steven Kaleita <sak01@chorus.net> wrote:
>
>> I'll bet that your solution to Bob Kings problem, won't work. Something
>> is wrong with the latest version or MagiCmac. I posted this same exact
>> problem months ago and one of the programmers(Sasa), even sent me a
>> different RSC file and it didn't work. The only solution is to use a 3rd
>> party DeskTop program like Ease or Jienna.
>
>Take a look at Magxdesk's applicat.inf file to make sure the x and y
>coordinates of WINDOW ICONS haven't gone awry. If they have, the window
>containing the icons might be placed off to the side of your screen, as
>if it's not there. You'll know this is the problem if you see
>excessively high values for the coordinates, which are based on your
>screen size.

This has happened to me when the icon window has totally
disappeared.The window is there but its off the screen so you think
it has failed to come up.On a personnal note,I would not use Magxdesk
as I find it very limited compared to Jinnee or Thing.I am using
Jinnee and find it a whole lot better than Magxdesk.

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Two most common elements in the universe: Hydrogen & Stupidity.

1888. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <378CB87F.25573004@chorus.net>
Source record: 75971

Grody, I have Jinnee also, but it's all in German! Do you have an
english rsc file for Jinnee?

SAK

And thanks for the tip Neil... I'll check things out.

Gordy wrote:
>
> on Wed 14-07-1999 01:24 Neil Roughley wrote:
>
> >Steven Kaleita <sak01@chorus.net> wrote:
> >
> >> I'll bet that your solution to Bob Kings problem, won't work. Something
> >> is wrong with the latest version or MagiCmac. I posted this same exact
> >> problem months ago and one of the programmers(Sasa), even sent me a
> >> different RSC file and it didn't work. The only solution is to use a 3rd
> >> party DeskTop program like Ease or Jienna.
> >
> >Take a look at Magxdesk's applicat.inf file to make sure the x and y
> >coordinates of WINDOW ICONS haven't gone awry. If they have, the window
> >containing the icons might be placed off to the side of your screen, as
> >if it's not there. You'll know this is the problem if you see
> >excessively high values for the coordinates, which are based on your
> >screen size.
>
> This has happened to me when the icon window has totally
> disappeared.The window is there but its off the screen so you think
> it has failed to come up.On a personnal note,I would not use Magxdesk
> as I find it very limited compared to Jinnee or Thing.I am using
> Jinnee and find it a whole lot better than Magxdesk.
>
> Gordy.
>
> --
> E-mail:tesla1@zetnet.co.uk ICQ 37182286
> The *Atari Users Mailing List*
> Check http://www.users.zetnet.co.uk/gordy/ for details
> Otagger ss1.22: Two most common elements in the universe: Hydrogen & Stupidity.

1889. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7mie71kvk1@SOLAIR2.EUnet.yu>
Source record: 75972

On 10 Jul 1999 07:44:46 , Johan Klockars wrote:

>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>An atari OS based on QNX kernel was just a thought, but now it seems that
>
>You might want to take a look at Fenix:
> http://www.it.lth.se/~sven/Fenix\index.html

I did. Quite interesting stuff, and on lines similar to my thoughts.
I have some little doubts, though. The system is developed for the
(abandoned??) 68K family with ports to other processors envisaged only in
the future. PPC is fine, but for success I think it must be ported to the
widely spead Intel family also. And it looks a bit like inventing the wheel
again- because miniature kernels of Unixoid OS-es already exist- besides the
mentioned QNX I've heard there are some other similar solutions, already
proven.

>And a well written emulator on a modern system can be faster than anything
>using real 68k hardware.

Here's a little comparison of relative performances of PaCifiST 0.48,
TOSBox 1.08, Gemulator 98, and my Mega ST with 12MHz FPU, as I have
measured them by Gembench, referred to a ST with a blitter (Mega ST, that
is). Even if one has reservations towards the validity of these tests,
especially towards the way Gembench computes an "average" speed, it is
still informative:

Ref: ST + Blitter, ST High
Tested on a 166 MHz Pentium

TOS 2.06 AES v3.20 GEMDOS v0.32
MiNT not present Blitter Enabled NVDI not present
Video Mode: 640*400*2
FPU not present Run and Malloc from STRAM

Gemulator PaCifiST TOSBox MegaST+FPU
==
GEM Dialog Box: 390% 683% 514% 268%
VDI Text: 139% 238% 166% 99%
VDI Text Effects: 166% 226% 150% 97%
VDI Small Text: 186% 238% 169% 98%
VDI Graphics: 249% 315% 215% 96%
GEM Window: 137% 269% 250% 99%
Integer Division: 2769% 2236% 1791% 99%
Float Math: 453% 358% 273% 1635%
RAM Access: 1285% 445% 560% 99%

ROM Access: 1340% 407% 484% 99%
Blitting: 136% 265% 762% 98%
VDI Scroll: 139% 262% 224% 100%
Justified Text: 105% 255% 186% 98%
VDI Enquire: 698% 314% 225% 99%
New Dialogs: 323% 527% 357% 165%
==========
Graphics: 242% 326% 292% 119%
CPU: 1461% 861% 777% 483%
Average: 567% 469% 421% 216%

It can be seen that different emulators excell in different tasks,
but, as I have said, my (subjective) impression of overall speed
is similar for all three of them.

I do not pretend that I have made an ideal setup for any of these
emulators, so maybe some of them is capable of faster speeds.

>>That's true, but when some essential utilities like the LZH shell, or a
>>classic program like Megapaint do not work (they both have problems
>>with file-selectors under PaCifiST), it is a bit too much.
>
>Problems with file selectors? That's strange.

I must correct myself: with PaCifiST 0.48 Megapaint now works ok! LZH Shell
still does not show any files from the opened archive in its archive-
contents window.

Regards;

1890. FS: Atari ST games

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Ace <aces@freeuk.com>
Message-ID: <Ln4j3.818$ts3.23783@nnrp4.clara.net>
Source record: 75973

E-MAIL ME FOR ATARI ST LIST

I`m in the UK so if your not then let me know.

ALSO LISTS AVAILABLE FOR
AMIGA,SPECTRUM,C64,CPC,BBC,ELECTRON,VIC,ORIC,DRAGON, C16,ZX81,QL,ATARI
400/800/XL,AMSTRAD PCW,MSX,PC COMPATABLES,AMSTRAD 1512, ATARI 2600,MASTER
SYSTEM,MEGADRIVE,PLAYSTATION,NES,ATARI LYNX,INTELLIVISION, TEXAS
INSTRUMENTS,PHILIPS VIDEOPAC.
FILM VIDEOS/CDS.

Please state which list you require and I will send it to you in a zipped
file.

Cheers.

1891. Re: Printing

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <378CEE15.805DDBC6@chorus.net>
Source record: 75974

Hi Keith,

I'm not so sure there is a way at this time, being that it's a USB. I, myself decided to buy a Beige G3 mine tower without the USB port, because I needed the SCSI and video ports.

I thought there is a way to print out of MagicMac using NVDI. And that there is a Calamus SL98 driver for NVDI... if so, isn't it just a matter for the NVDI people to write a USB driver?

Also, do you still have a SLM804? Supposively there is a program out that allows you to output from the MAC over a null modem cable connected to an Atari with a SLM hooked to it. I think it's called MAGICSLM.ACC I tried it and it crashes all my Atari's. I think I'll re download it, something may have gotten screwed up. So I haven't actually connected anything yet, and I still need to get a null modem cable for the G3.

SAK

"K.C. Brooks" wrote:
>
> Well, after no response whatsoever from invers media and the boys at
> Magic.... anyone here got an idea how to get my PC printer working in
> MagiCMac on a new G3 that uses the USB port. It was suggested I buy
> MacPrint but that only works with Calamus SL99 and I'm still using SL98.
>
> Keith

1892. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7mip2uqdr1@SOLAIR2.EUnet.yu>
Source record: 75975

On 12 Jul 1999 12:40:24 , "Martin Graiter" wrote:

>The conclusion is that a new can OS only break thru if it somehow
>enhances the consumption of pornography.

Nice reasoning ;>

>When our masters realize the potential of this
>technology, they'll probably monopolize it for themselves... So that we
>all think the same, passive, way which will ensure their grip on power
>for ever and ever, in aeternum...

A quite noticeable touch of sarcasm and bitterness in your recent messages.
Any particular reason for this, except the world around us? ;>

>>turned out that they put the QNX demo from QNX web site on the disk.
>
>Yes, it's the demo in CHIP Magazine as well.

So not really useful for anything :(

I have access to a machine that seems to have almost everything of the
QNX installed (including Photon, Application builder, etc.) EXCEPT a C++
compiler- so I can't experiment with programming anything :(

>> I made and
>> installed such a unit with a 12MHz MC68881 into my Mega ST,
>
>I always wondered about that FPU thing. What programs are sped up?

This has been mentioned before. Some programs use the FPU, among them two
programs that I use often, which was sufficient reason for me to install it:

* Dynacadd is speeded up about 500%
* Programs written in Prospero Fortran and linked with a library for the FPU
are speeded up significantly (say, 400%-800%) depending on the amount of
floating point operations in a particular program.

I have also heard that Calamus can access this type of FPU, but I do not know
for sure, because I do not use it. I think that there is also a FPU library
for Pure C (or was it Turbo C?)

It can be imagined that a FPU would be highly beneficial to programs like,
for example, NVDI when handling TrueType fonts, but I do not know whether
this particular program can be aware of this chip.

In fact I would be interesed myself to find out what else can utilize this
chip, so if anyone knows which software can use the "SFP004-compatible" FPU,

let me know.

Djordje.

1893. Re: Stacy bits FS (uk)

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <378cf55d$0$161@news.zetnet.co.uk>
Source record: 75976

steve green <stevegreen@zetnet.co.uk> wrote in message
news:37878316$0$157@news.zetnet.co.uk...
> On 8 Jul 1999 22:23:35 +, "kevin dermott" wrote:
> >
> >steve green <stevegreen@zetnet.co.uk> wrote in message
> >news:37848444$0$156@news.zetnet.co.uk...
> >> Hi, i have a variety of Stacy bits to sell/exchange.
> >> Includes (suggested price in pounds) -
> >
> >why not put it all back together and sell the Stacy many people would
> >kill for one
> >Kevin
>
> No case, hard drive, skill, time or internal connecters :(
> Also after my previous attempts at tinkering with the Stacy
> internals the nerve went!

no case!!!! sounds like you had a rare old time stripping it down then
:-(((
Kevin

1894. Re: Printing

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <378D1102.DC8F5BD@home.com>
Source record: 75977

Steven Kaleita wrote:

> Hi Keith,
>
> I'm not so sure there is a way at this time, being that it's a USB. I,
> myself decided to buy a Beige G3 mine tower without the USB port,
> because I needed the SCSI and video ports.

I bought the new G3 and an Adaptec SCSI card for it. That's another story!!

> I thought there is a way to print out of MagicMac using NVDI. And that
> there is a Calamus SL98 driver for NVDI... if so, isn't it just a matter
> for the NVDI people to write a USB driver?

You would think so... I'll have a look at the NVDI driver but I thought it
was with SL99?

> Also, do you still have a SLM804? Supposively there is a program out
> that allows you to output from the MAC over a null modem cable connected
> to an Atari with a SLM hooked to it. I think it's called MAGICSLM.ACC I
> tried it and it crashes all my Atari's. I think I'll re download it,
> something may have gotten screwed up. So I haven't actually connected
> anything yet, and I still need to get a null modem cable for the G3.

Yep, still have an SLM605 but I have a Brother HL660 attached to the Mac plus
I still have my Novajet 3 plotter. Can't run the latter because Calamus says
there is no PRT port.

Cannot believe how fast Calamus runs on a 300MHz G3.... amazing!

Keith

1895. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Alyre Chiasson <epinoche@nbnet.nb.ca>
Message-ID: <378D0D90.B92C7631@nbnet.nb.ca>
Source record: 75978

Hi,

Unfortunately, you had to register the software with the company (I believe Codehead was one of the US distributors, no longer exists) and they would send you a fifth disk which when installed removed the need to always have the first disk in. If the person from whom you got the software registered it, they should have another disk.

Hope this helps

Alyre

BobKing wrote:
>
> I have Calligrapher Pro. (second-hand) and have followed the
> installation procedure, but always end with a repeated message to insert
> a disk. I think I read somewhere that the first time you install Call.
> on a HD, it modifies the main floppy and you have to have this floppy in
> drive at all times. Is this it and if so is there any way round it? I
> normally use Papyrus or Protext, but the 'Outline' and Maths tools look
> very interesting.
>
> Bob_King

1896. 8BIT&ST>4 more issues of Antic Magazine on the Web

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <140719991658399524%savetz@northcoast.com>
Source record: 75979
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

The Digital Antic Project is an ongoing effort to put the full text of
Antic Magazine on the Web. We just added four issues from 1985 and '86.
Check them out: http://www.atarimagazines.com/

Of particular interest:
Jack Tramiel Declares War! - Exclusive Interview with Atari Chairman
http://www.atarimagazines.com/v3n10/JackTramiel.html
Build Your Own EPROM Burner - Chip programming for $30
http://www.atarimagazines.com/v4n8/EPROMBurner.html
ST Cartridges - How to program plug-ins
http://www.atarimagazines.com/v4n12/STCartridges.html
Fractal Zoom - Spectacular "zoom-lens" effects
http://www.atarimagazines.com/v4n12/FractalZoom.html

Here is a complete list of the new issues and articles:
February 1985 - Vol. 3 No. 10 - Money Mastery
Syntegrated Software Compatible Business Applications For Atari
Home Loan Analyzer APX 1983 Prize Winner, Now In Antic!
Income Tax Spreadsheet Preparing Tax Returns On Atari
Drum Synth/Bass Synth Powerful AUDCTL Rhythm Section
Currency Changer Convert Your Drachmas To Pesos
Beat The Beeps Turn Off Annoying Keyboard Sound
Jack Tramiel Declares War! Antic's Exclusive Interview with the
Atari Chairman
Game Of The Month - Kooky's Quest
Communications - 200+ Atari Bulletin Boards
Assembly Language - S.A.M. Handler
Education - Music Flashcards
Toolbox - Parallel Bus Revealed: Part II
Bonus Program - REM Remover
Editorial
I/O Board
Help!
Product Reviews Archon II: Adept, Bridgepro, Tink's Adventure,
TUK Goes To Town, Stealth, Chancellor of the Exchequer, Sams
Atari Photofacts, XL Boss

December 1985 - Vol. 4 No. 8 - Fourth Annual Shoppers Guide
Video Star Atari Computereyes plus other new graphic goodies
Behind the Scenes at Lucasfilm - New games
DiskIO Plus ANTIC super-utility now even better
4th Annual Shoppers Guide 100 best products for your Atari
Proburner Review Best EPROM burner on the market
ANTIC Catalog Goes to U.K. Overseas readers get software bonanza

1st Annual ST Shoppers Guide
4XFORTH Review First serious language for ST users
Introducting 520ST Assembly Language MC68000 tutorial
ST Logo Exploration Mapping uncharted memory
Communications - BBS Crashbuster Exorcise those evil online crashers
Assembly Language - Build Your Own EPROM Burner for $30
Game of the Month - Box-In Lost classic from Biffdrop's creator
I/O Board
Help!
Antic Online

March 1986 - Vol. 4 No. 11 - Practical Applications
Productivity Software Gallery Reviews of superscript, home control system...
Atari at Work Practical applications from imaginative Atarians
Lie Detector: Build your own State-of-the art Sherlock Holmes
Digital Dilithium Dahlias How to program a computer simulation
Home Hearing Test Put your ears to the test
Stickwriter Joystick controlled word processor
MIDI Driver Program ST's musical instrument digital interface
Hippo Sound New XBIOS for Haba Hippo-C
LOGO Moderne Bright, colorful random geometric displays
One-Megabyte ST Upgrade 1 million bytes of RAM - only $175
Comdex Atari Software Splash 40 ST developers show their stuff
ST Product News Hippo Disk Utility, HippoSimple, HabaWriter, HippoSpell, Forbidden Quest
Communications - Atari XM301 Modem Telecomputing power
Starting Out - New Owners Column Start programming your Atari
Assembly Language - Bitz Computer-aided bit shifting help
Game of the Month - Lunar Lander Construction Set - Building your own interplanetary landing sites
I/O Board
Help!
Antic Online
Product Reviews Epson FX-85 printer, Silent Service, Powerstar, Karateka, Pastfinder, Master of the Lamps, Operation Market Garden, Blue Max 2001
Tech Tips

April 1986 - Vol. 4 No. 12 - Computer Mathematics
Fractals for your Atari - Mathematics in picture form
Guess the Animal A decision-tree grows in your Atari
Fractal Zoom Spectacular "zoom-lens" effects
Version Saver Track your program revisions automatically
Advan Compiler BASIC Powerful new Atari language reviewed
1985 Income Tax Spreadsheet Antic's annual IRS syncalc template
Life Revisited Mini-universe on your Atari screen
Atariwriter Plus - Spelling checker, mail merge and 130XE super-files
3-D Fractals Three-dimensional ST landscapes

ST Cartridges How to program plug-ins
Controlling Gem with ST BASIC Part I: VDI calls
The Final Word New ST word processor
ST Product News ST-TERM, Transylvanla, Crimson Crown, Word for
Word, Mind Forever Voyaging
Game of the Month - 3-D Tic Tac Toe
Education - Plato Learning Phone Hands-on review
Starting Out - New Owners Column Lesson II: BASIC commands
I/O Board
Help!
Antic Online
Editorial
Product Reviews Goonies, Q-Modem, Decision in the Desert,
Crossword Magic
New Products C.Itoh Chroma Pro monitors, C-310 printer, Bowling
League Secretary, Horserace Handicapping, Solo Flight, Price
Buster, Rat Mouse, Safety Screen, Epson FX-286, Gradescan,
You Guessed It, People Link, Computereyes Graphics 9, Tiny
Tots, Little Folks, Small Fry, Spanish Preterit, R-Time 8,
MIDI Music System

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

1897. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <378ce8c5@skylite.connect.ab.ca>
Source record: 75980

> Grody, I have Jinnee also, but it's all in German! Do you have an
> english rsc file for Jinnee?

An English RSC file for jinnee 2.01 will be available soon, hopefully by the end of this month. This is compliments of Deryck Crocker and Dennis Vermier, who just recently released English translations of:
Teli 1.10
Emailer 2.0
Cab 2.7e including modules
MagiC Login
IConnect 1.7 (including tools)
FiFFi 1.10

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1898. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907140000.a49781@lu.maus.de>
Source record: 75981

Hello Djordje,

v> measured them by Gembench, referred to a ST with a blitter (Mega ST, that
Benchmark programs give often croppy results on emulations. Gembench is said
to give croppy results even on different 68k hardware. =:-)

v> Gemulator PaCifiST TOSBox MegaST+FPU
v> Average: 567% 469% 421% 216%
On my real work, TOSBOX is much ahead of PaCifiST, which is ahead of STonX.
The Windows based emulators (Gemulator 9x doesn't run on my system, but AFAIR
it's the same) runs twice as fast (or even faster) than the fastes DOS based
emulator TOSBOX (not to mention such goodies as more colors and long filenames).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1899. Re: HSModem.. need the nitty gritty details..

Newsgroup: comp.sys.atari.st
Date: 1999-07-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <378CF4C8.C1107A47@jps.net>
Source record: 75982

Wensuite uses a serbuf4k.prg in the auto folder instead of HS Modem. It
may help your situation.

Mike wrote:
>
> On Mon, 12 Jul 1999 09:26:57 +0200, "Nicholas Bales (please edit email
> addressto reply)" <bales@online.TAKE.THIS.OUT.fr> wrote:
>
> >
> >
> >Doctor Clu a ï¿½crit :
> >>
> >> Alright, how EXACTLY does HSModem work?
> >>
> >> HSmodem (I would guess that stands for "High Speed" Modem) allows the
> >> serial port on the ST, that would otherwise run real sloppily at 9600
> >> buad to work great at 14.4K.
> >
> >Nope. The ST's serial port is stuck at 19.7Kbps, with or without
> >HSModem.
> >
> >What HSModem DOES do, is that it speeds up TOS's serial port routines.
> >This does not give you a faster connection, but the routines take less
> >CPU time, giving you a more reliable connection. I think it also adds a
> >buffer and some extra stuff that is needed by some programs. It does
> >also allow TOS to use some hardware modifications that do speed up the
> >serial port.
> >
> >So, contrary to common belief, HSModem DOES NOT speed up your serial
> >port on it's own. It DOES speed up the way TOS uses the ports. It CAN
> >use serial ports that are speeded up (sp?) by a hardware modification.
>
> Is this the best way to fix the RTS/CTS flow control bug? I've used
> turbocts in the past, and now I am using xcontrol with the
> serialfx.cpx combined with serfx20.prg in the AUTO folder (the three
> need each other).. but they clog a lot of memory which I can use for
> other programs on 1 meg ST running BBS software.
>
> Would I be able to run hsmodem without xcontrol and use less memory
> and still fix the flow control problem?

1900. ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Douglas Lithgow <r6164c@email.sps.mot.com>
Message-ID: <378DC929.8A037B16@email.sps.mot.com>
Source record: 75895

Many years ago, I decided I wanted an ST emulator.
At the time, I remember downloading one from the Net, but it asked me to obtain TOS from an existing Atari. I have one, but I could not be bothered with the hassle, so I forgot all about it.

However, I have regained the interest, especially as I believe old favourites like Carrier Command, etc are out on the web.

Is it still a case of obtaining the TOS yourself, or is there an easy way/method to emulate the ST on a P133 ?

1901. Re: Need help installing TOS hard disk driver (newbie question)

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEww6p.4Jy@cix.compulink.co.uk>
Source record: 75896

In message <378af7bf.98202582@news.remarq.com>, celt@nope.com said:

>OK, how do I add the icon to the desktop?

With TOS 2.06 and later you can just click on 'Install Devices' in the 'Options' menu of the desktop and it will install as many icons as the number of partitions found. You may wish to change the icon type as described below.

Alternatively, click on 'Install Icon...' in 'Options' and then on 'Desktop' in the dialog this brings up (or just press 'Return' as it's the default option). In the next dialog that appears type the letter 'C' (in capitals!) in the top line, and something like 'Hard drive' in the second line; make sure that the 'Drive' box is selected, and click the down arrow near the bottom to find a suitable icon. When you have found one, click OK and the icon should appear on the desktop. Click on it to see it works - if it does, drag it to a suitable position. Repeat the procedure with successive letters for the other partitions - if you are not sure how many here are, just keep on adding and trying them until you get a report that 'Drive X: does not exist', and then remove the last one.

With older TOSs you generally have no choice of icons and have to use the default drive icon (similar to that for A: and B:). The procedure is similar, though you have to highlight the A: or B: icon first (by clicking on one) and then click on 'Install Disk Drive...' in the 'Options' menu. Again enter 'C' on the 'Drive Identifier' line and 'Hard disk' on the 'Label' line and click on 'OK'. Then highlight the C: icon and repeat the process, changing the top line to D, E, F....

In both cases, don't forget to save the desktop after you have dragged the icons to your preferred positions, and opened any windows and/or folders that you want on the desktop when you boot up, so that everything will appear again the same way the next time you boot up (hopefully!). If you want to play 100% safe, rename the existing DESKTOP.INF or NEWDESK.INF to an .INX extension with the 'Show' Info' function of the 'File' menu before you save the new one - that way you can always go back to the original if something goes wrong. Delete them once everything is working.

Regards, /Peter/

1902. Re: ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <378dd6b6@newnews.gemsoft.net>
Source record: 75897

Douglas Lithgow <r6164c@email.sps.mot.com> wrote in message
news:378DC929.8A037B16@email.sps.mot.com...
> However, I have regained the interest, especially as I believe old
> favourites like Carrier Command, etc are out on the web.
>
> Is it still a case of obtaining the TOS yourself, or is there an easy
> way/method to emulate the ST on a P133 ?

ftp.fatal-design.com/pub/tos/

also http://lgd.fatal-design.com for games and
http://winston.fatal-design.com for a very decent and still updated ST
emulator for Windows (or) http://pacifist.fatal-design.com for a DOS based
one (that works under Windows btw).

Cheers,

Rich
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

1903. ST programming books for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378DE10D.565D432C@patent.gov.uk>
Source record: 75898
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ST programming books for sale (UK)

Programming the 68000; Steve Williams, SYBEX. ï¿½10.

ATARI ST INTERNALS; Gerts, Englisch, Bruckmann, Abacus software. ï¿½10

Introducing ATARI ST machine code, with disk, zzSoft. ï¿½12

High-Level Programmer's Guide to the 68000; Francis G. McCabe, PRENTICE
HALL. ï¿½10

680x0 Programming by Example; Stan Kelly-Bootle, HOWARD W. SAMS & Co.
ï¿½10.

All +PP.

All 5, ï¿½40 +PP

Bob_King

1904. Re: ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Douglas Lithgow <r6164c@email.sps.mot.com>
Message-ID: <378DE129.1EA3E126@email.sps.mot.com>
Source record: 75899

Cheers Rich, I'll check this out,

Dougie

1905. Re: Flash EPROM

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mkpmmrfb1@SOLAIR2.EUnet.yu>
Source record: 75900

Henk Robbers <H.Robbers@cable.A2000.nl> wrote in message
news:378B2EF1.BE8F57CA@cable.A2000.nl...

>
> I imagine the following:
> Remove VDI that nobody uses from TOS 2.06, perhaps then it fits in 192 Kb.
> My TTdigger can produce a assembler file from the ROM's. (One must have
these
> of course)
> Reassemble for use at $FC0000 and flash.
>
> If one has paid for Magic, one could do the same with MAGIC.RAM.
> Just a thought.

I must note, that simple replace of ROM-chips will not be enough. Some
logic will be required, and it's best to make with GAL.
When we use GAL, then we shall move ROM area to $EOOOOO, and it will be
good for TOS 2.06. Also in this case ROM area will be not limited to 256K.
It can be much more, depending on capacity of used FLASH EPROM chips.

>
> If you succeed, your work could be a starting point for a soldering
wizzard that
> owns a TT, I think there are lot of those. (I am not. :-)

Some soldering will be needed, even in Mega ST(E). Principe will be usable
in TT too, probably.

Pera

1906. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <378DEBE0.20D6DDFB@chorus.net>
Source record: 75901

Thanks Bengy!

Bengy Collins wrote:
>
> > Grody, I have Jinnee also, but it's all in German! Do you have an
> > english rsc file for Jinnee?
>
> An English RSC file for jinnee 2.01 will be available soon, hopefully by
> the end of this month. This is compliments of Deryck Crocker and Dennis
> Vermier, who just recently released English translations of:
> Teli 1.10
> Emailer 2.0
> Cab 2.7e including modules
> MagiC Login
> IConnect 1.7 (including tools)
> FiFFi 1.10
>
> --
> Bengy Collins collins@bulli.com
>
> MagiC Atari powered by nemesized Atari Falcon030.
> MagiC Mac powered by Apple iMac 233
>
> Please visit MagiC Online http://bengy.atari.org
>
> //May the choices we make today be ones that we can live with tomorow//
> --

1907. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aEMeGVA2afj3EwP$@steverosie.demon.co.uk>
Source record: 75902

On Thu, 15 Jul 1999 at 08:40:47 a message from was created on the
subject of Reading ST-Disks on Windows-PC.
>On Thu, 15 Jul 1999 08:52:41 +0200, "Uli Linn" <Uli@UliLinn.com>
>wrote:
>
>>Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?
>
>Copy your ST stuff to a DOS-formatted DD-disk.
>
>hz

Or use a program such as DCformat v3.0 to make a disk MS-DOS compatible
using your Atari.

You can also use an extended format: 10 sectors per track, 81 tracks
etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1908. UTSI news : July, 15th, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Yann Lossouarn <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <378E0882.804DD0CD@cnet.francetelecom.fr>
Source record: 75903

Hello !

Both the UTSI and the Falk'Web have been quite deeply modified. We let
you have a look on your own, and encourage you to provide us feedback
about your queries/pros/cons about the site. Thanks !

Software added in Audio/MIDI :
FlexTrax
Whip

Software added in Communication :
ICQ
NetBeat

Software added in Demos :
4Kbtro
4Tune
All dressed and nobody to fuck
Immortalize
Life's a beat
Magique

Software added in Disk :
SuJi

Software added in Games :
Grubs
Willie's Adventures Preview
Worms030

Software added in Graphics :
MPEG2Decode
Rotator

Items added in Hardware :
Hardware Plans
IDE Interface
Keyboard + Mouse Interface
Serial Interface
VGA Adaptor

Software added in Programmation :
Agnus
Paral

Software added in Miscellaneous :
Ultimate Virus Killer

Yann Lossouarn / Falk'Asso

1909. Re: ST programming books for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <378e13d6@newnews.gemsoft.net>
Source record: 75904
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'll like to buy them all. If someone has already offered you £40 then I'll up the offer. Please email to confirm details (rich@atari.org or rich@fatal-design.com)

Thanks,

Rich
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

BobKing <robert.king@patent.gov.uk> wrote in message news:378DE10D.565D432C@patent.gov.uk...
> ST programming books for sale (UK)
>
>
> Programming the 68000; Steve Williams, SYBEX. £10.
>
> ATARI ST INTERNALS; Gerts, Englisch, Bruckmann, Abacus software. £10
>
> Introducing ATARI ST machine code, with disk, zzSoft. £12
>
> High-Level Programmer's Guide to the 68000; Francis G. McCabe, PRENTICE
> HALL. £10
>
> 680x0 Programming by Example; Stan Kelly-Bootle, HOWARD W. SAMS & Co.
> £10.
>
> All +PP.
>
> All 5, £40 +PP
>
> Bob_King

1910. WTB Falcon in USA

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Jon <atari@wcoil.com>
Message-ID: <7ml73q$ig6$0@206.230.70.2>
Source record: 75905

I am looking to buy a Falcon w 14MB ram and FPU. I will settle for a TT
if you have one of those for sale. Please email me at atari@wcoil.com or
jonk@wcoil.com

----------Jon K.------------
WCOIL Ltd., Technical Support
229-2645 or 1-888-229-2645

Getting fed up with Microsoft?
Tired of Windows crashing all of
the time? Check out the Lima
Linux users group's homepage.

http://www.limalug.org/

1911. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: mike@jborsley.freeserve.co.uk
Message-ID: <7mlaov$f6u$1@news8.svr.pol.co.uk>
Source record: 75906

On 13 Jul 1999 10:35:46 , BobKing wrote:
>I have Calligrapher Pro. (second-hand) and have followed the
>installation procedure, but always end with a repeated message to insert
>a disk. I think I read somewhere that the first time you install Call.
>on a HD, it modifies the main floppy and you have to have this floppy in
>drive at all times. Is this it and if so is there any way round it? I
>normally use Papyrus or Protext, but the 'Outline' and Maths tools look
>very interesting.
>
>
>Bob_King
>.
Hi Bob,

There was a full working version of Calligrapher Pro given away with
ST Review which didn't have this annoying restriction.

Mike

1912. Aniplayer problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <378e3600$0$121@znews.zetnet.co.uk>
Source record: 75907

Intrigued by Aniplayers ever-increasing list of features, I downloaded the package from the authors site and decompressed it with no problems, but the installation program, SETUP.APP, crashes my TOS 4.04 4MB Falcon030 with two bombs every time :-(I've tried a clean bootup too, but with no success :-(This has happened with the last two versions I have downloaded - including the most up to date, v2.07. Am I missing something really obvious here, and if so, can somebody put me right? Without installing it correctly I can only use the program in French, and my French isn't very good at all ;-)

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1913. Spectrum editor?

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7mlf2cnci1@news.asu.edu>
Source record: 75908

Hi,
I would like to edit Spectrum 512 pictures a la Degas, i.e.,
overlay with GDOS text, frames, cut/paste/move, etc.

Any ideas?
--

1914. Question about Captive & PaCifiST

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: AMbROSE <absolutely@no.one>
Message-ID: <7mlg8fmmb1@tron.sci.fi>
Source record: 75909

Can someone tell me how to get Captive working with PaCifiST 0.48?
I remember reading somewhere that it needed some older version of the
emulator and some weird version of TOS. Can somebody help?

1915. Re: NVDI 5.2 problem solved

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7mlj29at1@news6.svr.pol.co.uk>
Source record: 75910

On 6 Jul 1999 02:34:24 G, Frank W. Lawrence wrote:
:>To all who replied with their suggestions for the problem
:>with NVDI a big "THANKS". NVDI is up and running now and
:>configured the way I wanted it.

What was it that solved your problem.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1916. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FExM13.Cwp@cix.compulink.co.uk>
Source record: 75911

In message <378b49a820b50d3@mail.otenet.gr>, papval@mail.otenet.gr said:

>>Now, how about translating the I-Connect programmers docs, also? ;-)
>>
>;-)

If someone sends them to me I'll have a go when I get a bit of time!

Regards, /Peter/

1917. Re: Aniplayer problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mlpnl$n7m$1@news.campuscwix.net>
Source record: 75912

On 15 Jul 1999 19:26:56 , Ashley Seabrook wrote:
->Intrigued by Aniplayers ever-increasing list of features, I downloaded
->the package from the authors site and decompressed it with no
->problems, but the installation program, SETUP.APP, crashes my TOS 4.04
->4MB Falcon030 with two bombs every time :-(I've tried a clean bootup
->too, but with no success :-(This has happened with the last two
->versions I have downloaded - including the most up to date, v2.07. Am
->I missing something really obvious here, and if so, can somebody put
->me right? Without installing it correctly I can only use the program
->in French, and my French isn't very good at all ;-)
->
->Cheers,
->
->Ashley
->---
->Ashley Seabrook - Webweaver at Elysium:
->http://www.users.zetnet.co.uk/aseabrook/
->http://elysium.atari.org
->.

Hi Ashley! I don't use the setup routine either. I'm sure its in the docs somewhere, but all you have to do is go into the /docs folder in Aniplay and you will find an /english folder. Copy "N_FRENCH.TXT" to your main Aniplay folder, as well as copying the "ANIPLAY.HYP" file to your ST-Guide folder (usually C:\GUIDES), and you should be set. Check out the rest of the text files in the /english folder as well.

Hope this helps! ;-)

PS Oops, the docs say to put "ANIPLAY.HYP" into the main ANIPLAY folder!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1918. Couple More Questions....

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7mlu50$6sb@newsops.execpc.com>
Source record: 75913

Ok i pleaded for advice here not long ago......and Nicholas Bales dutifully anwsered me.....(thank you), so i picked up a megast2....a sm124 and a copy of cubase 2.0 and was given soundesigner universal and smpteTrack...(with no smptemate however......i thought that kinda rude and misleading from the guy....but he explained he sent the platinum version(that requires smpteMATE to function) only cause he couldn't find the silver or gold or whatever version supposedly works without smpteMate. I haven't gotten cubase yet and i haven't done much with the atari besides welcome it to a new home with a genorous cleaning behind the ears......took it to pieces basically besides the monitor........which from what i've been told is what i'll have to do if i want to fix the screen size it's displaying.......it's almost 2 inches to small on each side.........now there's no adjustment on the monitor exterior itself....and this guy told me i have to take it apart and adjust some horizontal and vertical pods with a plastic rod....and that i'll either get it right.....get electrocuted or fry the monitor(he made it sound so promising) he said he did it himself with his own monitor.....but suggested i take my computer down to a Good tv repair shop and have them do it........i'm not to worried about doing it myself.....and haven't worked up the nerve to take the monitor apart and find these "PODS", i just want to confirm if this is true........now my other question involves the mouse i have.....it's an original.........and it's not very nice....it looks to be in great shape....the ball and rolling wheel mechanisms work fine besides the moving parts in there could use some graphite or something to get em rolling smoothly.....but the buttons are just HORRIBLE!!!! So i guess i'd just like to know if i can get a nice quality mouse for it.........something made for the atari or some means of hooking up say a pc mouse......definetly after a mouse i'm looking into a hardrive.........all in all i'm happy though.......haven't experimented much yet but will very soon........thank you...am in the us if anyones wondering or wanting to give me a sales pitch........no problems there :)

-christian

1919. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <4BB2E9689D5BC9D7.9E7F4A442409ED8B.2EB5703FAE5A1AB7@lp.airnews.net>
Source record: 75914

Joergen Bak wrote:

> >From: Wes Newell <wnewell@ticnet.com>
> >Date: Tue, 13 Jul 1999 21:02:26 -0400
> >
> >Don't have a Falcon any more, but it works the same as a modem. Just need a
> >higher serial port rate to take advantage of the 128K.
>
> Then I can use the highest port rate on the Falcon? Hopefully!

That depends on which ISDN TA you get. If it supports 128K connects, it should support a DTE rate of at least 230K. The one I have supports 460K.

1920. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <82B0CE6FD1E02692.0365A6C9BEBFD8A3.5F83499B596AC07D@lp.airnews.net>
Source record: 75915

> Do you say, that all I need is to connect the ISDN T/A box to my modem port?
> Isn`t there any special commands?

All TA's have a command set. USually similar to many modems. The computer serial port doesn't know what it's communicating with, it just wants a response back.

wes

1921. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <A7D5CA7C96F2E436.BFDF57997AB33CD8.63A36E37D524FDC3@lp.airnews.net>
Source record: 75916

Uli Linn wrote:

> Hi everybody!
>
> Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?
>

I've never had any trouble reading ST disk on a IBM, windows, dos, os/2,
whatever.

1922. FS: ULTIMA II for Atari ST...

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Timothy Bowman <bowmans5@worldnet.att.net>
Message-ID: <7mm7hfmqh1@bgtnsc02.worldnet.att.net>
Source record: 75917

Hi, I hope this is the right place to post this. I have an Ultima II game for sale on eBay, and I was told it would be very popular. If you are interested in bidding, the address is:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131475264

1923. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907150000.a51282@lu.maus.de>
Source record: 75918

Hello "Uli,

U> Do i have to do this on the atari (only one floppy drive and about 200
U> Disks...) or is there any windows software?
Download GEM Exchange at http://www.emulators.com.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1924. More Atari stocks. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7mmglpofm1@user2.teleport.com>
Source record: 75919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

1925. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199907152002.a17389@kr.maus.de>
Source record: 75920

Hi!

EH>I do not have a Falcon now but i have a Hades 060 and is using ISDN.

I'm using an ELSA Microlink ISDN modem with my Falcon. Works perfect.:)

EH>It is realy nice to have ISDN as the connection time (with login) is
EH>about 2-4 seconds.

Hmmm, I like the 7000-8000 bytes/sec download rates better.;)

Regards,
Jan

1926. For Sale (UK) 4MB STE/ICD Link SCSI adaptor/many commercial games

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7mj76b$971$1@news5.svr.pol.co.uk>
Source record: 75983

Sorry, a few things I forgot to mention:

Atari STE 4MB
ICD Link SCSI adaptor
Many (100 or so) commercial games/productivity software (eg Calamus, Cubase, etc)
Printer
Scanner
Copy utilities
Joysticks
100's of magazine floppies
Dodgy and dim monitor
Atari to SVGA lead

An offer on the lot please!

(Also possible hard drive, depending on offer!)

rew@de-la-mare.freeserve.co.uk

S London area

1927. for sale (UK): pristine 4MB STE/loads of commercial games/VGA monitor lead

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7mj6nk$8tj$1@news5.svr.pol.co.uk>
Source record: 75984

Yes, I'm leaving the fold: sensible offers only on this prime specimen.

PS: I'm in the South London area.

1928. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Karl M Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <378D375C.361B8761@student.canterbury.ac.nz>
Source record: 75985

King Bob wrote:
>
> I have Calligrapher Pro.
<snip>
> I
> normally use Papyrus or Protext, but the 'Outline' and Maths tools look
> very interesting.
>
> Bob_King

If you are after some serious mathematical features, I recommend you
install LaTeX. It's a typesetting language/program that caters for the
scientific community (+ others). It should available from all major ftp
sites.

Later,
Karl.

1929. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mjpqf$5ro$1@nnrp1.deja.com>
Source record: 75986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <37829E3C.483712A8@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:
> >
> > In article <37781235.3FF13D30@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > > supporting low density DOS disks!!! Is the iMac really a Mac??!! :)
> > >
> >
> > Yep!
>
> I reckon it looks like one of those cute little hand-soap
> dispensers you find in posh toilets in hotels. Those have
> been around for years so maybe there is some copyright for
> Macintoss to explain there?

Eh?

> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1930. Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Uli Linn <Uli@UliLinn.com>
Message-ID: <7mk0dq$m5g1@oster.saarnet.de>
Source record: 75987

Hi everybody!

Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?

Uli Linn

1931. FS Atari Portfolio System

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: George Valdes <friar@mail.gn1.net>
Message-ID: <932026325.389.49@news.remarQ.com>
Source record: 75988

Atari Portfolio, PC Card Drive, Parallel Printer Port, AC Adapter, 64K Ram Card, and Portfolio Textbook. I am leaving the country and must sell. Please make offer. Buyer pays shipping from San Francisco, CA. Please reply by email to: valdesg@uchastings.edu

1932. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: hz37@xs4all.nl
Message-ID: <378d9e6d.9898832@news1.xs4all.nl>
Source record: 75989

On Thu, 15 Jul 1999 08:52:41 +0200, "Uli Linn" <Uli@UliLinn.com>
wrote:

>Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?

Copy your ST stuff to a DOS-formatted DD-disk.

hz

1933. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mkacubgc1@nnrp1.deja.com>
Source record: 75990

Hi,

Many years ago, I acquired a "PC-Speed" hardware device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1934. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mkad0bgd1@nnrp1.deja.com>
Source record: 75991

Hi,

Many years ago, I acquired a "PC-Speed" hardware device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1935. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7mk91n$cku@newstoo.ericsson.se>
Source record: 75992

In article <931914094-245642AEicMi@post3.tele.dk>, Joergen Bak <prunus@post3.tele.dk>
writes:
>Hi -
>Does anyone have any experience with a ISDN modem connected to a Falcon?
>

I do not have a Falcon now but i have a Hades 060
and is using ISDN.
ISDN modems works as modems so it is no problems to connect this.
What you need is to have as hi modem speed as you can
to take advantage of 64K or 128K.

It is realy nice to have ISDN as the connection time (with login) is about 2-4 seconds.

/Erik Hall

1936. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378DACFE.CCDCDB1@patent.gov.uk>
Source record: 75993

Alkre,

Thanks for the info. Call. Pro. came, along with a box load of other
software, with a grossly over modified ST. The 'other disk' you mention
doesn't seem available.

Talk about paranoia!!! At least your dongle comes with the disks!!

Bob_King

Alyre Chiasson wrote:
>
> Hi,
>
> Unfortunately, you had to register the software with the company (I
> believe Codehead was one of the US distributors, no longer exists) and
> they would send you a fifth disk which when installed removed the need
> to always have the first disk in. If the person from whom you got the
> software registered it, they should have another disk.
>
> Hope this helps
>
> Alyre
>
> BobKing wrote:
> >
> > I have Calligrapher Pro. (second-hand) and have followed the
> > installation procedure, but always end with a repeated message to insert
> > a disk. I think I read somewhere that the first time you install Call.
> > on a HD, it modifies the main floppy and you have to have this floppy in
> > drive at all times. Is this it and if so is there any way round it? I
> > normally use Papyrus or Protext, but the 'Outline' and Maths tools look
> > very interesting.
> >
> > Bob_King

1937. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-15 00:00:00 UTC
From: Uli Linn <Uli@UliLinn.com>
Message-ID: <7mkaab$m5g2@oster.saarnet.de>
Source record: 75994

>>Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?
>
>Copy your ST stuff to a DOS-formatted DD-disk.

Do i have to do this on the atari (only one floppy drive and about 200 Disks...) or is there any windows software?

1938. Re: Falcon user help

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <jNNj3.1143$k4.18187@news.tpnet.pl>
Source record: 75845

>btw, does Image copy 4xx use this decoder?
>
Yes.

Select Options/Preferences/System menu. A dialog will appear.
Mark the "External JFIF loader" box, save preferences. That's all !
Imgcopy should display jpeg's much faster.

BTW

CAB also uses JPEGD.

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1939. Re: Dead Modem

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <INNj3.1144$k4.18187@news.tpnet.pl>
Source record: 75846

On 13 Jul 1999 06:14:43 , Ben Hills wrote:
>Hi All,
>
>My good old Trust 14,400 modem has died and so I need to replace it.
>I am considering buying a 56K modem but when I last looked at 56K
>modems there were two different technologies available, both
>incompatible with the other.

Nowadays there is only one 56K standard - V90

>So, how many Atarians out there use 56K modems and which one(s)
>would you recommend?
>

I've got USR 56K Voice external. I have been using it for 8 months (STiNG
only) and i'm very satisfied with it. It usually connects at 49,000 bps
(sometimes 50,000+) and connections are very stable.

BTW i have C LAB Mk I

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1940. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <378fb548$0$123@znews.zetnet.co.uk>
Source record: 75847

On 4 Jul 1999 22:52:29 G, Trevor Spencer wrote:
>On 3 Jul 1999 21:51:47 G, Steve Sweet wrote:
>>On 18 Jun 1999 23:45:05 , Trevor Spencer wrote:
>>
>>:>There are some old programs that need GDOS and won't work with NVDI4 such
>>:>as the DTP program Timeworks2.
>>
>>
>>I used Timeworks 2 with SpeedoGDOS and NVDI 4 and NVDI 5.
>>
>>I upgraded to Papyrus eventually and later discovered that TW2 now
>>refuses to work with my processor upgrade?!.
>
>Interesting. When I upgraded with Veloce+ I used GDOS and NVDI 2.5 with
>no problems. As soon as I used NVDI 4 the fonts went whatever I did with
>the assign.sys file etc. MagiC was definitely out as according to GST TW2
>is very fussy about file selectors.
>
>Trevor
>

There was an upgrade to TW2 to use vector fonts which I got working on my STfm under NVDI but not Magic, it really doesn't like the file selector.

I even managed to get TW2 to work on my Milan under Mint but not TOS. The only thing that didn't work under Mint was the screen redraw which I forced by scrolling the window (only possible when working at double size)

For NVDI make sure all the fonts (screen and printer) have .FNT extensions and if you decide to only use vector fonts then TW2 needs to have the Zapfdingbats font. There is a work around for this but it was a hack that a cannot remember involving the font id.

I also hacked my old bitmap font documents, changing the font id's in the styles to vector font id's.

Peter

1941. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <378fb54b$0$123@znews.zetnet.co.uk>
Source record: 75848

On 24 Jun 1999 10:28:46 , Uwe Seimet wrote:
>Peter Slegg wrote:
>
>> I should have said "which media are supported?" such as CD, CD-R,
>> CD-RW, DVD-ROM, DVD-RAM etc. I was curious which of the newer
>> media where usable on the Atari. From your comments, I gather that
>> HDDriver provides the low level support for most of the media in
>> either IDE or SCSI versions and extra high-level drivers are needed
>> for the -ROM media.
>
>Yes, HDDRIVER fully supports (i. e. also high level) access for DVD-RAM
>media. For other media additional high level drivers are available.
>
>> Spin and ExtenDOS support CD-ROM but it there any support yet for
>> DVD-ROM yet ?
>
>With SPIN! you can read CDs in DVD drives. I guess this will also work
>for Extendos.
>

Let me make sure I understand, with HDDriver, Spin! and a DVD RAM drive I should be able to read DVD-RAM disks and CD-ROM disks.

Additional drivers are needed to read DVD-ROM disks. What are they called?

Is it possible yet to write to a DVD-RAM disk ? I assume some recording software (CD-Recorder or similar) will be needed ? Or do DVD-RAM disks work like other MO or exchangeable drives ?

On the other subject of IEEE1394 Firewire (tm) I noticed that the FreeBSD people are writing drivers. Go to Yahoo and enter "firewire" and there is a link to FreeBSD. The new Milan looks like it will have the power to edit digital video.

Peter.

1942. Atari 400s & 800s for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Jim Davidson <davidson@net1.net>
Message-ID: <378FF134.5AF5@net1.net>
Source record: 75849
Cross-posted to: comp.sys.atari.st,houston.forsale

We have several Atari 400s and Atari 800s for
sale. These were in working condition when
last used. Asking price is $45 for the Atari 400s
with power supply; $55 for the Atari 800s with
power supply.

These are available Saturday July 17 and Sunday
July 18 from 8 a.m. to 2 p.m. at 5303 Allum Road
Houston, Texas. They are also available by
special arrangement if you want to e-mail me.

For folks who aren't convenient to Houston, we
can ship what you purchase, but we don't make
any guarantee about condition. If you like,
we'll turn the machine on to see what happens,
and report that by e-mail before we ship.

We also have some abandoned televisions, some of
which may work.

Regards,

Jim
mailto:davidson@net1.net

1943. ST>New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <160719992059303165%tos4ever@ping.be>
Source record: 75850
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**

ftp://193.190.204.128/atari/audio-video/aniplay-207.zip (611.954 bytes)

**graph-tools**

ftp://193.190.204.128/atari/graph-tools/pov31g00.lzh (Pov 68000 version) (1.424.729 bytes)
ftp://193.190.204.128/atari/graph-tools/pov31g30.lzh (Pov 68030+68881 version) (1.404.305
bytes)
ftp://193.190.204.128/atari/graph-tools/pov31g40.lzh (Pov 68040 version) (1.407.982 bytes)

**mint**

ftp://193.190.204.128/atari/mint/net/mico16b.zip (dial, pppd configuration prog) (144.454
bytes)

**utilities**

ftp://193.190.204.128/atari/utilities/gsexe101.zip (GemScript executor) (144.007 bytes)
ftp://193.190.204.128/atari/utilities/gemsetup151.lzh (201.278 bytes)

**www**
ftp://193.190.204.128/atari/www/atarirc-103.zip (149.730 bytes)

ftp://193.190.204.128/atari/www/amail/am12b.lzh (aMail versie 1.2 b) (188.449 bytes)
ftp://193.190.204.128/atari/www/amail/am12bde.lzh (German docs/resource) (22.688 bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
```

But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1944. FS: Atari Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: forsale@mattsoft.com
Message-ID: <forsale-1607992247510001@jdsl233.sttl.uswest.net>
Source record: 75851

For sale: Atari Mega ST4 in box with keyboard and mouse. the unit is VERY clean and MINT condition. the keyboard and mouse are clean but are yellowed quite a bit. comes with original box and manuals. i'd like to get $50/obo + shipping.

thanks!

1945. Re: Cubase Prob. on an ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: oliviertoumelin <OZITOUNE@CLUB-INTERNET.FR>
Message-ID: <WS3.23e8864c.7bba4280.OZITOUNE@CLUB-INTERNET.FR>
Source record: 75852
Cross-posted to: comp.sys.atari.st,comp.music.midi

Dans le message <36F0D5BE.79A74EA@si.hhs.nl>
Arnaud Loonstra a ï¿½crit:
>Hello,

>I'm was wondering if there is a better Cubase version for an Atari ST
>out there somewhere. I'm using Cubase 2.1 now but somesort of virus
>messup with my computer so it's not working anymore now. Now I'm looking
>for a new Cubase but I haven't been able to find one yet. A friend of
>mine had Cubase audio but it doesn't work on my ST with 4Megs of RAM. I
>don't know much about this stuff but I only need a Cubase again so I can
>make some music again. I don't want to get a PC and use Cubase on it
>cause it's terrible on PC's I just wanna stick to my old trusty Atari.

>Regards,

>Arnaud Loonstra
hello arnaud
for you.you must press shift left/rhigt at run cubase to put of the audio
part of cubase on ste because you dont ave d.a.c on ste it's not a falcon
and sorry for my bad english i'm frenchy by next on the news

1946. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932086676-190450AEicMi@post3.tele.dk>
Source record: 75921

>From: epkerha@epk.ericsson.se (Erik Hall)
>Date: 15 Jul 1999 09:18:47 GMT
>
>I do not have a Falcon now but i have a Hades 060
>and is using ISDN.
>ISDN modems works as modems so it is no problems to connect this.
>What you need is to have as hi modem speed as you can
>to take advantage of 64K or 128K.
>
>It is realy nice to have ISDN as the connection time (with login) is about 2-4 seconds.

Do you say, that all I need is to connect the ISDN T/A box to my modem port?
Isn`t there any special commands?

I need to ask because I can`t expect any support from any IP here in Denmark, that is, when I`m not using a Windoze box. Even Mac users have a hard time getting any suport.

Also at the moment I have a special Internet line, where I only have to dial a 0 to get conected. It is actually very fast and stabel, but only 28800 baud at the moment.
cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1947. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932086680-191290AEicMi@post3.tele.dk>
Source record: 75922

>From: paul.williamson@zetnet.co.uk (Paul Williamson)
>Date: 14 Jul 1999 07:28:25 GMT
>
>It seems you need a terminal adapter rather than a modem. I'll pass on
>more details when I can.

Hi Paul, yes I know its not called a modem, rather a ISDN T/A. There has been a sort of discussion going on here in Denmark about what to call it.
It seems to me that they agree to call it a modem, they don`t want to confuse all the newbies/ non technical people. To most computer illiterate it is the same, a box that connect the computer to the internet.

Don`t ever try to explain to a person, that just got her first Windows machine with everything preinstalled, - what a modem does.
cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1948. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932086684-192153AEicMi@post3.tele.dk>
Source record: 75923

>From: Wes Newell <wnewell@ticnet.com>
>Date: Tue, 13 Jul 1999 21:02:26 -0400
>
>Don't have a Falcon any more, but it works the same as a modem. Just need a
>higher serial port rate to take advantage of the 128K.

Then I can use the highest port rate on the Falcon? Hopefully!

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1949. Re: Aniplayer problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <378e7bb3$0$122@znews.zetnet.co.uk>
Source record: 75924

On 15 Jul 1999 23:09:41 , DarkChyld wrote:
> Hi Ashley! I don't use the setup routine either. I'm sure its in the docs
> somewhere, but all you have to do is go into the /docs folder in Aniplay
> and you will find an /english folder. Copy "N_FRENCH.TXT" to your main
> Aniplay folder, as well as copying the "ANIPLAY.HYP" file to your ST-Guide
> folder (usually C:\GUIDES), and you should be set. Check out the rest of the
> text files in the /english folder as well.
>
> Hope this helps! ;-)

It helps a lot, thanks :-) At some stage I had moved all the files
over, but I hadn't run Aniplayer as I assumed that the setup program
would still need to be run :-/ We've been having a fair bit of hot
weather here recently, so I'll blame it on the heat ;-)))

Thanks again,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1950. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378E7FE1.D48C6281@ihug.co.nz>
Source record: 75925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi there,

sinclap wrote:
>
> In article <37829E3C.483712A8@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> >
> > I reckon it looks like one of those cute little hand-soap
> > dispensers you find in posh toilets in hotels. Those have
> > been around for years so maybe there is some copyright for
> > Macintoss to explain there?
>
> Eh?

Sorry, I'm refering to iMacs of course!!

Some hotel latrines I have seen have these plastic hand-soap
dispensers stuck on the wall. They have a translucent lid on
top that lets you see how much soap is left. It had occurred
to me that they look remarkably like iMacs!! (or vice-versa)

Thats why I wonder if Apple have breached a patent on a soap
dispenser design!!

;^)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1951. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mmkl2$a78$1@news8.svr.pol.co.uk>
Source record: 75926

On 14 Jul 1999 10:01:15 , Martin-Eric Racine wrote:
>On Tue, 13 Jul 1999, Vassilis Papathanassiou wrote:
>
>> Remember your idea of porting MintNet to MagiC ? Well, most of it has
>> been done, including the tools, library and examples. Tools and lib
>> are even binary compatible to Mint (Pure C), MagiC drivers are not ;-)
>
>Whoa!!! Amazing!!! Thanks!

Agreed - Peter's work is already showing results!

One of the goodies that I hope will result is the wherewithal to use a
MiNTNet overlay with CAB.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1952. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mmkl4$a78$2@news8.svr.pol.co.uk>
Source record: 75927

On 14 Jul 1999 11:19:14 , Steven Kaleita wrote:
>Grody, I have Jinnee also, but it's all in German! Do you have an
>english rsc file for Jinnee?

What version of jinnee?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1953. Re: Printing

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mmkl7$a78$3@news8.svr.pol.co.uk>
Source record: 75928

On 14 Jul 1999 15:07:57 , Steven Kaleita wrote:

>Also, do you still have a SLM804? Supposively there is a program out
>that allows you to output from the MAC over a null modem cable connected
>to an Atari with a SLM hooked to it. I think it's called MAGICSLM.ACC

The archive is called MAGCISLM.ZIP and is available from my web site
(address below).

If a fresh download fails to cure your problem then I'm afraid that that's
it - the author dropped support a long, long time ago. I do have the source
code tho', but I've absolutely no idea what to do with it! ;-)

>anything yet, and I still need to get a null modem cable for the G3.

The best way to test it is to set your HP printer driver to print to a file
and use magcislm to print that to your laser. If that's OK then have a go at
the null modem connection.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1954. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7mmng3$jtb@newstoo.ericsson.se>
Source record: 75929

In article <932086676-190450AEicMi@post3.tele.dk>, Joergen Bak <prunus@post3.tele.dk>
writes:
>>From: epkerha@epk.ericsson.se (Erik Hall)
>>Date: 15 Jul 1999 09:18:47 GMT
>>
>>I do not have a Falcon now but i have a Hades 060
>>and is using ISDN.
>>ISDN modems works as modems so it is no problems to connect this.
>>What you need is to have as hi modem speed as you can
>>to take advantage of 64K or 128K.
>>
>>It is realy nice to have ISDN as the connection time (with login) is about 2-4 seconds.
>
>Do you say, that all I need is to connect the ISDN T/A box to my modem port?
Yes !
Just be sure that the T/A can handle 57600 as i think this is the max usable speed on a
Falcon
(correct me if i am wrong here)
Running 128k on your Falcon is not ultimate as the serial port is slower.

>Isn`t there any special commands?
Yes there is special commands to change how the T/A will work but normaly you do not need
to change these settings.
To do a connection it acts like a normal modem
with ATD dial commands and CONNECT responds.

>I need to ask because I can`t expect any support from any IP here in Denmark, that is,
>when I`m not using a Windoze box. Even Mac users have a hard time getting any suport.
This is the same problem when using analog modems.

/Erik Hall

1955. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932117238-668645AEicMi@post3.tele.dk>
Source record: 75930

>From: Wes Newell <wnewell@ticnet.com>
>Date: Thu, 15 Jul 1999 20:45:16 -0400
>
>All TA's have a command set. USually similar to many modems. The computer serial port
>doesn't know what it's communicating with, it just wants a response back.

Thank`s wes, - that`s more or les what I want to know.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1956. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990716111735.19478G-100000@hal.fishpool.fi>
Source record: 75931

> >>Now, how about translating the I-Connect programmers docs, also? ;-)
>
> If someone sends them to me I'll have a go when I get a bit of time!

Docs can be found here, in German:

http://www.camelot.de/~zulu/IConnect/index.html

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1957. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990716111835.19478H-100000@hal.fishpool.fi>
Source record: 75932

> One of the goodies that I hope will result is the wherewithal to use a
> MiNTNet overlay with CAB.

Say again? You just drop the cab.ovl in the modules/ folder and
start MiNT-Net and you're set. Or what did you mean?

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1958. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932119350-091146AEicMi@post3.tele.dk>
Source record: 75933

>From: epkerha@epk.ericsson.se (Erik Hall)
>Date: 16 Jul 1999 07:37:39 GMT
>
>
>Yes !
>Just be sure that the T/A can handle 57600 as i think this is the max usable speed on a
>Falcon
>(correct me if i am wrong here)
>Running 128k on your Falcon is not ultimate as the serial port is slower.

Thank`s Erik

At the moment I`m running 57600 on the port, using I-connect. I did try 115000, but it was a little unstabel, or so it seems to me. Then again, it was with a 28800 baud modem.

>To do a connection it acts like a normal modem
>with ATD dial commands and CONNECT responds.

Then I can use the normal commands in the dial program? Hopefully!

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

1959. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378F0350.F5B3528F@patent.gov.uk>
Source record: 75934

Ta. That's a bummer - must have been one of the few editions of ST Review I didn't get. I still have all the mags. but gave away the disks to charity - I checked them all before they went. Talking about ST Mags. I need a good copy of ST Review featuring CAD-3D, or is it 3D-CAD?, for the search files here. You have no idea how innovative the three window 3D display was for its time. My copy got left on my Aga and is a bit charred!!!!

Bob-King.

Michael Borsley wrote:
>
> On 13 Jul 1999 10:35:46 , BobKing wrote:
> >I have Calligrapher Pro. (second-hand) and have followed the
> >installation procedure, but always end with a repeated message to insert
> >a disk. I think I read somewhere that the first time you install Call.
> >on a HD, it modifies the main floppy and you have to have this floppy in
> >drive at all times. Is this it and if so is there any way round it? I
> >normally use Papyrus or Protext, but the 'Outline' and Maths tools look
> >very interesting.
> >
> >
> >Bob_King
> >.
> Hi Bob,
>
> There was a full working version of Calligrapher Pro given away with
> ST Review which didn't have this annoying restriction.
>
> Mike

1960. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378F230D.EEA77E63@patent.gov.uk>
Source record: 75935

Thanks to all for your hints and comments. I have gone back to Magic 5
and all is well. Has any one got info on the various parameters in
Magx.inf that are readable by 5 and 6. The manuals of course are not
very helpful. In particular, I found that the tiling effect, ie the .IMG
file used, on desktop, is not controlled by 'tiles' in #boot, but by a
much later parameter in the desk section. Moreover this parameter does
not seem to be accessable from the Magx.inf setup prog. and I had to
hard wire it in a text editor, to change tiles.

Bob-King.

BobKing wrote:
>
> I seem to have forgotten how to allocate an icon to a program or file in
> Magic 6 and Magixdesk. I managed to do it or CAB, but how I can't
> remember. Clicking on install application brings up the menu, but not
> the layers of icon windows produced in earlier versions of Magic.
> Clicking on install icon produces nothing. Is it something to do with
> the new mod_app.ttp, which seems to be called internally, since
> drag/drop a file on it gives an error giving the correct syntax. The
> manuals have got progressively thinner, at least in the first one you
> got a programmers appendix.
>
> Bob_King

1961. Vision of loveliness

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378F2613.7FB41E5B@patent.gov.uk>
Source record: 75936

Have just seen what looks to be a very good graphics package, called
'Vision' at URL:

http://www.multimania.com/jlusetti/visione.htm

RSC and 'manual' seem to be in french, but its shareware and we
shouldn't be greedy!!
It's optimized for the Falcon, using the DSP. I'll download it tonight
and compare with photoline.

The Falcon might be slow, but for something the size of two lunch boxes
side by side, its bl**dy versatile!!!

Bob-King.

1962. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mn8q8tk1@snipp.uninett.no>
Source record: 75937

Erik Hall <epkerha@epk.ericsson.se> wrote:

> Just be sure that the T/A can handle 57600 as i think this is the max usable speed on a Falcon
> (correct me if i am wrong here)

A plain Falcon with MagiC can use 115200 without any problems at all. I have never owned a modem that could handle higher speeds, so I don't know how well 230400 will work on a standard Falcon.

115200 does not work properly with TOS, and since I don't have a 030-Falcon anymore I don't know how the new MiNT-versions copes.

My Falcon with Afterburner handles 115200 without problems regardless of OS. 230400 will probably work fine too, but I have not been able to test that.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1963. Re: Vision of loveliness

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <378f1c4093cef060@holleman.demon.nl>
Source record: 75938

on Fri 16-07-1999 13:31 BobKing wrote:

>Have just seen what looks to be a very good graphics package, called
>'Vision' at URL:
>
>http://www.multimania.com/jlusetti/visione.htm
>
>RSC and 'manual' seem to be in french, but its shareware and we
>shouldn't be greedy!!
>It's optimized for the Falcon, using the DSP. I'll download it tonight
>and compare with photoline.
>
>The Falcon might be slow, but for something the size of two lunch boxes
>side by side, its bl**dy versatile!!!

Bob, I recently fetched 3.5 from a server. Before I had 3.0 (I think). The
latter wouldn't load JPG's, but 3.5 does. Nice piece of s/w. After
installing, you can opt for an english rsc file.

There is some need for docs in english, tho'
Also, 3.5 seems to be more stable on MagiC than the older ones, tho' not
completely stable. But I'm considering registering for those 35 dollars!
Really a nice program.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

1964. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <yR8N0JAaorj3EwKX@my-ste.demon.co.uk>
Source record: 75939

In article <A7D5CA7C96F2E436.BFDF57997AB33CD8.63A36E37D524FDC3@lp.airnew
s.net>, Wes Newell <wnewell@ticnet.com> writes
>
>
>Uli Linn wrote:
>
>> Hi everybody!
>>
>> Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?
>>
>
>I've never had any trouble reading ST disk on a IBM, windows, dos, os/2,
>whatever.

I have, although it was only single sided discs, or 11 sector DD or
21/22 sector HD floppies. The strange thing is I still DSDD discs
formatted under the TOS 1.0 desktop and these are completely accessible
to Win95/98, DOS 3.3, 4, 5 and 7, and DRDOS 6.

--
David Bolt

1965. Re: Aniplayer problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7mnoukafk1@wanadoo.fr>
Source record: 75940

On 15 Jul 1999 19:26:56 , Ashley Seabrook wrote:
>Intrigued by Aniplayers ever-increasing list of features, I downloaded
>the package from the authors site and decompressed it with no
>problems, but the installation program, SETUP.APP, crashes my TOS 4.04
>4MB Falcon030 with two bombs every time :-(I've tried a clean bootup
>too, but with no success :-(This has happened with the last two
>versions I have downloaded - including the most up to date, v2.07. Am
>I missing something really obvious here, and if so, can somebody put
>me right? Without installing it correctly I can only use the program
>in French, and my French isn't very good at all ;-)

Oh sorry !
Better solution is to copy N_FRENCH.TXT (directory english) in Aniplayer
directory. This file contains english texts. After you can copy ANIPLAY.HYP
in the same directory or your user directory for ST-GUIDE.
Joachim Formallaz is the author of GEM-Setup (made on MagicMac).
GEM-Setup works fine on my FALCON (TOS 4.02 or Magic), but now I have a CT2
and normal mode isn't 100% compatible :-(Sometimes some bus errors (2 bombs)
are not detected. I use an MMU-patch, but this patch works only in turbo mode
(and with fast-ram)... For install OLGA and variables, GEM-Setup uses differents
files Newdesk.inf, Magic.inf, olga.inf, etc.. So please, send me your
configuration (with a Sysinfo) or send a mail to Joachim at this adress:
jfornall@stud.ee.ethz.ch

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1966. DENNIS VERMEIRE IS BACK !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7mnqv2$is5$1@news1.xs4all.nl>
Source record: 75941

Well Folks,
One of the nicest guys (I prefer girls, don't worry about that) comes from la Belgique ! He was out of order for nearly 4 months but now he's back and ......on holidays.But that doesn't matter, you can mail him again, send him flowers , German beer, French cheese, Finnish wodka, Italian pasta, whatever.
Our Dennis is back in town
Hopefully he stays there !
Jos

1967. Re: Calligrapher Pro on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: mike@railwayman.idps.co.uk
Message-ID: <igKj3.4159$34.4575@wards>
Source record: 75942

On 16 Jul 1999 11:02:56 , BobKing wrote:
>Ta. That's a bummer - must have been one of the few editions of ST
>Review I didn't get. I still have all the mags. but gave away the disks
>to charity - I checked them all before they went. Talking about ST Mags.

If you want a copy of this issue with Calligrapher on it, I have a spare mag and disk.

>I need a good copy of ST Review featuring CAD-3D, or is it 3D-CAD?, for
>the search files here. You have no idea how innovative the three window
>3D display was for its time. My copy got left on my Aga and is a bit
>charred!!!!

Only CAD thing I can find is an issue with MASTERCAD on the disk. If you mean this, then I have a as new spare mag and disk!

If anybody else requires missing copies of ST Review and original cover disks, then feel free to contact me for a list. I do have a small amount of spare copies of various issues available.

HTH

1968. Re: What's the best vector/bitmap drawing p

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: mike@railwayman.idps.co.uk
Message-ID: <jgKj3.4160$34.4575@wards>
Source record: 75943

On 12 Jul 1999 17:02:29 , "P�l Monstad" wrote:
>I'm interested in both a good vector and a good bitmap drawing program for
>the Atari. The programs must run in => ST high resolution.
>
>What can be recommended: Pixart, Artworx, Papilion, DAs Vector?? Don't
>think about price when you recommend. English versions preferred if
>available.

```
ARTWORX for vector stuff, and if you can put up with running in ST High Res
only, MUNCH is superb for bitmap stuff! Too bad development stopped on it
:-((((
```

1969. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1999-07-16 00:00:00 UTC
From: Michael Olin <molin@mich.com>
Message-ID: <378F7A87.941006D1@mich.com>
Source record: 75944

enbordal@online.no wrote:

> Hello!

Shouldn't that be, more accurately, "Hello, World!" ???

:)

--
._____________. http://www.mich.com/~molin/ ._____________.
|||
Keep up the fight ||| I love my country but
or lose the right / | \ I fear my government

It only stands to reason that where there's sacrifice, there's someone

collecting the sacrificial offerings. Where there's service, there is

someone being served. Make no mistake about it, the man who speaks to

you of sacrifice is speaking of slaves and masters - and he intends to

be the master.
-- Ayn Rand

1970. Re: CAB 2.7 Freeze Up Problem - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7mokv7$qf1@enews3.newsguy.com>
Source record: 75853

On 11 Jul 1999 01:10:48 , Pascal Ricard wrote:

> Paul Nurminen wrote on Sat 10-07-1999 18:52 (GMT):
>
>> I think you misunderstood. I don't use CAB when I just want to view a JPEG. I
>
>I think _you_ misunderstood me :-). I was just suggesting you to wiew
>a jpeg (with the decoder) instead of waiting a freeze in Cab and then
>reboot and broke your connection. Maybe then after doing this there
>will be no problem with Cab. Just a thought.

Ahh... I see what you mean. Unfortunately, if I view a JPEG (with the
DSP decoder) it will freeze up the computer regardless of which program is
making use of the decoder (Image Copy 4 or the JPEG.ACC or CAB). It seems that
any program that makes use of the DSP-loader causes a lockup when the Falcon is
"cold".

I guess under MagiC 5, my DSP needs to "choke" on it's first JPEG of the day
before it can perform correctly. But I've learned to live with it.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1971. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <378FDCDE.D1C6212E@ihug.co.nz>
Source record: 75854

Hi there,

Wes Newell wrote:
>
> Joergen Bak wrote:
> > Then I can use the highest port rate on the Falcon? Hopefully!
>
> That depends on which ISDN TA you get. If it supports 128K connects, it should
> support a DTE rate of at least 230K. The one I have supports 460K.

The highest rate (I think) usable on Falcon is 230k4. I've never used this
rate with a modem or ISDN TA, but have used null-modem at that speed. Its
quite nice being able to send a megabyte down the line in around 35 seconds
but I've never managed to get the uploads to that speed yet...

You will need HS-modem AFAIK to access that port rate...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1972. Re: FFT Software

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7moubg$ac7$2@delphi.ridgenet.net>
Source record: 75855

On 14 Jul 1999 05:41:07 , Xav wrote:
>In a former life as an exotic dancer, Dennis McGuire <sagedm@erie.net> wrote:
>> Is there any software to do Fast Fourier Transforms on an Atari TT?
>>
>>
>
>Replay16 sound sampler did it for audio files on the ST & Falcon. I daresay
>it would run on the TT as well - though I can't vouch for this (& especailly
>not for the sampling cartridge). I don't know about anything for more general
>FFTs though.
>
>Xav
>
>--

I have some math stuff for FFT. It's on my other Falcon, ATM. I'll
find it tonight sometime and post it in the binaries group.

Mike

1973. PolyDisk/MegaDisk and other Cartridge RamDisks

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7mp0af$fsg1@news.ajou.ac.kr>
Source record: 75856

Looking for information on the PolyDisk and MegaDisk.
AFAIK these were ST cartridge Ram Disks or Ram Drives?

If you have one of these, could you e-mail me a description
of what it looks like and any other info?

I have a unidentified cartridge here and it just might be
one of these.

Also interested in diagrams, pictures or anything that would
describe how to build a cartridge ramdisk for the ST and Falcon.

Thanks,
phantomm@kih.net

1974. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Steve Duff <steveduff*spam*zap*@earthlink.net>
Message-ID: <N3.K3.s22hLxlTnsaoyLc.NR@earthlink.net>
Source record: 75857

"MvdK" == "Maurits van de Kamp" writes:

>
> >The new Amigas will appear, and they will run an OS based on the QNX
> >Neutrino kernel.
>
> Plans are changed, it's going to be Linux now.

Yep, and it's created something of a nuclear blast in the Amiga world. :-/

--

Best;
Steve Duff Team AMIGA

QuikPak A4060T 82MB/1GB SCSI/4MB CV64-3D w/Scan Doubler
Melody Z-2/4X SCSI CD-ROM/GVP I-O Extender

"Every little breeze seems to whisper Louise"
--Maurice Chevalier

1975. FS, Swap or P/x: Atari STuff (17/07/99) I'm getting there slowly;)

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DqMGVBAdLDk3EwWT@steverosie.demon.co.uk>
Source record: 75858
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer,netcom.uk.forsale

The Atari Software eXchange

Updated: Saturday 17th July 1999

I have the following Atari gear for sale. Prices do not include
postage.

Prices are in GBP's (Sterling) and I'm also willing to accept USD's.

As usual I will consider part exchanges or swaps for other Atari St,
Jaguar, Portfolio etc. hardware or software.

Things I'm on the lookout for:
Atari CD-ROM's, reference books, EPROM Programmer that can do 32-
pin DIL chips.. or anything that tickles my fancy;)
****

Atari ST Compilation Packs
Atari STE Discovery Xtra Pack, featuring:
Final Fight, Sim City, Escape from the Planet of the Robot
Monsters, 9 Lives and the Language Disk. ..... ï¿½5

Atari 520STE Turbo Pack, Featuring:
STOS, Hyperpaint 2, Music Maker 2, FirST BASIC, Blood Money,
Anarchy, Human Killing Machine, Impossible Mission, Dragon's
Breath, Indianna Jones and the Last Crusade, Outrun, and Super
Cycle. ..... ï¿½15

Compilations
ï¿½3 Each
Top Shots, featuring: Kick Off + Extra Time.

ï¿½4 Each
Hollywood Collection, featuring:
Ghostbusters II, Indiana Jones and the Last Crusade & Robocop. No
Batman or instructions.

ï¿½5 Each
Champions, featuring:
Manchester Untied, World Boxing Championship & Jahangir Khan
Squash. No Box.

TNT, featuring:
Xybots, Toobin, APB, Dragon Spirit & hard drivin'.

Mega-lo-Mania & First Samurai.

Educational
ï¿½4 Each
Learn to Read with Prof. Level 1. Ages 4 to 9. Not STE.
Mickey's Runaway Zoo (Disney Software) - Learn Numbers for 2-5 years.

Adventure, Strategy, Puzzle & Trivia type
ï¿½1 Each
Spidertronic

ï¿½2 Each
Crash Garrett
Go-Moku/Renju
Quizam!
Skweek
The Quest for the Time Bird
Tower of Babel

ï¿½3 Each
Advanced Dundgeons and Dragons 'Heroes of the Lance'. No box.
Borodino
Chess Player 2150
Corporation
Curruption. No Box.
Driller. Including a model of the planets surface.
Dungeon Master Editor. No box.
Dungeon Master Expansion Set #1 - Chaos Strike Back & Utility Disk.
Federation of Free Traders (F.O.F.T.). No box.
Lords of Chaos
Murder

ï¿½4 Each
Operation Stealth

ï¿½5 Each
Carrier Command
Kings Quest I. No Box.
Kings Quest II. No Box
Kings Quest III. No Box.
Buy all 3 Kings Quest Adventures for ï¿½15 inc. postage (UK only).
Leasure Suit Larry in 'The Land of the Lounge Lizards'.
*** WARNING ***
Leasure Suit Larry contains ADULT Material.
Parental guidance is suggested.
Powermonger including World War 1 edition
Shadowlands
Space Quest. No box.
Terrorpods

ï¿½7.50 Each
Civilization. 1 meg. No Box.
Midwinter II Flames of Freedom. 1 meg.

ï¿½10 Each
Frontier - Elite II. 1 meg.
Indy - Indianna Jones and the Last Crusade 'The Graphic Adventure'
(6 disks). I've no idea if this needs 1 meg! It comes with The
Arcade game as well.
Populous II. Both 1 meg and 512k versions.
Railroad Tycoon. 1 meg.

Simulations
ï¿½2 Each
Hunter Killer

ï¿½3 Each
Falcon The Mission Disk Volume 1.

ï¿½5 Each
Battlehawks 1942
Falcon. The F-16 Fighter Simulation. ï¿½7 including Mission disk 1.
Flight of the Intruder. Additional Features for 1 meg owners.
Gunship
Mig-29 Fulcrum. 1 meg needed.

ï¿½7.50 Each
Formula One Grand Prix (Microprose)
M1 Tank Platoon

ï¿½10 Each
F-19 Stealth Fighter.
Knights of the Sky. 1 meg.
Reach for the Skies. 1 meg.
Silent Service II. Requires 1 meg.

Sports
ï¿½2 Each
Football Director II
Hyperbowl. No Box.
Super League Soccer
World Cricket

ï¿½4 Each
Kick Off 2 + World Cup 90

ï¿½5 Each
Sensible Soccer. 1992/3 Season Edition. Computer Game of the Year '93.

ï¿½10 Each
Championship Manager End of 1994 Season Data up-Date disk.
Comes with Championship Manager (1 meg) and Championship Manager
Italia. Altogether 8 disks.

Arcade
ï¿½1 Each
Nitro Boost Challenge

ï¿½2 Each
Alpha Waves
Bad Company
Ballistix
Cabal
Defenders of the Earth
Fast Food. Featuring Dizzy.
Flood
Formula 1 Grand Prix (not Microprose)
Hard Drivin'
Hong Kong Phooey
Mean Machine
Outrun. No instructions, you don't need them.
Popeye 2
Robocop
Steg The Slug
The Light Corridor
Whirligig
Yogi Bear & Friends in the 'Greed Monster'

ï¿½3 Each
Awesome
Barbarian (Palace). The one with gladiator 'Wolf' on the box.
Barbarian (Psygnosis)
Cap'n Carnage
Captain America. No Box.
Championship Wrestling
Chase HQ II. No Box.
Combo Racer
Daley Thompson's Olympic Challenge. Not STE.
Defender II
Dragon Breed
First Samuri. No Box.
Golden Axe
Harley-Davidson 'The Road to Sturgis'
Hudson Hawk
Impossamole
Mach 3
Menace
Monty Python's Flying Circus. No Box.
Operation Thunderbolt
Oxxonian
Prince of Persia
Risky Woods
Robocop 2
Shadow of the Beast
Speedball 2
Spindizzy Worlds
Spitting Image
Star Breaker (Brand New) Still Shrink wrapped.
Star Wars

Super Hang-On
Switchblade II
Teenage Mutant Hero Turtles
Test Drive
The New Zealand Story
The Simpsons - Bart V's The Space Mutant
The Untouchables
Thunder Blade
Total Recall
Vigilante
Wizkid. No Box.

ï¿½4 Each
Ghostbusters II
Lotus III

ï¿½5 Each
Street Fighter II

Serious Stuff

C-Breeze. 'The C Programmers Editor'..... ï¿½5
Easy Text Professional 'Desktop Publishing System'..... ï¿½10
Fontpac Plus. GEM Fonts for the Atari ST. A set of 300x300 fonts for
Laser and Deskjet printers. Castleton Roman & Matlock
Roman..... ï¿½5
Gnu 'C' for MINIX ..... ï¿½4
HiSoft BASIC v1.31 ..... ï¿½10
HiSoft Tempus 2 'The Editor'..... ï¿½5
Hyperpaint ..... ï¿½3
Hyperpaint 2 ..... ï¿½5
Kcomm ..... ï¿½5
Lattice C v3 ..... ï¿½12
Lattice C v5 ..... ï¿½20
MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
Music Studio ..... ï¿½5
Prodata 'The Ideal Database Solution'..... ï¿½10
Protext v5.5 ..... ï¿½15
Redacteur 3. Requires 1 meg memory. No box ..... ï¿½20
Shoot 'em Up Construction Kit (S.E.U.C.K.) ..... ï¿½4
ST BASIC, Revised Edition ..... ï¿½5
S.T.O.S Compiler ..... ï¿½3
Superbase Personal 'Relational Database System' ..... ï¿½10
Talespin 'An Adventure Game Creation Program' ..... ï¿½5
Timeworks Desktop Publisher ..... ï¿½15
Ultimate Virus Killer (UVK) 8.1 ..... ï¿½3

CD-ROM's
Atari Gold ..... ï¿½10
The First Atari CD-ROM. Possible collectors item ..... ï¿½15

Hardware
Multi-Face ST ripper cartridge by Romantic Robot (NOT STE) ..... ï¿½15
STOS Maestro Plus. Software and sound sampling cartridge ..... ï¿½25
Syncro Express Disk back up hardware ..... ï¿½25
Video Master, sound & video sampler cartridge ..... ï¿½25

Please remember prices DO NOT include postage.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1976. Re: FFT Software

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7mpa7g$fb4$2@delphi.ridgenet.net>
Source record: 75859

On 17 Jul 1999 03:46:56 , Mikey wrote:
>On 14 Jul 1999 05:41:07 , Xav wrote:
>>In a former life as an exotic dancer, Dennis McGuire <sagedm@erie.net> wrote:
>>> Is there any software to do Fast Fourier Transforms on an Atari TT?

>I have some math stuff for FFT. It's on my other Falcon, ATM. I'll
>find it tonight sometime and post it in the binaries group.
>

I posted the file to alt.binaries.atari, but never seen it come up. Is
this group moderated or something?

Mike

1977. Re: DENNIS VERMEIRE IS BACK !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <%JWj3.513$IV6.51988@typhoon01.swbell.net>
Source record: 75860

On 16 Jul 1999 17:42:58 , Jos Vlietstra wrote:
>Well Folks,
>One of the nicest guys (I prefer girls, don't worry about that) comes
>from la Belgique ! He was out of order for nearly 4 months but now
>he's back and ......on holidays.But that doesn't matter, you can mail
>him again, send him flowers , German beer, French cheese, Finnish
>wodka, Italian pasta, whatever.
>Our Dennis is back in town
>Hopefully he stays there !
>Jos

Introduce me to this person. Where did he go?

Doctor Clu

>.

1978. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mpjp4$8t8$1@nnrp1.deja.com>
Source record: 75861

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Alternatively, anyone know if this SACK Electronic GmbH is still around ?

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1979. Re: Vision of loveliness

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Jean LUSETTI <j-lusetti@pacwan.fr>
Message-ID: <7mpign$o4r$1@news2.isdnet.net>
Source record: 75862

Hi ! I'm the author of VISION.

> >Have just seen what looks to be a very good graphics package, called
> >'Vision' at URL:
> >
> >http://www.multimania.com/jlusetti/visione.htm

Thank you !

> >RSC and 'manual' seem to be in french, but its shareware and we
> >shouldn't be greedy!!
> >It's optimized for the Falcon, using the DSP. I'll download it tonight
> >and compare with photoline.
Who !Thanks for the comparison...

> Bob, I recently fetched 3.5 from a server. Before I had 3.0 (I think). The
> latter wouldn't load JPG's, but 3.5 does. Nice piece of s/w. After
> installing, you can opt for an english rsc file.
VISION 3.5 can handle "progressive encoding", that the 3.0 can't handle.
But the most important thing is that now the version 3.5 can load JPEGs
WITHOUT the Brainstorm's DSP driver. That is to say that every ATARI can now
load JPEGs with VISION 3.5.
This RSC file has been translated by me and improved by Hallvard Tangeraas.

> There is some need for docs in english, tho'
> Also, 3.5 seems to be more stable on MagiC than the older ones, tho' not
> completely stable. But I'm considering registering for those 35 dollars!
> Really a nice program.
Thanks again ! Could you report me bugs about the "not completly stable on
MagiC" ?
I'm looking for persons who are able to translate the French HTML doc into
English one (I really have no time to do this).
If someone is interested, I will life-register him to VISION !

Does somebody dare to translate it ?

See you, Jean
WEB Site : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : vision@atari.org , j-lusetti@pacwan.fr

1980. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mpoll$d7l$1@snipp.uninett.no>
Source record: 75863

Steve <Steve@mguk.enterprise-plc.com> wrote:

>> Why? A cheap PC will run the same software but a lot faster.

> That's not the point. My MaciC Mac runs 20/30 times faster than my
> Falcon and ST, but do I bin the real Atari's... er, no.

But why spend $$$ on a (admittedly cool) machine just to run a boring OS
(Linux) which is identical to the OS you can run much faster on a much
cheaper machine?

I would never dream of running Linux on my Ataris, especially not since I
already own a 486/66 that I got for free and runs linux better and faster
than even my Falcon with Afterburner...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1981. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3790678E.3E37@ooc.de>
Source record: 75864

Peter Slegg wrote:
>
> Let me make sure I understand, with HDDriver, Spin! and a DVD RAM drive I
> should be able to read DVD-RAM disks and CD-ROM disks.

Yes, exactly. HDDRIVER takes care of DVD-RAM media, SPIN! and HDDRIVER
together take care of CD-ROM media.

> Additional drivers are needed to read DVD-ROM disks. What are they called?

There are none for the Atari.

> Is it possible yet to write to a DVD-RAM disk ? I assume some recording
> software (CD-Recorder or similar) will be needed ? Or do DVD-RAM disks
> work like other MO or exchangeable drives ?

Yes, they work like any other removable media drive, e. g. Syquest, ZIP,
JAZ, MOD, PD etc.

> link to FreeBSD. The new Milan looks like it will have the power to edit
> digital video.

The new Milan is a rumour as long as you can't buy it anywhere.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1982. Have a look at this: get paid for using the internet:) (NOT advantage)

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SuWC0PB1JHk3EwUJ@steverosie.demon.co.uk>
Source record: 75865

Hi

I've come across this site that offers to pay for your internet time, full details are at the web site. It doesn't cost anything and unlike the other one, I don't think it needs a minimum referral.

Below is the wording they use. Please put me down as the referrer. My ID is: lastpd

Hi,

I just found a cracking London based web site that pays for my time on-line. You can earn 25p per hour when you download their software. If you refer friends you earn 10p per hour for the time they spend on-line and 5p per hour for the time that all the people they refer spend on-line.

This is a winner.

Click on the below link:

http://www.sharkhunt.com/join/join.asp?shID=lastpd

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1983. Re: Logic Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7mptf4gna1@news8.svr.pol.co.uk>
Source record: 75866

On 28 Jun 1999 21:41:29 , "boing" wrote:
:>I actually own an OFFICIAL copy of CREATOR which I paid £250 for
:>a few years ago.

Ah!, so as i own an official Vauxhall Astra, this makes it OK for me
to go steal a Colibra. What an arsehole argument.

:>So Steve Sweet, is listing your spec a bit of like measuring the size of
:>your member you sad person.

Well its quite a long spec... 8~))

Anyway, Gosh, i'm really wounded by that, still if it detracts from
your embarasment at getting caught teefin then im a handy victim for
you.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1984. Atari Online News, Etc. #0120

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <BTfdRoC.dpj@delphi.com>
Source record: 75867

```
A-ONE #0120 07/16/99

~ Bristol Sues Microsoft ~ People Are Talking! ~ Aniplayer Update!
~ VM Labs Quells Rumors! ~ Disney Gets InfoSeek! ~ AtariIRC Upgrade
~ THQ To Do 'Summoner'! ~ Intellivision Classics ~ NSC's New Chip!
~ Postal Service Online! ~ Gen Con Game Fair '99! ~ Light Beams?

-* Panel Passes Encryption Bill *-
-* Hackers Challenge Antivirus Software *-
-* McCain Calls For Permanent Internet Tax Ban *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1985. 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37909CC1.81DB74BE@portone.com>
Source record: 75868

Hey folks,

I just started 'Team Atari' on the SETI@home home page. If you're an 'Atari person' and have access to a PC, Mac, or Linux machine, and want to join in the search for signals from an extraterrestrial intelligence join up!

For those who haven't heard of SETI@home, I'll explain a bit:

SETI@home is a novel idea in the realm of the Search for ExtraTerrestrial Intelligence. What it does is allow your computer to analyze data generated by the Arecibo Radio Telescope in it's spare time. A screen saver program downloads a piece of data from the internet, analyzes it, forwards the results to the server (located at the University of California at Berkeley, I believe), and gets another piece of data to analyze.

So far there are more than 800,000 people participating in this venture, which in effect makes SETI@home the world's largest super computer. To date this project has put in more than 29,000 YEARS of CPU time looking for a signal that might be from an extraterrestrial intelligence.... and it's only been up and running for about eight weeks! The project is scheduled to run for two years.

Unfortunately there is no version of this application for the Atari line of computers. But if you still consider yourself an Atari Person even though you use a PC or Mac (either instead of or in addition to your Atari) and want to join in the search, go to the web addresses listed below, download the screen saver, and join Team Atari.

We Atari users have always been pioneers, haven't we? Well what better way to continue that spirit could there be than to join SETI@home? We've often been told that we're "out there", right? Well wouldn't it be cool to help detect the first intelligent signal from 'out there'?? And it would be even cooler if that first signal said "Atari Rules!"? <smile>

I had thought about asking the managers of this project to consider producing a software version for Atari computers, but I doubt that the end result would be worthwhile. A 366 MHz Pentium II PC takes approximately 18.5 hours to completely analyze a piece of data. Even a souped up TT or Falcon would take considerably longer (although the Falcon's DSP might help).

In addition to the versions I've mentioned already (PC, Mac, Linux) there are also other versions available, and the web pages are available in 20 different languages.

If you're interested, go to the following site and read about the
project, results, and how to join...

http://setiathome.ssl.berkeley.edu/

If you want to add your computing power to Team Atari, go to this site:
http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=Team+Atari

Hope to see you there,

Joe Mirando
A-ONE Magazine

1986. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dv3gmd.2w9axh1viry29N@max04-031.enterprise.net>
Source record: 75869

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> But why spend $$$ on a (admittedly cool) machine just to run a boring OS
> (Linux) which is identical to the OS you can run much faster on a much
> cheaper machine?
>
> I would never dream of running Linux on my Ataris, especially not since I
> already own a 486/66 that I got for free and runs linux better and faster
> than even my Falcon with Afterburner...

Guess we got our wires crossed here.. I meant what I said, but not for
Linux (I don't even use it on any of my machines). oh well.. the Falcon
stays afterall ;-)

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1987. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3790c3464798791@mail.otenet.gr>
Source record: 75870

Hi Derryck

on Fri 16-07-1999 06:49 Derryck Croker wrote:

>On 14 Jul 1999 10:01:15 , Martin-Eric Racine wrote:
>>On Tue, 13 Jul 1999, Vassilis Papathanassiou wrote:
>>
>>> Remember your idea of porting MintNet to MagiC ? Well, most of it has
>>> been done, including the tools, library and examples. Tools and lib
>>> are even binary compatible to Mint (Pure C), MagiC drivers are not ;-)
>>
>>Whoa!!! Amazing!!! Thanks!
>
>Agreed - Peter's work is already showing results!
>
Yep, it will! Up to now this 'MintNet goes MagiC' project has been
implemented using the 'old' methods, ie Ruftrade ;-)

>One of the goodies that I hope will result is the wherewithal to use a
>MiNTNet overlay with CAB.
>
It will bring better networking, more clients and servers and more
compatibility. MintNet's CAB.OVL does not work for the moment since
it searches for a MiNT cookie ;-(The same is true for aFTP and some
others I've tried, just to begin debuging. I beleive that from now on
MintNet authors will check for u:/dev/socket only ;-) Fortunately
CAB.OVL's sources are available, it should be easy to port it (I had
almost done it for STinG when Olivier released his CAB.OVL).

Btw, what is wrong with Olivier's CAB.OVL ?

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1988. Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3790c3464798792@mail.otenet.gr>
Source record: 75871

Hi all

I've written a small utility program that helps in the translation process of RSCs (with 38 degrees Celcius, what else could I have done, having to stay home ;-)

It is a GTP (RSC_TRAN.GTP) and works like this:
At first one drops a RSC file on its icon and it produces a same name TXT ascii file, containing all text fields of the resource (including alerts and free strings).

Then this text file can be passed from Ruftrade or Gemtrade (or a text editor) for translation. The result should be a .RUF or .ENG file.

Last, this translated file is again droped on RSC_TRAN's icon and it will load, modify and save the resource file. Ready!

Note that the program will take care of the field's length, so lines wider than the original will be clipped (thus it is a good idea to load the modified .RSC to a resource editor for a final touch :-)

During tests it took less than half an hour to translate PAPILLON.RSC and about 1 hour to translate jinnee! The program itself takes just seconds (of course;-) but since Ruftrade will not respect upper/lower case, some editing is required. Doing it on a text editor though, one has all the usual tools, ie search and replace etc.

One other thing I find helpful is that keeping the .ENG or .RUF files, future updates of the same program (eg jinnee) will take just minutes to update.

If we don't have such a utility, I'll put it on my homepage in the next 24 hours (I'm painting my computer room now ;-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

1989. Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Dieter Zenker <zenker@cityweb.de>
Message-ID: <8A3k3.2559$V53.229599@news2.cityweb.de>
Source record: 75872

Wie bekomme ich einen Epson Stylus 640 an meinem 1040 STE zum laufen ?

1990. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wl46WEAN5Mk3EwhV@steverosie.demon.co.uk>
Source record: 75873

On Sat, 17 Jul 1999 at 20:04:53 a message from Dieter Zenker was created
on the subject of Epson Drucker Hilfe.
>Wie bekomme ich einen Epson Stylus 640 an meinem 1040 STE zum laufen ?
>
>

Anyone care to translate, please!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1991. Re: FS: Atari Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: M Kelsey <michaelk@pacifier.com>
Message-ID: <3790D0F8.BFBB19C5@pacifier.com>
Source record: 75874

i'll buy it..

Michael

Matthew Martin wrote:

> For sale: Atari Mega ST4 in box with keyboard and mouse. the unit is VERY
> clean and MINT condition. the keyboard and mouse are clean but are
> yellowed quite a bit. comes with original box and manuals. i'd like to get
> $50/obo + shipping.
>
> thanks!

1992. .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7mqla7$1088@enews2.newsguy.com>
Source record: 75875

Is there an Atari graphics program that can read the .WMF (Windows Meta File?)
graphics format? I recently aquired a few CD ROMs with tons of these
WMF images on them, but Image Copy 4 doesn't recognize the format.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1993. PixArt 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7mqla6$1088@enews2.newsguy.com>
Source record: 75876

Anyone here use the English version of PixArt 4? (version 4.34 to be exact)

I got it a couple months ago and I must say I am very disappointed (especially given the fact that it cost me $70 US). I have yet to get it to work correctly under MagiC 5 (on a Nemesis-enhanced Falcon):

First, for some reason [under MagiC in 256 color mode] it takes about 1 minute to actually load and come up on screen (it loads in a few seconds under TOS, and yes, the fastload bit is set). This isn't a big deal to me though. However, once loaded, it simply won't work. All images are a scrambled mess of garbage - even the "About PixArt" title screen graphic is a mess. This happens regardless of whether Nemesis is on or off.

And [under MagiC in True Color and 16 color modes] the load time is only a few seconds, the "About PixArt" title scrren graphic is ok - but any attempt to load an image gives me the following error messages:

"File not found"
"Unknown file type"

(Of course the files in question are fine, and load into PixArt 4 without trouble under normal TOS).

Now [under normal TOS] the program loads, the graphics are ok, and images _can actually be loaded into the program_ (wow, what a concept!). But, I've had more troubles there as well:

I loaded in a scanned JPEG image I was going to use on my web site. I simply wanted to clean up the scan, getting rid of any empty space around the edges. It seemed to be working ok, but the first time I saved the edited image, and tried to reload it, I got an empty window. After reloading the original, and re-doing the edits, I again saved it. When I reloaded it, the image seemed to have a vertical white line on the left side of it, and there was also a vertical white margin on the right side of the image as well (neither of which were there before I saved it).

Well, after more trial and error, I finally got an edited image to save correctly. However, PixArt 4 seems to always insert a narrow white vertical margin on every picture I save from within the program - even if I haven't done anything to the image in PixArt 4. I tested this by loading in an image, viewing it in PixArt 4, then re-saving it in PixArt 4. The re-saved image now contained a narrow white vertical margin.

Finally, I've also had the program crash with various errors numerous times (obviously under regular TOS as it appears to be unuseable under MagiC).

All this for $70 US and no manual. Is it just me???

Anyway, I think I'll get Positive Image 2. It looks good on paper and the price is reasonable. However, I noticed in the recently posted ad for it that there was no mention of GIF support. Is it in there?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1994. Re: For Sale (UK) 4MB STE/ICD Link SCSI ada

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7mqq6keoh1@news1.xs4all.nl>
Source record: 75877

On 15 Jul 1999 00:38:38 , "rew" wrote:
Hi Rew,
Do you remember me ? I did send you a sample program some months ago
and you promised to send me some stuff like Breakthru, Cubase Studio
Module, Cuetrax.Now I noticed you're selling all you got...
Do you think of me still?
It would be nice to hear from you !
Jos (jovlie@xs4all.nl)

1995. Atari Hardware Sale in UK

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: friz@mail.com
Message-ID: <379209c8.3345750@news.diamond.co.uk>
Source record: 75878

Atari 4096 STE , Switchable Tos 1.4/2.06.,
1.44 HD Floppy , 16 mhz Accel Card Fitted.
120 Meg External SCSi Hard disk , Browcom SCSI Tape streamer.Plus
loads of Extras and some software.
Any serious offer considered.
Regret buyer must collect from Leicester UK.
Email if interested / Questions..

Regards to all left in the ST Scene..

1996. Atari Hardware Sale in UK

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: friz@mail.com
Message-ID: <37930aab.3571928@news.diamond.co.uk>
Source record: 75879

Atari 4096 STE , Switchable Tos 1.4/2.06.,
1.44 HD Floppy , 16 mhz Accel Card Fitted.
120 Meg External SCSi Hard disk , Browcom SCSI Tape streamer.Plus
loads of Extras and some software.
Any serious offer considered.
Regret buyer must collect from Leicester UK.
Email if interested / Questions..

Regards to all left in the ST Scene..

1997. Looking for TT utils

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: thaanuj@kira.peak.org
Message-ID: <7mrr1t$d77$1@kira.peak.org>
Source record: 75880

A couple of years ago I suffered a massive HD failure and lost
everything. I bought a new drive and re-installed all the important
stuff, but didn't bother with any of PD/freeware games that were lost.
This evening I was a little bored, so I snooped through the ftp sites
and downloaded some of my old favorites. Then I remembered that
many won't run on my TT because these old games expect to be running
on an older, slower machine.

I seem to recall that I had a util to slow my TT down, and another
that changed the memory addressing from the normal TT (32 bit?) to
the earlier ST addressing (24 bit?). When both of these were running,
just about anything would work on my TT. But now it's been so long
I can't remember what these utils were, or where I found once found
them.

Can anybody help me out with filenames and a site to find them on?

Thank you.

1998. Are ATARI computers Back ???? !!!! (Long)

Newsgroup: comp.sys.atari.st
Date: 1999-07-17 00:00:00 UTC
From: Grings <grings@bigfoot.com>
Message-ID: <fpjk3.226$O5.201@news.indigo.ie>
Source record: 75881

I've read pretty much the whole of this thread and I have to say it's been interesting - but some bits have also been amusing.
Personally, I don't use TOS machines anymore. I'm pretty much 100% PC these days. Although recently I've been messing about with the new version of Gemulator running lots of my old software - NoSTalgia is the word. And congrats to those who are still using their STs as their main computer.
However, some of this near-religious PC bashing is a bit funny. The main reason I bought a ST back in 89 or so was because it still was 'Power without the Price'. Now that a complete PC system can be bought for less than 300UKP including VAT (but ex the Microsoft tithe), the Atari scene looks hopelessly expensive.
Of course, it is small market. But even a few years ago, software for the TOS market was expensive. I mean Calamus SL cost around 500UKP, DA's Layout about the same, Tempus Word Pro was 600DM. Even back then PC software was cheaper - for the price of Tempus you'd buy the full version of MS Office, the Lotus or WordPerfect Suites were much less.
Sure, I've used Tempus Word Jnr extensively and it really is very quick - MS Word needs a quick 486 to approach these speeds. But on today's machines it really flies. And of course, if you do go back to using something like Tempus after having used for a few years, you do realise that some important features are missing. Like for instance UNDO, proper scaleable fonts (the latest version might have those now I suppose), proper printer support (the old TOS bugbear), proper copy and paste oh and UNDO (did I mention that already?)
Also, I�m not surprised that Steven Kaleita has problems printing from Calamus SL under MagiCMac. I have to say I hate that horrible Postscript dependence that Mac�s have. I wonder what printing speeds would be like with a PC printer connected with PowerPrint? Calamus & MM seem to sending the whole print job as a bitmap so no wonder there. (1200x1200x11x17/8 = 32MB so 22Mb might not be enough.)
Of course, x86 CPU do generate a lot of heat. But I�m sure that the first 68030 generated a bit of heat too. Back when Atari released the Falcon, 16Mhz 030 were a bit of a joke hence on most Falcon�s the 030 can cope with 32Mhz without any problem. It would far more interesting to know if the CPU in a Mac SE/30 or IIci can cope with 32Mhz. After all, if Intel were still making a 100Mhz Pentium with today�s technology it would probable not even need a heatsink it�s just that there aren't any 0.18 micron CPU running at 100Mhz around. (Actually, the IDT Winchip uses very little energy - and that's despite running at 3.5v.)
I have to agree that PC�s do take way too long to boot. One of the main problems seems to be PnP maybe once ISA has been eliminated, Windows won�t have to probe for every I/O, DMA, or IRQ combination every time it boots.
BTW, Win98 and Win95b are pretty much the same. I haven�t had any real

problems with either and certainly graphic updates are always quick. But then I never had the "Active Desktop" enabled"
Also, modern x86 CPU are definitely much faster than any 68k processor " although I haven"t seen any definite benchmarks. The only benchmark that really springs to mind would be POVray or SPEC95 etc. But since I only have access to a plain STe without an FPU and since my DOS version of POV is rather old I haven"t tried it. Does anyone have the results for the same POV scene on a number of machines?
Having said that, back when Apple had to compete with 040 vs. 486, the 040 definitely had the quicker FPU. But on the Pentium and then the Ppro / P II the FPU was hugely improved. Still, I believe the G3 FPU is faster than Intel"s " the integer performance of the PPC chips isn't too good however.
I'm not a great Mac fan, but Steve Duff"s comments regarding Mac programmers is a bit unfair. You just have to look at the UK Mac magazines to realise that there's a huge PD and shareware market for the Mac- MacFormat for instance regularly has 200Mb of new shareware on their CD. While all the PC magazines rarely have any shareware on their cover CDs.
Okay, so no one programs demos but that's perhaps just as well. I was never into the demo thing anyway. And of course, with a machine like the Mac where hitting the hardware directly is definitely not on - everything needs to go via the OS. This is not a disadvantage - if everyone wrote programs dependent on the hardware Apple would never have been able to do such a good job with the transition to the PPC.
Think about this: one of the reasons the Amiga never really evolved very much is because of the tight integration of the chipset. This was a blessing back in the mid-80's when most machines had no sound and no graphic accelerators. This is another
reason why UAE is so slow. The ST was less dependent on the chipset so it has made better transition to being a viable emulator candidate. I have seen MagiCMac, it really does fly - buying a reasonable '040 Mac for next to nothing (for instance at misc.forsale.computers.mac-specifit.systems there are Centris 650s [20Mhz 68LC040] for 24USD) and running MagiCMac on it is a far cheaper and faster alternative to finding a second-hand TT or Falcon.
While the MacOS & apps are hardly dependent on the chipset / hardware - hence emulators like Fusion or Executor are really quite quick. [Just a pity that no Mac emulator will run MagiCMac.]
Of course, new Macs are horribly overpriced compared to PCs. Like lots of PC users, I have no intention of ever buying a whole system ever again " rather I upgrade a bit here and there " on AppleLand that is not possible.
The lack of the floppies on the recent models is a horrible joke. (BTW, since Apple uses special motorised floppies, this saves Apple a lot more than the $10 everyone seems to think.)
Finally, I really think that it would be a good idea if a few of the ST emulator guys got together and wrote the perfect emulator :-)
I"d love there to be a quick emulator aimed at apps which would use the Windows GUI for VDI functions (running only under DOS would be a mistake since you'd be limited to a very generic machine) and come with support for at least 256 colours. Of course, this would be a mammoth task"

==========
KS Grings,
Galway,
Ireland

gringsX@Xbigfoot.com
remove the 'X's to reply

1999. Re: ST HD Drives

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7mshf5suk1@news4.svr.pol.co.uk>
Source record: 75795

Kelvin Wright <kelvinw@ihug.co.nz> wrote in message
news:932274192.655565@Chaos.es.co.nz...
> I've just bought an STE, mostly for nostalgia reasons, as I owned an Atari
> back in the 80's. I would like to hook it up to a HDD. My understanding is
> that any external SCSI HDD will do. Am I right?

Yes, but you will need a host adapter as well to convert ACSI (from the Hard
Disc port) to true SCSI.

> I am also interested in obtaining some software: second hand, PD,
whatever.
> Any pointers as to where I could find some?

Go for the PD, Shareware stuff. There's loads of good things around. Try
ftp.funet.fi and UTSI.

2000. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Mk6l2IAEGdk3EwWH@steverosie.demon.co.uk>
Source record: 75796

On Sun, 18 Jul 1999 at 09:28:53 a message from Pera Putnik was created
on the subject of Epson Drucker Hilfe.
>
> Ich denke dass kein software (treiber) fuer Atari zum drucken in farbe mit
>diese drucker.
>
>> >
>>
>> Anyone care to translate, please!
>>
>
> Question is as expected: How can I use one Epson Stylus 640 with my 1040
>STE ?

Not necessarily as expected.. it could have been lots of other things as
I don't speak/read German or whatever language it is.

The author did drop me a line to explain what they wanted and gave me
more info.

>
>My reply would be: Write driver yourself for it, if you want print in color.
>(Maybe I'm wrong, and there is such thing ?)

For some people who can do that sort of thing, there's no problem. It's
like asking 'anyone know of a game like this' and then being told 'write
it yourself, if you want to play a game like that'.

Fortunately I have the same model printer, of which the actual manual
you need to use is a CD-ROM. The manual in paper form only tells you haw
to find a plug socket and plug it in and change ink cartridges etc.

I've not installed my manual yet, but one day I may be using my Atari to
access the printer via an Ethernet network.

As I've not had look at it, there may be a good chance that it's going
to be a PC ONLY CD:(which means those who can't use it won't be able to
get the details that's needed.

This is what the person needs:

A driver so that they can printer from within Notator or Creator
packages.

My guess would be that it's a GDOS type of driver that's needed.

The printer is different from the Epson Stylus Color 400/500/600,
including ink cartridges, so would presume it's different in other ways.

It has a 14400 dpi resolution.

I know programs to create printer driver for GDOS etc. exist, I may have one and not know about it! at the moment no program springs to mind.

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2001. Re: Are ATARI computers Back ???? !!!! (Long)

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7HLYuMACwek3Ewj6@steverosie.demon.co.uk>
Source record: 75797

On Sat, 17 Jul 1999 at 23:01:00 a message from Grings was created on the subject of Are ATARI computers Back ???? !!!! (Long).
>I've read pretty much the whole of this thread and I have to say it's been >interesting - but some bits have also been amusing.

I haven't read the thread as I presumed from the first article it would have the same speeches that have been mentioned before. But I found this reply, as it was separate from the main thread, amusing.

>Personally, I don't use TOS machines anymore. I'm pretty much 100% PC these >days.

I'm proud to say that I'm NOT 100% PC. I have never had the problems on any of my Atari's that I have had in the last7 days on a PC, and I am talking of YEARS of Atari use. (Was it 1986 I got my first Atari!!!, I can't remember).

> Although recently I've been messing about with the new version of >Gemulator running lots of my old software - NoSTalgia is the word.

I wouldn't say nostalgia, unless it was your first computer of some time ago.

Now going back to my first computer supporting a magnificent 1k of memory, in glorious black and white and the only sound was that of frustration when the typing disappeared when you started to run out of memory; the year 1981, the machine the ZX81 (I'm starting to feel old a little):)

> And
>congrats to those who are still using their STs as their main computer. >However, some of this near-religious PC bashing is a bit funny.

Funny may be but more than likely true!

> The main
>reason I bought a ST back in 89 or so was because it still was 'Power >without the Price'. Now that a complete PC system can be bought for less >than 300UKP including VAT (but ex the Microsoft tithe), the Atari scene >looks hopelessly expensive.

When you compare the Atari memory efficiency, you may be surprised. In anything new or old you will always find reasons for against.

What the Atari can do in 100k it takes the PC users 100Meg...

>Of course, it is small market. But even a few years ago, software for the >TOS market was expensive. I mean Calamus SL cost around 500UKP, DA's Layout

>about the same, Tempus Word Pro was 600DM. Even back then PC software was
>cheaper - for the price of Tempus you'd buy the full version of MS Office,
>the Lotus or WordPerfect Suites were much less.

Software prices for the Amiga/Atari ST have been pretty static, a full
price game on tape has always been around ï¿½10 GBP, around the same price
as games consoles!

The average price of a serious application for the PC is HIGHER than the
games consoles!

Compare shareware software, the Atari user can expect to contribute
amounts in POUNDs, the PC on the other hand we are talking TENS of
POUNDS.

To buy Calamus SL for 500GBP you must have been going back when the
Atari cost around ï¿½400-500 GBP, and when memory upgrades were just under
ï¿½100 to upgrade a 520STFM with either an internal double sided drive OR
half a meg of memory.

>Sure, I've used Tempus Word Jnr extensively and it really is very quick - MS
>Word needs a quick 486 to approach these speeds.

Exactly, it needs a faster processor to be able to MATCH the
capabilities of a bog standard STFM!! all time is wasted with L-A-R-G-E
disk accesses in megabytes rather than bytes on the Atari, or event he
Amiga, side.

> But on today's machines it
>really flies.

I would hope so, some of the software I use takes ages on the PC. It's
quicker to start my ST up, load in a word processor, type a letter,
print it and switch off before the PC is ready!!!

> And of course, if you do go back to using something like
>Tempus after having used for a few years, you do realise that some important
>features are missing.

Really!

> Like for instance UNDO, proper scaleable fonts (the
>latest version might have those now I suppose), proper printer support (the
>old TOS bugbear), proper copy and paste oh and UNDO (did I mention that
>already?)

I've never needed to use an UNDO feature, so is more than likely one of
those 3000 features everything has got but only 1 feature used.

Printer support: Fine, my dot matrix printer (Swift 140C) has 11 fonts
(2 of which are fully scalable). This leaves my PC standing, as I can
use the INTERNAL printer fonts it came with! the PC on the other hand
has to print one row at a time, NOT using internal fonts AT ALL.

Guess which is faster!

I have just got an Epson Stylus Color 640! the salesman boasted all the
fonts it has blah! blah! blah! I was shocked to find that PC software
STILL doesn't utilise the internal fonts the printers have in them.

Now an old program, I believe it's called Write On!, that also switches
BETWEEN graphics mode and text mode when it comes across graphics.

>Also, Iï¿½m not surprised that Steven Kaleita has problems printing from
>Calamus SL under MagiCMac. I have to say I hate that horrible Postscript
>dependence that Macï¿½s have. I wonder what printing speeds would be like with
>a PC printer connected with PowerPrint? Calamus & MM seem to sending the
>whole print job as a bitmap so no wonder there. (1200x1200x11x17/8 = 32MB so
>22Mb might not be enough.)

And PC software doesn't!!! Sorry, I forgot that's why you have to use a
Pentium III processor to match it!, sorry I nearly forgot the Memory
that's needed.

>Of course, x86 CPU do generate a lot of heat.

a Lot of heat! it gets HOTTER than one of my STFM's power supplies and
that doesn't have a fan!

> But Iï¿½m sure that the first
>68030 generated a bit of heat too. Back when Atari released the Falcon,
>16Mhz 030 were a bit of a joke ï¿½ hence on most Falconï¿½s the 030 can cope
>with 32Mhz without any problem. It would far more interesting to know if the
>CPU in a Mac SE/30 or IIci can cope with 32Mhz. After all, if Intel were
>still making a 100Mhz Pentium with todayï¿½s technology it would probable not
>even need a heatsink ï¿½ itï¿½s just that there aren't any 0.18 micron CPU
>running at 100Mhz around. (Actually, the IDT Winchip uses very little
>energy - and that's despite running at 3.5v.)

Tell me one computer or OS that has been produced having a few bugs,
each version is suppose to be an improvement. Microsoft's Windows '98
doesn't follow those rules, users have to pay for the privilege to test
Windows 2000!!!

>I have to agree that PCï¿½s do take way too long to boot.

I totally aggree, 1000000000%;)

> One of the main
>problems seems to be PnP ï¿½ maybe once ISA has been eliminated, Windows wonï¿½t
>have to probe for every I/O, DMA, or IRQ combination every time it boots.

It doesn't do this every time it's booted, it only check if it's there
and on some hardware it doesn't check at all. Otherwise I would NEVER be
able to boot up at all.

>BTW, Win98 and Win95b are pretty much the same. I havenï¿½t had any real
>problems with either and certainly graphic updates are always quick. But
>then I never had the ï¿½Active Desktopï¿½ enabledï¿½

You have been spoilt! I use Windows '98 and have had major problems when installing software.

Installing Win 98, this is a little of a gamble. You would think it would install things the same way every time... You have NO chance, the installation is a little like Russian Roulette..

>Also, modern x86 CPU are definitely much faster than any 68k processor ï¿½
>although I havenï¿½t seen any definite benchmarks. The only benchmark that
>really springs to mind would be POVray or SPEC95 etc. But since I only have
>access to a plain STe without an FPU and since my DOS version of POV is
>rather old I havenï¿½t tried it. Does anyone have the results for the same POV
>scene on a number of machines?

I've never tried the software on either the PC or ST, so can't comment.

>Having said that, back when Apple had to compete with 040 vs. 486, the 040
>definitely had the quicker FPU. But on the Pentium and then the Ppro / P II
>the FPU was hugely improved.

Why did the drop the Ppro series! so quickly after it's launch and without the usual press release about discontinuing them!

> Still, I believe the G3 FPU is faster than
>Intelï¿½s ï¿½ the integer performance of the PPC chips isn't too good however.
>I'm not a great Mac fan, but Steve Duffï¿½s comments regarding Mac programmers
>is a bit unfair. You just have to look at the UK Mac magazines to realise
>that there's a huge PD and shareware market for the Mac- MacFormat for
>instance regularly has 200Mb of new shareware on their CD. While all the PC
>magazines rarely have any shareware on their cover CDs.

I've not come across ANY PC CD that doesn't have some PD or sharware. They do have plenty of demo type applications, mind you some PD libraries call these PD/shareware.

>Okay, so no one programs demos but that's perhaps just as well. I was never
>into the demo thing anyway.

I'm not into demo's but saying that 'no one programs demo's' is like saying no one does programs.

> And of course, with a machine like the Mac where
>hitting the hardware directly is definitely not on - everything needs to go
>via the OS. This is not a disadvantage - if everyone wrote programs
>dependent on the hardware Apple would never have been able to do such a good
>job with the transition to the PPC.

I'm getting a feeling that you are a greengrocer;) an Appleman!

>Think about this: one of the reasons the Amiga never really evolved very
>much is because of the tight integration of the chipset. This was a blessing
>back in the mid-80's when most machines had no sound and no graphic
>accelerators.

Excuse me for asking, but how old are you!!

Even the humble Speccy had sound, and so did the Atari 8-bits and they even had the choice of using 16-bit sound.

The PC has to flexible for the number of graphics cards it has to put up with.

The Amiga/Atari were designed graphically, memory movement wise. I'm not to digress into how the Amiga came to be, just look at the 8-bit Atari disk architecture and then have a look at the Amiga's!

The last I heard about the Amiga's, is that there is suppose to be a new machine. I suppose it'll be a little like the TOS clones.

> This is another
>reason why UAE is so slow. The ST was less dependent on the chipset so it
>has made better transition to being a viable emulator candidate.

I think the only reason that is because with a fast processor things CAN run quicker. I tried Tosbox on a friends PC last Friday and everything I tried to run didn't! I suppose that's what you get running a concrete block on marbles.

<snip Magic Mac)

>Finally, I really think that it would be a good idea if a few of the ST
>emulator guys got together and wrote the perfect emulator :-)

A good idea, especially if the Gemulator persons got in on it and brought the price down to a reasonable level.

>Iï¿½d love there to be a quick emulator aimed at apps which would use the
>Windows GUI for VDI functions (running only under DOS would be a mistake
>since you'd be limited to a very generic machine)

Why would it be, Windows is ONLY an operating system. DOS is extremely stable, and then there's LINUX, that's been having a lot of media attention over the last few weeks.

You never mentioned one of the points the Atari has over the other machines! The MIDI interface comes as STANDARD.

You don't have to buy one that works when it wants on the PC, and who's timing couldn't be used to boil an egg. Of course a decent card would cost more than a reasonably priced second hand Atari.

I have quite a lot of contact with Atarian's, who are also PC owners, and they usually have a comment or two regarding the PC and MIDI.

First and foremost is the reliability, and then there's the MIDI timing. Reliability mixed with MIDI at a reasonable price is something that's going to be hard to match.

I expect the arguments to go on, I would be very disappointed if they didn't. You wouldn't get very far if everyone agreed.

Just as a matter of interest the machines I use on a daily basis are:

Atari
Mega STE (fitted with an Ethernet card soon), a Lighthouse tower STE, a
Desktopper STE, Portfolio (2 used).

PC
Cyrix MII 333 MX and Cyrix PR233 MX based machines.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2002. Re: Reading ST disks on an iMac

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: sinclap <sinclap@my-deja.com>
Message-ID: <7mt0m8$5va$1@nnrp1.deja.com>
Source record: 75798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
In article <378E7FE1.D48C6281@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
>
> sinclap wrote:
> >
> > In article <37829E3C.483712A8@ihug.co.nz>,
> > jwandjw@ihug.co.nz wrote:
> > >
> > > I reckon it looks like one of those cute little hand-soap
> > > dispensers you find in posh toilets in hotels. Those have
> > > been around for years so maybe there is some copyright for
> > > Macintoss to explain there?
> >
> > Eh?
>
> Sorry, I'm refering to iMacs of course!!
>
> Some hotel latrines I have seen have these plastic hand-soap
> dispensers stuck on the wall. They have a translucent lid on
> top that lets you see how much soap is left. It had occurred
> to me that they look remarkably like iMacs!! (or vice-versa)
>
> Thats why I wonder if Apple have breached a patent on a soap
> dispenser design!!

The soap dispenser is not shaped like an iMac is like the EPOWER is.

> ;^)
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.
>

--
"Although there are more Microsoft Windows users
than Macintosh users, we would like to remind you
that there are far more cockroaches than people."
-----------The-New-York-Times---------------------

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

2003. english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: banburyspam@madhousenet.co.uk
Message-ID: <3792027e.0@news.madhouse.uk.com>
Source record: 75799

Hi all

There was a post in this group about translation RSC files and I
have lost it already. (a .gtp file)

Please repost.

With thanks John

2004. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7mt0ld$nq9$1@nnrp02.primenet.com>
Source record: 75800

Steve Stupple <Steve@atari.org> wrote:
: On Sun, 18 Jul 1999 at 09:28:53 a message from Pera Putnik was created
: on the subject of Epson Drucker Hilfe.

I do own an Epson printer programming manual. It does not exactly
cover that printer, because a manual with the latest printer in it
is treated as a whole new manual, and in effect one page costs $80 US.

But, the only differnce between an old Epson pin printer, an old Epson
ink jet printer, and a new Epson ink jet printer, is that the new Epson
takes a "set small dot" command. I suspect on no precise information,
that this printer does not take a "set even smaller dot" command for
more resolution, but uses better software dithering.

That being said, and this being piracy (Oh horrors!)

The ESC/P2 command to control dot size is, in Hex

1B 28 65 02 00 n1 n2

Where, in my manual:

n1 = 00 reserved for future use
n2 = 00 default dot size (standard dot size)
= 01 selects small dot size
= 02 selects standard dot size

My point is that with Epson printers, any driver works. If you need color,
any color driver should work. I have dumped mono graphics output for a
nine-pin Epson to my 48-ink-jet-head Epson Stylus Color 600, and it came
out fine. I do that pretty often, printing from WordPlus to my Epson 600.
Have not tried color from a pin printer driver yet.

The only difference was in page length. The old pin-printer Epsons had a
page length of 66 lines. The new Epsons cut off at 61 lines.

Other than that, newer printers are usually cheaper processor chips and
different software, things that do not show from outside, and fewer user
buttons, because buttons cost money.

I have a good German-English dictionary, and will use it if pressed.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2005. Re: Are ATARI computers Back ???? !!!! (Long)

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mt8bt$1p7$1@SOLAIR2.EUnet.yu>
Source record: 75801

Generally I agree with complete your (long) message :-)

Pera

2006. FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7mt8p6$5ug$1@geraldo.cc.utexas.edu>
Source record: 75802
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

I have many rare vintage computer titles to trade: Ultima's, Infocoms, old EA stuff, RPG's, adventure games, etc. Many platforms are covered: IBM, C64, Amiga, Apple II, Atari. For a look at what I have, check here:

http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/nexus_sales.html

I am interested in trading for Atari 2600 and Vectrex items ONLY! Please see my want list here:

http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/wantlist.html

Also, if you have any items I am looking for, and I don't have what you want, I do take requests for game searches. I have some great sources, so I may be able to turn up what you want. I do not do this for sales, sorry.

Thanks for looking, Alex.

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://2600nexus.atari.org

2007. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mtbpbpqc1@news.campuscwix.net>
Source record: 75803

On 17 Jul 1999 11:09:53 , Joe Mirando wrote:

->Unfortunately there is no version of this application for the Atari line
->of computers. But if you still consider yourself an Atari Person even
->though you use a PC or Mac (either instead of or in addition to your
->Atari) and want to join in the search, go to the web addresses listed
->below, download the screen saver, and join Team Atari.

Just a thought, how hard would it be to port the Linux/Unix version
to MiNT? We'd have an Atari version then. Another point to consider
is that most MiNT'ers are using TOS machines that have been greatly
enhanced/updated... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2008. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <D58DE9A8D418277A.D3967F0EEACA4CF2.3F4D1ACC30F45AFC@lp.airnews.net>
Source record: 75804

> I have 2 options from my IP. The IP recommend a EICON Diva T/A with 2 analog ports for
> connecting phones an 1 port for the computer or a Lasat T/A. The person I spoke to stated
> that the EICON was the most stable?
> According to the tech/spec page on www.eicon.com it support connection from 56 kbsec
> and up.

If you want to hook 2 computers to it, you might want to look at the Zyxel TA128.
www.zyxel.com.

2009. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mt964$2bf$1@SOLAIR2.EUnet.yu>
Source record: 75805

Steve Stupple <Steve@atari.org> wrote in message
news:Mk6l2IAEGdk3EwWH@steverosie.demon.co.uk...

>
> For some people who can do that sort of thing, there's no problem. It's
> like asking 'anyone know of a game like this' and then being told 'write
> it yourself, if you want to play a game like that'.

My point was: there is no driver for that printer for Atari, and will not
be, unless someone will make it. And who will make it ? Who has interest in
it, who has enough knowledge to do it...
And this is the problem.

>
> This is what the person needs:
>
> A driver so that they can printer from within Notator or Creator
> packages.

Of course, we talk about same thing....

>
> It has a 14400 dpi resolution.

I think that you exceed with zeros :-)

>
> I know programs to create printer driver for GDOS etc. exist, I may have
> one and not know about it! at the moment no program springs to mind.
>

I don't think that it will be capable for making driver for ink-jet
printer, especially not for photos.

Pera

2010. Re: Couple More Questions....

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3792473d@nemo.idirect.com>
Source record: 75806

On 15 Jul 1999 19:28:57 , amfreq wrote:

now there's no adjustment on the monitor
:exterior itself....and this guy told me i have to take it apart and
:adjust some horizontal and vertical pods with a plastic rod....and that
:i'll either get it right.....get electrocuted or fry the monitor(he made
:it sound so promising) he said he did it himself with his own
:monitor.....but suggested i take my computer down to a Good tv repair
:shop and have them do it........i'm not to worried about doing it
:myself.....and haven't worked up the nerve to take the monitor apart and
:find these "PODS", i just want to confirm if this is true........

yes, it is true. I can confirm this! :-)
I have done it with my SM124.
take off the back of the monitor. there you will find a board with
some adjustable (with a slot screwdriver) 'screws'. these are
labelled. but there is also an adjustmant to be made to another part.
look for VEZZ's site
(http://www.geocities.com/SiliconValley/Way/8016/atari/atarist.htm
, I think), or check out Hallvards(http://launchpad.atari.org)
to find out more info.

:other question involves the mouse i have.....it's an
:original.........and it's not very nice....it looks to be in great
:shape....the ball and rolling wheel mechanisms work fine besides the
:moving parts in there could use some graphite or something to get em
:rolling smoothly.....but the buttons are just HORRIBLE!!!! So i guess
:i'd just like to know if i can get a nice quality mouse for
:it.........something made for the atari or some means of hooking up say
:a pc mouse......definetly after a mouse i'm looking into a
:hardrive.........all in all i'm happy though.......haven't experimented
:much yet but will very soon........thank you...am in the us if anyones
:wondering or wanting to give me a sales pitch........no problems there
::)
:-christian

well, checkout Mario's (Mario Becroft) site, i think at
http://www.pl.net/~mario/ he has a Serial Mouse Cable, which I use,
and distribute in N.A.
It is a great product. You plug in one end to your Atari Mouse Port
(not your serial port), and into the other end you can plug a PC
serial device (PC 2 or 3 button mouse), Glidepoint, tablet,
trackball,... also works for Amiga as well, not that you have an
Amiga. :-)
good luck.bonne chance

ken
p.s. hope you get that cubase 'platinum' problem solved!

2011. Re: PixArt 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3792474f@nemo.idirect.com>
Source record: 75807

On 17 Jul 1999 19:24:54 , Paul Nurminen wrote:
:Anyone here use the English version of PixArt 4? (version 4.34 to be exact)

yep.

:All this for $70 US and no manual. Is it just me???

well I have problems, but not on your level. I use Magic 5.

:Anyway, I think I'll get Positive Image 2. It looks good on paper and the
:price is reasonable. However, I noticed in the recently posted ad for it that
:there was no mention of GIF support. Is it in there?

I would recommend Vision35, or Digital Lab, both French, both good.
and you can check out the sharware to see if:
1) it is stable under Magic
2) what you want! :-)

the problem is payment. :-(

:-Paul

bonne chance.good luck
ken

2012. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37924a18$0$156@news.zetnet.co.uk>
Source record: 75808

On 18 Jul 1999 20:00:43, DarkChyld wrote:
>On 17 Jul 1999 11:09:53 , Joe Mirando wrote:
>
>->Unfortunately there is no version of this application for the Atari line
>->of computers. But if you still consider yourself an Atari Person even
>->though you use a PC or Mac (either instead of or in addition to your
>->Atari) and want to join in the search, go to the web addresses listed
>->below, download the screen saver, and join Team Atari.
>
> Just a thought, how hard would it be to port the Linux/Unix version
> to MiNT? We'd have an Atari version then. Another point to consider
> is that most MiNT'ers are using TOS machines that have been greatly
> enhanced/updated... ;-)
>

I have to agree here...as soon as the Tempest arrives I'll be switching
OS's finally from good old TOS to whichever of MiNT or Linux supports it
first....I would be happy to aprt of the SETI thing with my
Falcon........imagine the fun we could have if it was an Atari that found
the first positive result :-))

chrisc

2013. Falcon/HDDriver

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <F1sk3.1028$_L6.82065@juliett.dax.net>
Source record: 75809

Here are some serious problems with my ATARI FALCON, I can not use it at the moment!!!!

I have used AHDI on my FALCON with Quantum Lightning HD, but now I have bought HD Driver. I have done something which messed up my computer, I don't know what I have done wrong. When I turn on my computer with the HDDriver floppy disc as boot disc (without the hardisc on or off) two bombs shows up and and noise-picture in about one second and it will not find my HD.

When I'm opening up a program the message "Ata on the disc C: may be damaged" shows up, what can I do about this

When I' going to clean up in my computer, is there more than the AUTO-folder and CPX's whoch is important?, When I was booting from the hardisc earlier, I had AHDI as the driver, but AHDI.PRG didn't show up in the AUTO-folder, is there someting more to move than the AHDI.PRG?,

what about the "shdriver", shall I still have it if I'm using HDDRIVER?

2014. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37924E58.341DA68@portone.com>
Source record: 75810

DarkChyld wrote:

> Just a thought, how hard would it be to port the Linux/Unix version
> to MiNT? We'd have an Atari version then. Another point to consider
> is that most MiNT'ers are using TOS machines that have been greatly
> enhanced/updated... ;-)

It's entirely possible that it could be ported over. The only problem is that, because of the nature of the data, they do not release the source to anyone. All of the ports are done by them, So if they decide that an Atari port is worth doing (and they might very well decide against it), THEY would be the ones to do it.

As I see it, the problem is not the port itself, but the computation. As I said before it takes this spiffy new PentiumII 366MHz machine 18.5 hours to complete the analysis of a block data... I shudder to think what it would take on a stock ST. Of course, as we all know, the true joy of a thing is not usually in doing it fast, but in doing it well.

My best recommendation is that anyone interested in getting an ST port of SETI@home email the SETI team (best bet is to email them from their web page) and ask about the possibility.

We're starting to get people joining up with Team Atari now. Hope to see more of you soon!

Joe Mirando

2015. Re: Couple More Questions....

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7mtj5cctf1@news8.svr.pol.co.uk>
Source record: 75811

<snip>

>well, checkout Mario's (Mario Becroft) site, i think at
>http://www.pl.net/~mario/ he has a Serial Mouse Cable, which I use,
>and distribute in N.A.

Hi ,

Mario's site has moved to http://www.ak.planet.gen.nz/~mario

cheers
Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

2016. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37925440.4C467EA3@portone.com>
Source record: 75812

Chris Crosskey wrote:

> I have to agree here...as soon as the Tempest arrives I'll be switching
> OS's finally from good old TOS to whichever of MiNT or Linux supports it
> first....I would be happy to aprt of the SETI thing with my
> Falcon........imagine the fun we could have if it was an Atari that found
> the first positive result :-))

No argument there, Chris. It would be the coolest thing in the world to be able to say that it was an Atari that found the first possibly non natural signal from 'out there'.... well, that would be the SECOND coolest thing. The first would have to be being able to say "MY Atari computer found it". <grin>

I'm all for petitioning the project for an Atari port, I just don't know of how much use it would be. There are several ports for Unix and Linux already, so they would probably be able to port it over in fairly short order.. if they have the manpower to get it done.
I'd just like to mention that, above and beyond the import of the project itself, the idea of linking computers over the internet to form what is basically one 'virtual super computer' opens up a whole new realm of computing options.

It looks like that old chinese curse has been placed squarely upon our shoulders:

"May you live in interesting times".

Well, back to looking for ET's phone number. <g>

Joe Mirando

2017. fixed toad problem, but...

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Brian Whitman <bwhitman@crudites.org>
Message-ID: <37926449.564957F3@crudites.org>
Source record: 75813

(I posted about a couple of hours ago about a problem with my old Toad 50MB drive...)

I downloaded the IDC drivers from funet, and everything came back to me. I do have another question, though-- I have an internal SCSI jaz drive lying about that I'm not using. The Toad drive has space for two bays, one of which is the 50MB. Can I add the jaz drive in there and have the computer recognize it? Will I run into any problems? I have a 1040ST.

2018. Re: PixArt 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907181237.a43661@su2.maus.de>
Source record: 75814

Hallo Paul,

PN>I got it a couple months ago and I must say I am very
PN>disappointed (especially given the fact that it cost me $70 US).
compared to the price of the german version (DM 149), I think the
price is ok.

PN>under MagiC 5 (on a Nemesis-enhanced Falcon):
no problems on a TT.

Peter

2019. Re: ST HD Drives

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907181240.a43662@su2.maus.de>
Source record: 75815

KW>My understanding is that any external SCSI HDD will do. Am I right?
Together with an SCSI<->ACSI adapter, yes.

2020. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37927985.7C6481A1@portone.com>
Source record: 75816

Henk Robbers wrote:

> No wonder that it is most widely spread among the most gullible of computer users.

To be fair to the project, when you operate on a limited budget and need results you don't normally skip over the options most likely to make your task possible....

If you're going to buy a car, you don't bring a bag of pennies with you.

Even if the project's resources were large (which they're not), it simply wouldn't make sense to put the time and effort into designing the software to run on what is for all intents and purposes an orphan platform... at least to start with.

Results are what count in any scientific endeavor, whether or not they are the results you hope for (in this case, finding an artificial signal), you need to take your best options at getting results.

If I remember correctly, the project wasn't even supposed to be up and running until January, 2000. So now that they're off to a good, solid start, perhaps they would consider an Atari port. From what I hear, they have an Amiga version in the works now. Perhaps we will see an Atari version after all.

My concern though, is not with getting the program ported over to the ST, but how well it would run on the average Atari system.

Send email to setiathome@ssl.berkeley.edu and ask about the possibility of an Atari version... I already have, but haven't gotten a reply yet.

See ya,

Joe Mirando

2021. what did i DO!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7mttpf$rrr@newsops.execpc.com>
Source record: 75817

Thanks for the advice.....i've come to find the mouse not all that bad, actually it seems to actually be getting better or loosening up the more i use it........or maybe i'm just getting used to it.....it's a big change going from a nice pc mouse to something like this.......i took the initiative myself and took the back off a couple days ago and hunted down all the "PODS", i believe there are 6 total....and two are differently shaped than the others......i got it as big as it would go.......was an improvement......but still wasn't as large as the screen itself, ok i thought.......as good as i'm gonna get it........a very noticable improvment anyways.......la la la la la.......*two days later* ACK......my screen.....it's BENT!!! boo hoo...yes it's true......the left hand portion of my screen decided to get lazy.....or more appropriately AGE.....great i thought......so i take it back apart........readjust it some more....and am able to comprimise the screen size for the amount of bentness........it's still bigger than what i started out with but still it kinda pisses me off.....considering i've only been using this thing for maybe 48 hours if even that......(that's total time on) i emailed the woman i bought it from........for what reason i don't know.......(i think i just wanted someone to know.....lol) any fix for this??? or is this just the begining of a slow demise??? Anyways i can forget about the hack to make it even bigger......cause i can't stand the way it just slopes downhill, i guess i'll just deal with it for now.....even though i lost a total combined viewing space of about 2 inches!!! I'll most likely pick up another......considering this one only cost me 20 bucks.....but but but but.......it still sucks man

2022. Re: Are ATARI computers Back ???? !!!! (Long)

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199907180000.a54351@lu.maus.de>
Source record: 75818

```
Hello "Grings",

g> Finally, I really think that it would be a good idea if a few of the ST
g> emulator guys got together and wrote the perfect emulator :-)
Since people have different wishes and needs, this might not be easy. :-)

g> I?d love there to be a quick emulator aimed at apps which would use the
g> Windows GUI for VDI functions (running only under DOS would be a
mistake
g> since you'd be limited to a very generic machine) and come with support
for
g> at least 256 colours. Of course, this would be a mammoth task?
? Already existing! I.e.
- MagiC PC with NVDI (PC)
- STEmulator
- TOS2Win

Greetings, Oliver

---
*We are Microsoft - Resistance is futile!*
--------------------------------------------------------------------------
CyBaer@koso.phoenix.de http://CyBaer.home.pages.de
```

2023. TOAD harddrive

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.4.10.9907181731210.31286-100000@wpi.WPI.EDU>
Source record: 75819

I recently pulled my 1040ST out of the attic and am trying to hookup my old TOAD Computers 50MB harddrive to it. However, I cannot remember how exactly I can see it. I tried just adding a new drive 'C', but it doesn't work. I have disk B of the ICD host software that came with it, and while it has utilities that recognize the drive and test it (and it passes), there doesn't appear to be any 'drivers' or anything, or formatting / partitioning utils.

Any ideas?

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"blue turns purple."

2024. Re: NVDI 5.2 problem solved

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7mr919$ghn@nnrp1.farm.idt.net>
Source record: 75882

On 15 Jul 1999 21:15:53 , Steve Sweet wrote:
>On 6 Jul 1999 02:34:24 G, Frank W. Lawrence wrote:
>:>To all who replied with their suggestions for the problem
>:>with NVDI a big "THANKS". NVDI is up and running now and
>:>configured the way I wanted it.
>
>What was it that solved your problem.

----snip----

Steve,

I could not use WDIALOG in my auto folder or the desktop in order to configure.
I solved the problem by using the Auto Run feature in XBOOT without any
problems. Once all is configured and saved I then remove WDIALOG as it does
cause problems with some of my other programs.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

2025. Re: PolyDisk/MegaDisk and other Cartridge R

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: atari@bright.net
Message-ID: <7mrgsh$t5u$1@cletus.bright.net>
Source record: 75883

On 17 Jul 1999 04:20:31 , Phantomm wrote:
>
>Looking for information on the PolyDisk and MegaDisk.
>AFAIK these were ST cartridge Ram Disks or Ram Drives?
>
>If you have one of these, could you e-mail me a description
>of what it looks like and any other info?
>
>I have a unidentified cartridge here and it just might be
>one of these.
>
>Also interested in diagrams, pictures or anything that would
>describe how to build a cartridge ramdisk for the ST and Falcon.

The polydisk or megadisk carts are useless on falcons or TT's
so I've been told by someone who has one. Apparently the driver
is very poorly written. I've seen one many years ago, it was gray
and slanted on top to somewhat match the slope of the keyboard on
a 520st if my memory is correct.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2026. FS: Atari ST540 Package

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: legacy6150@aol.combat
Message-ID: <19990718005658.04862.00001528@ng-fv1.aol.com>
Source record: 75884

Atari ST 540 Computer Package

One of the best computers to come out of the '80s

I purchased this system about 6 months ago hoping I'd get some good use out of it... I didn't. 8*) It had a broken 3.5" disk drive which was swapped for another working 3.5" drive (same model number as the Falcon drive), works perfectly. Here are the stats on it:

Atari ST 540 Unit w/ built in 3.5" floppy drive
Cover is not screwed on, the disk drive is smaller than the standard one, so the cover must be removed to allow access to the disk drive
SC 1224 Color Monitor
Star NX-1000 color dot-matrix printer
Could use new ribbon cartridges, but ones with it do work
Atari ST Mouse
Atari Standard Joystick (works with ST and 2600)
Software
Includes Printmaster, Thunder, DEGAS, Winter Games, SkyFox, Arkanoid, Mixed up Mother Goose, and many others
All Connection Cables

Asking price: $50.
Shipping: I'd REALLY prefer not to ship this. It's REALLY heavy and would cost an arm and a leg. If you insist on it being shipped, I charge $30, if it costs less I'll send back whatever money is left, if it's more, I'll pay the difference (can't beat that with a stick). So the total price would be $80, which is still a pretty good deal. I'll ship it UPS, ground. If you're interested LMK by e-mailing me, thanks.

-
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->The Intellivision WebRing<--
www.geocities.com/SiliconValley/Lakes/7381
Spam Guard In Use, Remove 'bat' to reply, or reply to below address
ï¿½ intellivision@crosswinds.net ï¿½

2027. ST HD Drives

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <932274192.655565@Chaos.es.co.nz>
Source record: 75885

I've just bought an STE, mostly for nostalgia reasons, as I owned an Atari back in the 80's. I would like to hook it up to a HDD. My understanding is that any external SCSI HDD will do. Am I right?

I am also interested in obtaining some software: second hand, PD, whatever. Any pointers as to where I could find some?

2028. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mrvs9cqs1@SOLAIR2.EUnet.yu>
Source record: 75886

Steve Stupple <Steve@atari.org> wrote in message
news:wl46WEAN5Mk3EwhV@steverosie.demon.co.uk...
> On Sat, 17 Jul 1999 at 20:04:53 a message from Dieter Zenker was created
> on the subject of Epson Drucker Hilfe.
> >Wie bekomme ich einen Epson Stylus 640 an meinem 1040 STE zum laufen ?
> >

Ich denke dass kein software (treiber) fuer Atari zum drucken in farbe mit
diese drucker.

> >
>
> Anyone care to translate, please!
>

Question is as expected: How can I use one Epson Stylus 640 with my 1040
STE ?

My reply would be: Write driver yourself for it, if you want print in color.
(Maybe I'm wrong, and there is such thing ?)

Pera

2029. Re: For Sale (UK) 4MB STE/ICD Link SCSI ada

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <379190a7$0$125@znews.zetnet.co.uk>
Source record: 75887

On 15 Jul 1999 00:38:38 , "rew" wrote:
>Sorry, a few things I forgot to mention:
>
>Atari STE 4MB
>ICD Link SCSI adaptor
>Many (100 or so) commercial games/productivity software (eg Calamus, Cubase,
>etc)
>Printer
>Scanner
>Copy utilities
>Joysticks
>100's of magazine floppies
>Dodgy and dim monitor
>Atari to SVGA lead
>
>
>An offer on the lot please!
>
>
>(Also possible hard drive, depending on offer!)
>
What hard drive and how much?

Cheers
Karl smith

2030. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ms4h7$ep2$1@news7.svr.pol.co.uk>
Source record: 75888

On 16 Jul 1999 11:18:07 , Martin-Eric Racine wrote:
>> >>Now, how about translating the I-Connect programmers docs, also? ;-)
>>
>> If someone sends them to me I'll have a go when I get a bit of time!
>
>Docs can be found here, in German:
>
>http://www.camelot.de/~zulu/IConnect/index.html

Peter, I'll grab the docs and pass them to you at the next club meeting.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2031. Problem : connect 2 Belgian FTP

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <379197D3.7D299F63@village.uunet.be>
Source record: 75889

Hello,

A couple of weeks ago, some French ppl started having trouble to connect
to the Belgian FTP site. Even to all hosts of the domain rma.ac.be
I was wondering if other people had the same problem. Taking a look at
the log-files of the server, I'm certain there are.

I you would have had the same problem, and still have, coul you drop me
a line and give me an answer on these questions :

What TCP-IP packet do you use : Sting / Mintnet / NOS / ...?

Can you access ftp://tezcatlipoca.rma.ac.be/

Can you access http://www.belnet.be/

Are there other ppl you know and have the same ISP as you, who don't use
an Atari, that have also these problems?

Thanks for your help.

--
Saka -- Karl Samyn
ir telecommunications

2032. ST Monitor for Sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Paxton Matiney <fuckyou@eatmespamboy.net>
Message-ID: <Gahk3.640$5B2.108563@clnws01.we.mediaone.net>
Source record: 75890
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=133296667

--
Mark Freid
==========
canuss@blackbird.poocher.com
http://wolf.tierranet.com
http://www.yerf.com/freidmar/last.htm

2033. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932296254-883045AEicMi@post3.tele.dk>
Source record: 75891

>From: Jan-Frederik_Daldrup@kr.maus.de (Jan-Frederik Daldrup)
>
>I'm using an ELSA Microlink ISDN modem with my Falcon. Works perfect.:)

- snip -
>
>Hmmm, I like the 7000-8000 bytes/sec download rates better.;)
>

I have 2 options from my IP. The IP recommend a EICON Diva T/A with 2 analog ports for connecting phones an 1 port for the computer or a Lasat T/A. The person I spoke to stated that the EICON was the most stable?
According to the tech/spec page on www.eicon.com it support connection from 56 kbsec and up.

BTW. I did try to increase the port speed in I-Conn to 115200, but with the modem I use for the moment, I actually get a slower connection. With the port at 57600 I usually get from 28000 up to sometime 35000 bytes/sec downstream with CAB.

FIFI normally give me around 25000 a sec.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

2034. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932296258-883753AEicMi@post3.tele.dk>
Source record: 75892

>From: J WILKINSON <jwandjw@ihug.co.nz>
>
>The highest rate (I think) usable on Falcon is 230k4. I've never used this
>rate with a modem or ISDN TA, but have used null-modem at that speed. Its
>quite nice being able to send a megabyte down the line in around 35 seconds
>but I've never managed to get the uploads to that speed yet...
>
>You will need HS-modem AFAIK to access that port rate...

I did try to use a higher port speed, but it was not a success. The downstream
got very low.
And I do use HS-modem,- DERVIN and SCC programs.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

2035. Re: PolyDisk/MegaDisk and other Cartridge R

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3791bf5c$0$157@news.zetnet.co.uk>
Source record: 75893

On 17 Jul 1999 04:20:31, Phantomm wrote:
>Looking for information on the PolyDisk and MegaDisk.
>AFAIK these were ST cartridge Ram Disks or Ram Drives?
>
>If you have one of these, could you e-mail me a description
>of what it looks like and any other info?
>
>I have a unidentified cartridge here and it just might be
>one of these.
>
>Also interested in diagrams, pictures or anything that would
>describe how to build a cartridge ramdisk for the ST and Falcon.
>
>

I'd like to add my voice to this...if it is possible to do it I would consider majking such a thing via ASP....SIMM's are very cheap these days so it would be a trivial thing to provide a reset-proof though not non-volatile RAM cart of about 16Mb or so, I guess it's access speed would make it a lot faster than HD and a big help to programmers etc...

chrisc

2036. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-18 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mshf0$q58$1@snipp.uninett.no>
Source record: 75894

Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:

>>One of the goodies that I hope will result is the wherewithal to use a
>>MiNTNet overlay with CAB.

The current OVL forks, is this supported in MagiC?

> compatibility. MintNet's CAB.OVL does not work for the moment since
> it searches for a MiNT cookie ;-(The same is true for aFTP and some

Until these apps are fixed you could install a MiNT-cookie with a
version-number that reflects the capabilities of MagiC and your
socket-device. This may fool some apps, although incompatibilites between
MiNT and MagiC and missing features in MagiC probably will cause a lot of
problems.

> others I've tried, just to begin debuging. I beleive that from now on
> MintNet authors will check for u:/dev/socket only ;-) Fortunately

I don't think so, as you normally don't use this device at all. It's used
by the socket-library, which should be updated to support your
MagiC-device (I guess it currently checks for the presence of MiNT).

Btw. the socket-device will be moved into the kernel in the future, and
libsock into MiNTlibs. I suggest you subscribe to the MiNT-list to discuss
any changes that has to be done to MiNTlibs to support your device.

> Btw, what is wrong with Olivier's CAB.OVL ?

I don't know, I've never used it. But does it support SSL?

Btw. a socket-device alone wouldn't be enough to run many unix-ports (and
native MiNT-apps) under MagiC, as MiNT and MagiC still differs in many
ways.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2037. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37933640101d81@mail.otenet.gr>
Source record: 75745

on Sun 18-07-1999 12:31 Jo Even Skarstein wrote:

>Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>
>>>One of the goodies that I hope will result is the wherewithal to use a
>>>MiNTNet overlay with CAB.
>
>The current OVL forks, is this supported in MagiC?
>
Hmm, from v 6.10 yes, haven't test it though.

>> compatibility. MintNet's CAB.OVL does not work for the moment since
>> it searches for a MiNT cookie ;-(The same is true for aFTP and some
>
>Until these apps are fixed you could install a MiNT-cookie with a
>version-number that reflects the capabilities of MagiC and your
>socket-device. This may fool some apps, although incompatibilites between
>
I was thinking of that, mainly for aFTP since there is a STiK version that
works with MagiC, if I run the MintNet version with a MiNT cookie, I hope
it will use MagiC's sockets. Time to port my FTP Server to MintNet ;-)

>MiNT and MagiC and missing features in MagiC probably will cause a lot of
>problems.
>
Well, the goal is to iron out these incompatibilities. I'm the last to
take part in discussions like "which is the better OS", since the better
OS is the one that does anyone's job better (in her/his opinion ;-),
even if it is the Spectrum OS.

>> others I've tried, just to begin debuging. I beleive that from now on
>> MintNet authors will check for u:/dev/socket only ;-) Fortunately
>
>I don't think so, as you normally don't use this device at all. It's used
>by the socket-library, which should be updated to support your
>MagiC-device (I guess it currently checks for the presence of MiNT).
>
Wrong guess ;-) It doesn't check for MiNT, and yes, I've ported sock.lib
to Pure_C and MagiC. I've used it for porting all the tools (ie route,
slattach, ifconfig, arp etc) and some of the examples. They all work fine
under MagiC and so they do under MintNet. Binary compatible! I wonder why
it's not the other way around, ie the same tools compiled with GNU C in
MiNT, are NOT working in MagiC. I suspect some init library, but I'm not
sure yet.

>Btw. the socket-device will be moved into the kernel in the future, and
>libsock into MiNTlibs.
>
This is bad news ;-(You mean that from now on, every change to the
sockets driver will require recompiling the MiNT kernel ?! But I thought
that an XDD (or DEV under MagiC) _is_ part of the kernel, since it's hooked
deep into it, which is the reason to make it Linux like ?

> I suggest you subscribe to the MiNT-list to discuss
>any changes that has to be done to MiNTlibs to support your device.
>
That is a good idea, although 'my device' tries to be as compatible as
possible (completely compatible for the end user or the author that uses
sock.lib). Incompatibilities between MiNT and MagiC though is another
cup of tea ;-)
Any person I have to contact for subscribing me or just the usual
'subscribe' ?

>> Btw, what is wrong with Olivier's CAB.OVL ?
>
>I don't know, I've never used it. But does it support SSL?
>
Hmm, I don't know... Never needed this. But I can ask him.

>Btw. a socket-device alone wouldn't be enough to run many unix-ports (and
>native MiNT-apps) under MagiC, as MiNT and MagiC still differs in many
>ways.
>
For the moment I'm interested in the sockets part, at this level NFS,
other protocols, (ethernet) drivers etc can be persuated (!) to work
fine under MagiC and my first tests are encouraging. MagiC has enough
limitations in signals handling, D&D, Fopen modes and handle inheritance
but there are workarounds for most of them. From V6.10 it started to
support more Unix feautures, so we might see better days.

--
Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2038. Re: Re.Correction to Very firts 8 issues of Amiga & Atari Format

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7mv8q2$a31$1@lure.pipex.net>
Source record: 75746

Yeah - I never liked them either but they were actually the idea of a chap called 'Ben Taylor' who was one of the joint editors back then. Thank heavens they were dumped when the mag split into Amiga Format and ST Format!

To be honest, the worst part of being on ST/Amiga Format was having to master the dual format floppy disc each month. The dual format was developed by Rob Northern Computing and it very rarely worked first time. We usually had to make the disk up about four times before we'd get a disk that worked properly on both the Amiga and the ST!

BobKing <robert.king@patent.gov.uk> wrote in message news:37930F23.D31A271F@patent.gov.uk...
> "Bardo" has just corrected me on my last posting --- the mags are called
> ST/Amiga Format. Sorry for that 'Bardo', I write these little gems at
> the office 20 miles away from my Ataris etc. and so invariably get
> something wrong.
>
> Congrats 'Bardo' on being part of Atari's early history - but those
> cartoons were a bit gru!
>
>
> Bob_King.
>

2039. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mva5u$sq4$1@news.campuscwix.net>
Source record: 75747

On 18 Jul 1999 17:59:52 , Joe Mirando wrote:

Hi Joe!

->It's entirely possible that it could be ported over. The only problem is that,
->because of the nature of the data, they do not release the source to anyone.
->All of the ports are done by them, So if they decide that an Atari port is
->worth doing (and they might very well decide against it), THEY would be the
->ones to do it.

Hmm...so you are saying that the Unix/Linux source code is *not* available
as per the usual/standard protocol? They are not following the "per usual"
licensing standards then-open source code is an integral part of the Unix
world... One reason it is so attractive to MiNT users. Grab the source,
make a few changes, re-compile, run on our systems. Like Micq, Pine, Tin,
etc, etc,...

->As I see it, the problem is not the port itself, but the computation. As I
->said before it takes this spiffy new PentiumII 366MHz machine 18.5 hours to
->complete the analysis of a block data... I shudder to think what it would take
->on a stock ST. Of course, as we all know, the true joy of a thing is not
->usually in doing it fast, but in doing it well.

I understand what you are saying completely. However, with dual processor
060's (Phenix) and PowerPC upgrades (Tempest for Falcon), as well as '060
powered Milans, Hades, etc, things look better. ;-)

Catch ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2040. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7mvc1h$sq4$2@news.campuscwix.net>
Source record: 75748

On 19 Jul 1999 11:01:28 , Louis wrote:

Hi Louis!

->(BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it
->does? What's the difference with "ls"?)

I don't understand this? "Dir" works fine under MiNT here. Check these
samples:

dir returns this (from /home/root/)

.dialdir 08.irc ahotlist.def finder.inf
. .exrc 08000592.irc amail gemtrade.inf
bash_history .history ANIPLAY.INF amail.book hotlist.htm
bash_login .login Connex.inf amail.cfg pacman.set
bash_logout .micqrc Taskbar.hst amail.inf unic.inf
chat-script .ppprc Taskbar.inf atari.irc
cshrc .signature aftp.cfg dir.html

while ls gives this:

```
total 87
drwxr-xr-x 3 root wheel 1152 Jul 14 10:07 .
drwxr-xr-x 6 root wheel 256 May 14 13:24 ..
-rw-rw-rw- 1 root wheel 3370 Jul 19 05:48 .bash_history
-r--r--r-- 1 root wheel 356 May 30 14:43 .bash_login
-r--r--r-- 1 root wheel 6 May 24 13:39 .bash_logout
-rw------- 1 root wheel 110 Feb 16 23:54 .chat-script
-rw-r--r-- 1 root wheel 249 Mar 11 1995 .cshrc
-rw-rw-rw- 1 root wheel 194 May 12 14:09 .dialdir
-rw-r--r-- 1 root wheel 20 Dec 18 1998 .exrc
-rw------- 1 root wheel 457 Mar 18 09:28 .history
-rw-r--r-- 1 root wheel 99 Mar 11 1995 .login
-rw------- 1 root wheel 880 May 27 10:01 .micqrc
-rw------- 1 root wheel 136 Oct 12 1998 .ppprc
-rw-rw---- 1 darklord wheel 525 Oct 30 1998 .signature
-rw-rw-rw- 1 root wheel 46 May 16 15:46 08.irc
-rw-rw-rw- 1 root wheel 102 Jul 2 02:14 08000592.irc
-rw-rw-rw- 1 root wheel 211 Jul 16 13:21 ANIPLAY.INF
-rwx------ 1 root wheel 10 May 16 14:01 Connex.inf
-rw-rw-rw- 1 root wheel 1089 Jul 18 16:18 Taskbar.hst
-rw-rw-rw- 1 root wheel 962 Jul 10 02:57 Taskbar.inf
-rwx------ 1 root wheel 576 Jun 27 14:24 aftp.cfg
-rwx------ 1 root wheel 547 Jun 27 13:05 ahotlist.def
drwxrwxrwx 5 root wheel 416 Jul 18 16:18 amail
```

```
-rw-rw-rw- 1 root wheel 2483 Jul 3 16:09 amail.book
-rw-rw-rw- 1 root wheel 1629 Jun 26 01:56 amail.cfg
-rw-rw-rw- 1 root wheel 70 Jul 18 16:18 amail.inf
-rw-rw-rw- 1 root wheel 1355 Jul 11 01:00 atari.irc
-rw-rw-rw- 1 root wheel 15014 Apr 17 17:03 dir.html
-rw-rw-rw- 1 root wheel 294 May 25 11:39 finder.inf
-rw-rw-rw- 1 root wheel 333 Jul 7 13:46 gemtrade.inf
-rw-rw-rw- 1 root wheel 29914 Jun 17 12:07 hotlist.htm
-rw-rw-rw- 1 root wheel 66 Jan 20 13:38 pacman.set
-rwx------ 1 root wheel 12 Jan 10 1999 unic.inf
```

See the difference? ls and its switches (like -al, which I used for the above sample) give much more detail about the files in the current directory/folder.

<snip>

-> (BTW, why is it that some files are completely different named in Mint
-> than in Linux?)

I've always wondered this too, but I don'w know the answer. Sorry. ;-(

<snip>

->Anyway, working with VI is tricky indeed (Kellis, you reading?). But
->slowly I'm coming to grips with it. Since there is no way of copying Pico
->from my Mint stuff to the Linux stuff (would it be compatible, anyway?)
->I'm stuck to VI.

Hmm, I guess you already have them, but I can send you VI's commands if you do need them. Just let me know. (BTW, was VI a total shock after using QED/Everest/Edith or what? <very big grin!>)

Catch ya later, Louis! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2041. Re: Are ATARI computers Back ???? !!!! (Long)

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <3793445A.C13EFC7A@studio9.demon.co.uk>
Source record: 75749

can we put this one to rest finally ...

PCs are great
ATARIs are great
?
jim

2042. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mvkl8$iq7$1@news8.svr.pol.co.uk>
Source record: 75750

On 17 Jul 1999 13:07:20 , Vassilis Papathanassiou wrote:

>>Agreed - Peter's work is already showing results!
>>
>Yep, it will! Up to now this 'MintNet goes MagiC' project has been
>implemented using the 'old' methods, ie Ruftrade ;-)

GEMTrade is the more uptodate translator, but I take your point! :-)

>>One of the goodies that I hope will result is the wherewithal to use a
>>MiNTNet overlay with CAB.
>>
>It will bring better networking, more clients and servers and more
>compatibility. MintNet's CAB.OVL does not work for the moment since
>it searches for a MiNT cookie ;-(The same is true for aFTP and some

Do you think that it is likely that this situation will change? Perhaps it
would be possible to have a little play with a binary file editor.

>CAB.OVL's sources are available, it should be easy to port it (I had
>almost done it for STinG when Olivier released his CAB.OVL).
>
>Btw, what is wrong with Olivier's CAB.OVL ?
I'd assumed that it (like the other non-MiNT net CAB overlays) wouldn't
handle secure web pages.

Rgds, Derryck

>
>--
>---
>Regards Vassilis papval@otenet.gr
> http://users.otenet.gr/~papval/
>---
>.

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2043. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mvklb$iq7$2@news8.svr.pol.co.uk>
Source record: 75751

On 17 Jul 1999 13:49:16 , Vassilis Papathanassiou wrote:
>Hi all
>
>I've written a small utility program that helps in the translation
>process of RSCs (with 38 degrees Celcius, what else could I have done,
>having to stay home ;-)

That is HOT! :-)

>It is a GTP (RSC_TRAN.GTP) and works like this:
>At first one drops a RSC file on its icon and it produces a same name
>TXT ascii file, containing all text fields of the resource (including
>alerts and free strings).

Brilliant idea!

>Note that the program will take care of the field's length, so lines
>wider than the original will be clipped (thus it is a good idea to
>load the modified .RSC to a resource editor for a final touch :-)

Yes, that's the only way that this approach could work.

>If we don't have such a utility, I'll put it on my homepage in the next
>24 hours (I'm painting my computer room now ;-)

Please do - it's not the only utility that will do this kind of job (I'm thinking of the latest, commercial, Resource Master and the sharware utility that will extract/replace text strings in a RSC file), but it's free! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2044. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mvkld$iq7$3@news8.svr.pol.co.uk>
Source record: 75752

On 17 Jul 1999 19:24:55 , Paul Nurminen wrote:
>Is there an Atari graphics program that can read the .WMF (Windows Meta File?)
>graphics format?

You could try XChange (from the FaST Club in the UK). It promises to convert
various formats including WMF 3.0 to Calamus CVG etc. It doesn't handle
colour files BICBW - best to email stclub@cix.co.uk to ask.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2045. Re: PixArt 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mvklf$iq7$4@news8.svr.pol.co.uk>
Source record: 75753

On 17 Jul 1999 19:24:54 , Paul Nurminen wrote:
>Anyone here use the English version of PixArt 4? (version 4.34 to be exact)

No. In the UK we've been waiting a long time for this version to be
released.

>I got it a couple months ago and I must say I am very disappointed (especially
>given the fact that it cost me $70 US). I have yet to get it to work correctly
>under MagiC 5 (on a Nemesis-enhanced Falcon):

I've got mine (3. something or other) set to single-tasking mode. There are
still one or two problems but nothing like what you describe.

Funny thing is that I would have expected recent upgrades would be to allow
support for the latest operating systems and so on!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2046. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: sbarr@dircon.co.uk
Message-ID: <7mvpid$3cr$1@nnrp1.deja.com>
Source record: 75754

4MB STE, Colour Monitor, Mono Monitor, Hard Drive, Software. Please mail me for details. No reasonable offer refused.
Stephen Barr.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2047. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mvm7edfd1@snipp.uninett.no>
Source record: 75755

Louis <louis@holleman.demon.nl> wrote:

> (BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it
> does? What's the difference with "ls"?)

Probably because you're using a distribution without 'dir'... On my setup
'dir' is just an alias for 'ls'.

> - is there any way to have access to the Atari filesystem while running
> Linux?

I have very little experience with Linux on Atari, so I really can't say
for sure. But TOSFS is (almost) compatible with DOS, so try to mount them
as DOS/FAT-partitions. MinixFS is supported, and MiNT supports ext2fs so
you have plenty of options :-)

> (BTW, why is it that some files are completely different named in Mint
> than in Linux?)

Different distributions. There are similar differences between
Linux-distributions, like Redhat and Slackware.

> configs that I overlooked. I get no output on the screen after "pon", so
> I'm just wildguessing what's happening. Under Mintnet, I saw a lot of
> messages flashing across the screen.

pppd (if that's what you're using) sends all messages through /dev/log
(IIRC), so you need to configure syslogd (if Debian use this, I really
don't know...) to redirect the output to the console. It should also be in
a log-file somewhere.

> Anyway, working with VI is tricky indeed (Kellis, you reading?). But
> slowly I'm coming to grips with it. Since there is no way of copying Pico
> from my Mint stuff to the Linux stuff (would it be compatible, anyway?)

Why not just download pine/pico?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2048. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37934fb24ce1400@holleman.demon.nl>
Source record: 75756

on Mon 19-07-1999 14:17 DarkChyld wrote:

>On 19 Jul 1999 11:01:28 , Louis wrote:
>
>->(BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it
>->does? What's the difference with "ls"?)
>
> I don't understand this? "Dir" works fine under MiNT here. Check these
> samples:

Hey Ron,

dunno... somehow I recall that when I was firsttime in Mint-unix, I
somewhere issued a "dir" command (I have been Dossing around, you know?)
and all it said was "unknown command". Which in turn I found a logical
explanation. So use "ls", dumbo...
Now this morning I was fooling around in Linux again, checked the /bin dir
and found a "dir" somewhere. So just for the fun I issued a "dir" cmd, and
it came up with a listing. Next I tried "ls", well, same listing. I know I
can use switches on "ls", like -a or -l or combined, but I was mainly
thinking at "why doesn't "dir" work in Mint-unix and does work in Linux?"
>
>->Anyway, working with VI is tricky indeed (Kellis, you reading?). But
>->slowly I'm coming to grips with it. Since there is no way of copying Pico
>->from my Mint stuff to the Linux stuff (would it be compatible, anyway?)
>->I'm stuck to VI.
>
> Hmm, I guess you already have them, but I can send you VI's commands
> if you do need them. Just let me know. (BTW, was VI a total shock after
> using QED/Everest/Edith or what? <very big grin!>)

Yup, glad I bought this Unix Unleashed. The CD-ROM has both parts, incl.
the VI (and Emacs) chapters. The CD-ROM has another big Linux html,
including a chapter on VI.

First time huh? You wanna know *exactly*?

-Was reading Kellis' info text "VI is tricky"

-Had to edit some files

-Called VI with filename, I think it was /.chat-script

-got the file in front of me. Next: how-da-heck do I edit this one? After
somany keystrokes, by sheer accident I managed to get it
inserting/deleting text and managed to get the file to what it should be.

-next is: save and quit... HOW? I tried about every key or combo I knew of... No way.... Couldn't exit either... I jumped ship with CTL-ALT-Del!

-Next called VI with --help or something, found a few keystrokes to exit and save/exit. Wowie!

-called VI again with chatscript. *THIS* time I knew there was a command mode, an insert mode and another one. So, after a short time I managed to get the editing done. Next step: hit ESC, zz and that should be it. Problem was that VI answered "command not supported in ....shell"... Another jump-ship with CTL-ALT-Del...

-I finally transferred Pico to /bin, made it an executable one and did the next edits with Pico...

Rite *now* VI won't fool me again. Works flawless under Linux. Compared to QED/whatever? Yechh! (and another big grin... I know it HAS potential!)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2049. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7mvn4ddfd2@snipp.uninett.no>
Source record: 75757

Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:

>>The current OVL forks, is this supported in MagiC?
>>
> Hmm, from v 6.10 yes, haven't test it though.

Another problem is that the current (released) MiNTlib probably doesn't know that MagiC supports this... Christian Felsch is working on improved MagiC-support in MiNTlib.

> I was thinking of that, mainly for aFTP since there is a STiK version that

Guido Flohr (IIRC) has written a small program called FakeMiNT that installs a MiNT-cookie, you can find it on his homepage.

>>I don't think so, as you normally don't use this device at all. It's used
>>by the socket-library, which should be updated to support your
>>MagiC-device (I guess it currently checks for the presence of MiNT).
>>
> Wrong guess ;-) It doesn't check for MiNT, and yes, I've ported sock.lib

Oops...

> under MagiC and so they do under MintNet. Binary compatible! I wonder why
> it's not the other way around, ie the same tools compiled with GNU C in
> MiNT, are NOT working in MagiC. I suspect some init library, but I'm not

Gcc behaves identically under MiNT and TOS/MagiC, so there must be some differences in your libraries.

> This is bad news ;-(You mean that from now on, every change to the
> sockets driver will require recompiling the MiNT kernel ?! But I thought

Not from now on, but sometime in the not-so-distant future.

> that an XDD (or DEV under MagiC) _is_ part of the kernel, since it's hooked
> deep into it, which is the reason to make it Linux like ?

So did I, but the gurus claim that having the sockets in the kernel has some advantages. Compiling isn't a problem, we're all using 'make' ;-)

> That is a good idea, although 'my device' tries to be as compatible as
> possible (completely compatible for the end user or the author that uses
> sock.lib). Incompatibilities between MiNT and MagiC though is another
> cup of tea ;-)

A healthy discussion about MiNT- and MagiC-compatibility is needed, so please join :-) It would have been nice if Andreas Kromke (are you reading??) would join as well.

> Any person I have to contact for subscribing me or just the usual
> 'subscribe' ?

Just send a normal subscribe-mail to mint-request@fishpool.com

> but there are workarounds for most of them. From V6.10 it started to
> support more Unix feautures, so we might see better days.

Yes, it would be nice if MagiC could things like NFS, Samba, ssh etc. as I
feel very isolated with the current options ;-) It also need a proper
terminal-emulator, but MagiC does not (AFAIK) have ptys yet, so porting
TosWin2 is rather difficult.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2050. Re: STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7mvp2bptj1@news5.svr.pol.co.uk>
Source record: 75758

Russell Lucas <rustyl@tpgi.com.au> wrote in message
news:3792e5c4@dnews.tpgi.com.au...
> HI!
> I have a STE that puts speckels on the monitor.(like spits of rain)
> I've tried 2 different monitor with similar results. I've also tried the
> monitors with a different computer and they worked fine....so it must be
the
> computer, but how do I fix it?

This can happen if access to RAM is faulty. You could try going inside and re-seating all socketed chips/SIMMs. Brush out ant garbage which may be causing shorts while you are there.

2051. Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7mvv48$5vh$1@nnrp1.deja.com>
Source record: 75759

A guy just gave me an A4000 (Desktop) with Video Toaster included.
I don't know a damn thing about the machine, just carried it to my
office.
I guess some may actually feel sorry for me.....:).
I do know my Falcon is going to be really pissed!

Mike

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2052. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37936a8461d3ce0@holleman.demon.nl>
Source record: 75760

on Mon 19-07-1999 17:11 Jo Even Skarstein wrote:

>
>pppd (if that's what you're using) sends all messages through /dev/log
>(IIRC), so you need to configure syslogd (if Debian use this, I really
>don't know...) to redirect the output to the console. It should also be in
>a log-file somewhere.

Jo-Even,

I'm not sure... really gotta figure that one out first. Problem is that
I've got tons of docs now, but the thing is: where to find what I need? :-)
>
>> Anyway, working with VI is tricky indeed (Kellis, you reading?). But
>> slowly I'm coming to grips with it. Since there is no way of copying Pico
>> from my Mint stuff to the Linux stuff (would it be compatible, anyway?)
>
>Why not just download pine/pico?
>
This is problem nr. 2 to solve: as long as I can't access Atari's FS from
Linux or get to Linux partitions from TOS/Magic, there's nothing I can do.
I've settled with VI now, no probs. But the next problem is how to get
XF86 or X11 onto the system. As long as I can't ftp with ppp under Linux,
I see no way to get anything into the Linux partition. And as long as it's
outside, I can't use it :-((
Well, I mite give it a try running Mint/Minix, see if I can access the LNX
partition... that would be the day! :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2053. RE: STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <DmLk3.1823$ip4.3349@nntpserver.swip.net>
Source record: 75761

Hi,

> I have a STE that puts speckels on the monitor.(like spits of rain)
> I've tried 2 different monitor with similar results. I've also tried
the
> monitors with a different computer and they worked fine....so it must
be the
> computer, but how do I fix it?
> Regards Rusty

The most probable cause is oxides on contact surfaces, either on the SIMMs or their sockets - or the same problem with other chips. The best way to fix it would be to get yourself a fibre-glass pen and brush off all pins and sockets the oxides - BE CAREFUL since if you handle it too roughly, you might damage the sockets or the chips and make it worse...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2054. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n009o$ev8$1@snipp.uninett.no>
Source record: 75762

Louis <louis@holleman.demon.nl> wrote:

> XF86 or X11 onto the system. As long as I can't ftp with ppp under Linux,
> I see no way to get anything into the Linux partition. And as long as it's
> outside, I can't use it :-((
> Well, I mite give it a try running Mint/Minix, see if I can access the LNX
> partition... that would be the day! :-)

You have MiNTnet up and running, right? Then download the ext2fs.xfs from
Frank's web-archive, put it in c:\mint (or c:\multitos) and you'll have
full access to your Linux-partitions from MiNT. Just remember to set the
partition-type on the ext2-partition to the right value, this is mentioned
in the README for ext2.xfs.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2055. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37937f4e3f3b70@holleman.demon.nl>
Source record: 75763

on Mon 19-07-1999 17:11 Jo Even Skarstein wrote:

>Louis <louis@holleman.demon.nl> wrote:
>
>> (BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it
>> does? What's the difference with "ls"?)
>
>Probably because you're using a distribution without 'dir'... On my setup
>'dir' is just an alias for 'ls'.

Hi, I just checked again... dir does work, like ls. Difference is that
with one cmd I get files with an asterisk, the other doesn't show these.
The confusion must have started when I "dossed" around using a cp cmd
where DOS returned an error message.
>
>> configs that I overlooked. I get no output on the screen after "pon", so
>> I'm just wildguessing what's happening. Under Mintnet, I saw a lot of
>> messages flashing across the screen.
>
>pppd (if that's what you're using) sends all messages through /dev/log
>(IIRC), so you need to configure syslogd (if Debian use this, I really
>don't know...) to redirect the output to the console. It should also be in
>a log-file somewhere.

Checked the /var/log/ppplog this time:

up till the pppd lines all seems to be OK (chat reporting "serial
connection established", so my login seems to work OK)
Next are:
pppd: using interface ppp0
pppd: connect: ppp0 <--> /dev/ttyS1
pppd: cannot determine ethernet adrdress for proxy AR
pppd: local IP address ....
pppd: remote IP address ....
(these two show the right stuff)
pppd: terminating on signal 15
pppd: connection terminated
pppd: hangup (SIGHUP)
pppd: exit

BTW: meanwhile, I tried running Mint/minix, but no access to the LNX
stuff... (was afraid of that already)

--
CU NeXT msg,

_____

| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____|

2056. Re: DENNIS VERMEIRE IS BACK !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37939426.43B2FF15@ping.be>
Source record: 75764

Jos Vlietstra a *crit :

> Well Folks,
> One of the nicest guys (I prefer girls, don't worry about that) comes
> from la Belgique ! He was out of order for nearly 4 months but now
> he's back and ......on holidays.But that doesn't matter, you can mail
> him again, send him flowers , German beer, French cheese, Finnish
> wodka, Italian pasta, whatever.

I will send him tibetan momos ! I made them by myself !

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2057. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <379397C0.B4366DDA@ping.be>
Source record: 75765

"Nicholas Bales (please edit email addressto reply)" a *crit :

> As much as I disliked the early versions of Wensuite, it is really
> getting better a better. The latest versions are getting very mature
> indeed. It's just a shame that they can't seem to be bothered with
> putting up a website of their own.

That'sa perfect "rï¿½sumï¿½" of the situation isn't it ?
Life is a true paradox; a few weeks ago WS was the badest browser of the
world ...
but ... as Atari Cab version is now stopped ... WS becomes more and more
appreciated ....
maybe we will have to think again and again ...
But at this moment I never succeeded to connect with this french program ...

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2058. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <379398EF.660E117C@ping.be>
Source record: 75766

Martin Nightowl Byttebier a *crit :

>>Wensuite beats Cab when it becomes to rapidity.

> On my HD I've a webpage with lots of large JPG's (13). I did measured the
> loading time. Remember I'm doing this on a Hades 060 with 'copy back' on
> and running in 256 colormode.
>
> Cab 2.70e needs 6:59 (almost 7 minutes)
>
> Wensuite: You won't believe it: ONLY 0:16. Yes, you see it right, only *16
> seconds* to load the same page. Whow is that fast.

Didn't you notice that WenSuite uses a compression algorithm which is not very lucky when displaying pictures ? This can explain the speed but also the display quality which is really poor;
If you look closer at your displayed pictures, you will see a lot of details missing ! This never happend with Cab or any other browser ... even text lines can become very difficult to read while attempting to read smallest characters ... because details are missing ... that's one of the biggest faults for WS.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2059. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37939F76.F2CB0202@portone.com>
Source record: 75767

DarkChyld wrote:

> Hmm...so you are saying that the Unix/Linux source code is *not* available
> as per the usual/standard protocol? They are not following the "per usual"
> licensing standards then-open source code is an integral part of the Unix
> world... One reason it is so attractive to MiNT users. Grab the source,
> make a few changes, re-compile, run on our systems. Like Micq, Pine, Tin,
> etc, etc,...

It is my understanding that, because of the nature of the program, they are not releasing the source. I may well be wrong about that, but it makes sense to me. The calculations are of paramount importance, and _I_ wouldn't want to have to worry about anyone messing with the algorithms, so I'm assuming the same about them.

> I understand what you are saying completely. However, with dual processor
> 060's (Phenix) and PowerPC upgrades (Tempest for Falcon), as well as '060
> powered Milans, Hades, etc, things look better. ;-)

Dual 060's... THAT'S the ticket! <g>
That'd be one heck of a machine. Does software need to be written specifically to take advantage of the dual processors like on that other platform?

At any rate, it's worth emailing the project managers to see if it's possible to get an Atari version.

Take care,

Joe Mirando

2060. Re: Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7n0c6ebcq1@nnrp1.deja.com>
Source record: 75768

In article <7mvv48$5vh$1@nnrp1.deja.com>,
magicmac@my-deja.com wrote:
> A guy just gave me an A4000 (Desktop) with Video Toaster included.
> I don't know a damn thing about the machine, just carried it to my
> office.
> I guess some may actually feel sorry for me.....:).
> I do know my Falcon is going to be really pissed!
>

It turns out that the machine is only a 2000. I popped it open. Looks like a CSA 040 card is installed with 32mb of fast ram. It has a SCSI card by Commodore. The Toaster sits on the far right of the machine. I have no idea which version it is. There are two time-base cards (i am told) as well. Two floppys, a maxtor HD. It has a video toaster sticker attached on the left side of the front case.
And I thought Ataris were weird :).

Mike

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2061. Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37934bc44f8e072@club-internet.fr>
Source record: 75769

Hello,

in article <37933640101d80@mail.otenet.gr> (comp.sys.atari.st)
Vassilis Papathanassiou wrote on Mon 19-07-1999 12:31 (+0200):

> Ooops, now you've got me ;-) How can can I repost a message from Okami?

Open the outbound.archive folder. Select the message you wish to
repost. In the quote dialog, select "copy" then send the message.
Threading will probably be lost by the way.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

2062. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3793b016$0$157@news.zetnet.co.uk>
Source record: 75770

On 16 Jul 1999 22:42:16 , Peter Slegg wrote:

Major clip

>There was an upgrade to TW2 to use vector fonts which I got working on my
>STfm under NVDI but not Magic, it really doesn't like the file selector.

Yes, wasn't it sold via ST Review? I seem to remember that it wasn't
woorth getting just the program without getting extra fonts as well.
>

>For NVDI make sure all the fonts (screen and printer) have .FNT
>extensions and if you decide to only use vector fonts then TW2 needs to
>have the Zapfdingbats font. There is a work around for this but it was
>a hack that a cannot remember involving the font id.

Where can I get .FNT fonts, any ideas?

Trevor

2063. Olympus digital camera

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7n0culsdb1@news1.xs4all.nl>
Source record: 75771

Hi,
i read something about a digital camera driver !Does anyone know
where to download or buy it ?I thought it was an Olympus 100 driver.
Jos

2064. Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7n0ddusdb2@news1.xs4all.nl>
Source record: 75772

Hi,
Well let's give Wensuite 3.12 the benefit of the doubt.I played with 2.40b many times.It's intriguing how you can login(sometimes) and not login (sometimes).When you succeeded in inlogging, you notice the speed, it's fast, faster than Cab, which is very good, but very slow on my TT030. We Atarians do need a fast browser and I think Wensuite can be the one, let's all support this product.It's a pity Cab won't updated anymore.I don't know why, it only has to work faster, I have no more desires only more speed.Is that so difficult ?
Jos
My list of desire : A fast browser
A large amount of STRAM in my TT030
A Pentium emulator in my TT030
Cubase working under MagiC/Jinnee
Sweet 16 sequencer gets a major update!
Cheap CD write software

2065. Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3793D6E4.564A239D@qnet.com>
Source record: 75773

In the last 3 days I have managed to try all the Atari Web Browsers(ie. Wensuite,CAB, and Draconis). All have seem to come along way from their original state. Know if I could only get all of them to work or just even dialup with the software that was supplied with the package. I have been trying all of the web browsers on my TT030 w/3.05 and 4meg TT ,2meg ST and US Robotics 28.9 modem.

So far I have only gotten Draconis(demo) to work everytime. Yes, it is a bit slow I dont know if is due to the 28.8 modem or the software. This package was by far the easiest to setup, it pretty much does everything for you. Where as a CAB(demo) is just a pain in the butt. Wensuite(demo) seems to be a nice program if I could only stop getting bombs. I have also tried out STiNG and would like to say this dialer is great now if I could just get CAB to work correctly.

Oh yeah the most important part of this is that I DID NOT read any directions,FAQ, or any help files when setting all the packages up. Yes, I know RTFM. I wanted to see how far I could get with all of the packages and the result is only one of them is very easy without instructions to setup. Maybe now I will go back and RTFM. Im going to also try the email,FTP and other stuff that is found with some of the packages again with out reading anything. When programmers make such a package of utilities they should take into consideration that some of us dont or wont read the manual before truing to install their software. I truly believe the easier the install the more likely someone will use a product.

Well enough of my rambling Im off to play with more software.

Don Schoengarth

2066. Re: STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <379397BB.2CD7@midsouth.net>
Source record: 75774

Russell Lucas wrote:
>
> HI!
> I have a STE that puts speckels on the monitor.(like spits of rain)
> I've tried 2 different monitor with similar results. I've also tried the
> monitors with a different computer and they worked fine....so it must be the
> computer, but how do I fix it?
> Regards Rusty

Swap the shifter first with a known working one. Heck, just reseat the
one in there before you even do that. Strange but true- it works.

Eric

2067. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Katherine Ellis <kellis@leading.net>
Message-ID: <Pine.BSI.4.05L.9907192259340.25264-100000@users.southeast.net>
Source record: 75775

On Mon, 19 Jul 1999, Louis wrote:

> the Unix stuff running. The experiences from Mint/Mintnet came in handy.
sure does. Helped me to work on some SUN Ultra 1 workstation with solaris
on it, and same for HP-UX. MiNT is good knowledge in a long term.

> (BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it
> does? What's the difference with "ls"?)
dir afaik is only a shortcut, not a real command.
If you want dir to work in mint, do the same as under the linux.
alias dir='ls -la' whatever binding you wish.
some installation come with different default files, that's all.
Same goes with ll being a binding for ls -la on some machines. Very
personal, and at this point it is more customization than anything else.

> Next, the important questions:
> - is there any way to have access to the Atari filesystem while running
> Linux?
linux should be able to access all your FAT partition, and minix
partitions you had under MiNT.
More over. It should read natively your ext2fs partition (if you had one
in MiNT, latest versions). I think they are compatible.

> the dns number on it. Something like the same file in Mint.
> (BTW, why is it that some files are completely different named in Mint
> than in Linux?)
Attention, MiNT is NOT linux, and Linux is NOT unix, and Linux is not
NetBSD, freeBSD and not Solaris, and NOT HP-UX. etc etc.
All these OS are unix flavors, they will have differences. Actually MiNT
is closer to Sunos&BSD than linux. but well. Hard to say exactly :) They
are all very different and close at the same time.

> I'm just wildguessing what's happening. Under Mintnet, I saw a lot of
> messages flashing across the screen.
because by default your syslog got redirected to the console (direct
screen) on MiNT kgmd. This is to help you debug your machine, tune it uyp
right. Then you can redirect it to null, or a log file. Up to you .
Up to you to mess with your syslog.conf file.

> Now this Linux is nice (maybe), but I'd like a GUI. Guess that would be
> X11. I found a list in the tons of docs what files I need for that. Next
> will be finding them, then getting them onto my system. That would mean
> they'll go somewhere on the Atari system. Next is: how to install them
> onto the Linux system. I don't see a way that Linux reads my Atari stuff

Read above, cross compatibility as far as the file access should not be
any problem at all. You only need to know how to use the "mount" command.

As far as the GUI, good luck running that on your atari. It will work, but
not very enjoyable experience, I can tell you that.

>
> Anyway, working with VI is tricky indeed (Kellis, you reading?). But
> slowly I'm coming to grips with it. Since there is no way of copying Pico
> from my Mint stuff to the Linux stuff (would it be compatible, anyway?)
> I'm stuck to VI.
>
> And for now, I got stuck with Linux too... (well, it's running at least)
Getting linux up is not that hard, the problem is what you can do with it
efficiently. All the "interesting" programs out for linux won't run on
your machine, and if they do, will be HELL slow.

vi ain't that bad once you understand the basics of it, however not very
recommended for simple editing on local machine. Get a simpler editor
maybe, like pico, ee, and some others.
And "no" to answer your question about binary compatibility.
A linux prog even for 68k will not run on MiNT, or TOS or magic. Will only
work in linux68k OS.
Hope clears some things up.

Btw, personal opinion, after using Solaris (work everyday), HP-UX and
Linux (i386), I can tell you that MiNT is extremely efficient, fast and
really lovely to use. (that's just me though)

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

2068. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7n2rgomeh1@epos.tesco.net>
Source record: 75776

I'll try and get the software installed on one of our super Sun Unix
workstations at work so the Team Atari should start to move up the rankings
for number of units completed.

Joe Mirando <jmirando@portone.com> wrote in message
news:3794EE94.B0E73173@portone.com...
> ps By the way, I just looked, and Team Atari is up to 11

2069. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37924746.AD8A60D2@ihug.co.nz>
Source record: 75820

Hi there,

Joergen Bak wrote:
>
> >From: J WILKINSON <jwandjw@ihug.co.nz>
> >
> >The highest rate (I think) usable on Falcon is 230k4. I've never used this
> >rate with a modem or ISDN TA, but have used null-modem at that speed. Its
> >quite nice being able to send a megabyte down the line in around 35 seconds
> >but I've never managed to get the uploads to that speed yet...
> >
> >You will need HS-modem AFAIK to access that port rate...
>
> I did try to use a higher port speed, but it was not a success. The downstream
> got very low.
> And I do use HS-modem,- DERVIN and SCC programs.

Outgoing always seems better for some reason. Strange! I tend to
use the RS-422 LAN port for null-modem now, because I seem to get
better incoming with that than I do with the RS-232, but it still
isn't very fast going...only stuff going OUT of my Falcon is fast.

I used HS-modem 7 and Connect 2.46 running under MagiC 4 to achieve
all of the above.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2070. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <379249B8.2C026BE1@ihug.co.nz>
Source record: 75821

Hi there,

Jo Even Skarstein wrote:
>
> Erik Hall <epkerha@epk.ericsson.se> wrote:
>
> > Just be sure that the T/A can handle 57600 as i think this is the max usable speed on a Falcon
> > (correct me if i am wrong here)
>
> A plain Falcon with MagiC can use 115200 without any problems at all. I
> have never owned a modem that could handle higher speeds, so I don't know
> how well 230400 will work on a standard Falcon.
>
> 115200 does not work properly with TOS, and since I don't have a
> 030-Falcon anymore I don't know how the new MiNT-versions copes.

I have tested null-modem at 230400 outgoing and it works well on both my LAN and RS232 ports (1 meg from Falcon to a Mac in 35 sec), but the incoming is error ridden at 230400 to the point that dropping the port to 115200 is faster. Even then I get some errors but not enough to be slower than my fastest error free rate (57600). I run a Falcon with a 32MHz CPU accelerator (PowerUp2) and MagiC 4/ HS-modem. I can never get the same performance under TOS even with HS-modem. MiNT I have not tested with this test...

Also, the only ISDN in Christchurch is around the central business district and costs an arm and leg... ;^(

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2071. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3792635B.DA5A91B2@cable.A2000.nl>
Source record: 75822

Joe Mirando wrote:

> It's entirely possible that it could be ported over. The only problem is that,
> because of the nature of the data, they do not release the source to anyone.
> All of the ports are done by them, So if they decide that an Atari port is
> worth doing (and they might very well decide against it), THEY would be the
> ones to do it.
>

No wonder that it is most widely spread among the most gullible of computer users.

Henk

2072. FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37927B85.29C@alphalink.com.au>
Source record: 75823
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

Hi

I have an Atari ST 1040 with mono monitor + music software for sale.

Price $ 150.oo Pickup Only
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2073. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7mu0vm$dp0@nnrp4.farm.idt.net>
Source record: 75824

On 17 Jul 1999 19:24:55 , Paul Nurminen wrote:
>Is there an Atari graphics program that can read the .WMF (Windows Meta File?)
>graphics format? I recently aquired a few CD ROMs with tons of these
>WMF images on them, but Image Copy 4 doesn't recognize the format.
>
>
>
>-Paul
>

Paul,

I am not aware of a program to read .WMF files however there is a program called XCHANGE that will convert to .CVG, OL,etc from FastClub.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

2074. Atari Music Software Site

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: jason@hitsquad.com
Message-ID: <3792b88f.27136703@news.uq.edu.au>
Source record: 75825

Shareware Music Machine is a huge music software site and it
has a special area devoted to applications for Atari.

Check it out at http://www.hitsquad.com/smm/atari/?ng

2075. Re: Network, atari mega-ste4 to powermac

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3792D03E.D01F4107@online.TAKE.THIS.OUT.fr>
Source record: 75826
Cross-posted to: comp.sys.atari.st,nl.comp.sys.mac,comp.sys.mac.system

Gaz a ï¿½crit :
>
> how do i do this....?
>
> or will i just need to use a null modem cable????

Yes, with STinG.

> any other ideas....???
>
> i use the atari for midi and the mac for audio but would love to be able
> just to access the harddrives of both comps....

You can't do this right now with just STinG because there is no NFS
compliant client around yet, but you can use FTP. You could do this with
MiNT, but that might be a bit overkill for just transferring a few
files.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2076. Re: Reading ST-Disks on Windows-PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3792D20A.7F58F83D@online.TAKE.THIS.OUT.fr>
Source record: 75827

```
Uli Linn a ï¿½crit :
>
> >>Is there any software to read Atari ST Disks with a WIN95 or WIN98 PC?
> >
> >Copy your ST stuff to a DOS-formatted DD-disk.
>
> Do i have to do this on the atari (only one floppy drive and about 200
> Disks...) or is there any windows software?

Doing it on the PC will not reduce the number of disks.

What kinds of disks are these 200 disks ? If they are games, then you
actually have to convert them to a disk image format and use them with
an emulator. Check out the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2077. Re: ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3792D286.D61885CE@online.TAKE.THIS.OUT.fr>
Source record: 75828

Douglas Lithgow a ï¿½crit :
>
> Many years ago, I decided I wanted an ST emulator.
> At the time, I remember downloading one from the Net, but it asked me to
> obtain TOS from an existing Atari. I have one, but I could not be
> bothered with the hassle, so I forgot all about it.
>
> However, I have regained the interest, especially as I believe old
> favourites like Carrier Command, etc are out on the web.
>
> Is it still a case of obtaining the TOS yourself, or is there an easy
> way/method to emulate the ST on a P133 ?

Yes the easy way is to run tosdump.prg on the ST and copy the file over
to a disk. What's the hassle with that ? You can also get TOS rom images
on the net too, but it's illegal.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2078. Re: ST HD Drives

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3792D4E0.648CF812@online.TAKE.THIS.OUT.fr>
Source record: 75829

Kelvin Wright a ï¿½crit :
>
> I've just bought an STE, mostly for nostalgia reasons, as I owned an Atari
> back in the 80's. I would like to hook it up to a HDD. My understanding is
> that any external SCSI HDD will do. Am I right?

Yes, but you need a SCSI host adapter first. Check out the Quick FAQ.

> I am also interested in obtaining some software: second hand, PD, whatever.
> Any pointers as to where I could find some?

FTP sites, or the UTSI. All linked to in the Quick FAQ too.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2079. STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <3792e5c4@dnews.tpgi.com.au>
Source record: 75830

HI!
I have a STE that puts speckels on the monitor.(like spits of rain)
I've tried 2 different monitor with similar results. I've also tried the monitors with a different computer and they worked fine....so it must be the computer, but how do I fix it?
Regards Rusty

2080. Re: Epson Drucker Hilfe

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <V3mTyHA2cuk3EwkI@steverosie.demon.co.uk>
Source record: 75831

On Sun, 18 Jul 1999 at 21:13:10 a message from Pera Putnik was created
on the subject of Epson Drucker Hilfe.
>
>
> My point was: there is no driver for that printer for Atari, and will not
>be, unless someone will make it. And who will make it ? Who has interest in
>it, who has enough knowledge to do it...
> And this is the problem.

Yep, it doesn't look too good. The manual that comes on CD doesn't have
reference to ANY printer codes etc...

>
>>
>> It has a 14400 dpi resolution.
>
> I think that you exceed with zeros :-)

Oops! sorry it should have been 1440.

>
>>
>> I know programs to create printer driver for GDOS etc. exist, I may have
>> one and not know about it! at the moment no program springs to mind.
>>
>
> I don't think that it will be capable for making driver for ink-jet
>printer, especially not for photos.
>

I agree, I've not come across anything that produces a decent colour
print out on the Atari ST anyway, I can't comment on other models!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2081. Boot-Sector

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Melanie & Daniel Hanelt <mdHanelt@gmx.de>
Message-ID: <3792F3D1.B7A1BEBA@gmx.de>
Source record: 75832

Hey !

Is there a possibility to repair a damaged boot-sector ?
I have a disk, where only the first two tracks are
damaged -> so is there a chance to rebuild ?

thanks for your help
daniel

2082. Te koop: Mega stE 4/40 mb

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Eddy <ed@bmw-boxer.demon.nl>
Message-ID: <932378011.21182.0.pluto.d4ee6297@news.demon.nl>
Source record: 75833

Ive got 2 Mega stE 's for sale both with monitor, 4 mb int./40 mb hd., the original books, newest tos, newest drivers, loads of 720 floppy disks with all kind off programs .

Price; Hfl 400,- those are guilders (holland)

So if get around, Alkmaar - Holland , Or you live here ,
Mail me at ed@bmw-boxer.demon.nl or call me mobiel: 06-21835663

See Ya,

ED.

2083. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Karl M Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3792F846.34C155FA@student.canterbury.ac.nz>
Source record: 75834

Vassilis Papathanassiou wrote:
>
<snip>

> compatibility. MintNet's CAB.OVL does not work for the moment since
> it searches for a MiNT cookie ;-(The same is true for aFTP and some

It's easly enough to fake a MiNT cookie (or another for that matter),
just write a little prog that installs the MiNT value into the cookie
jar. I can send you the code if you like.

Later,
Karl.

2084. Stock virus ?????

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7muuej$3ei$1@news1.xs4all.nl>
Source record: 75835

Hi ,
Yesterday I received an email about stocks and how to buy them and how to multiply them.So I'm not interested in stock at all, only Atari, music, saxophones and inline-skating,but I was curious so I downloaded this email.I read it and I deleted it.
Yesterday evening I opened my emailbox again (MyMail) and there were 3 mails waiting for me, again the 'stockemail'.I downloaded everything and wanted to look, what's been sended to me.But then I saw the the contents of my mailbox was multiplied (without names) and my C partition was corrupted, the FAT was corrupted (I'm not sure about that , cause I could reset again but.....my Jinnee desktop was disappeared, in fact all my Jinnee files and folders were vanished.....Lucky me, I had a recent backup on F Partition, so I could initialise C (with HDDRIVER) and put everything back from F to C.I wonder if any of you had the same experience.......
Jos

2085. FS Very first 8 issues of Amiga & Atari Format

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3792FD1F.B82B5689@patent.gov.uk>
Source record: 75836

I have the first 8 issues of Amiga & Atari Format (could be round the other way), ie before the publishers split it up to separate mags. Amusing cartoons featuring 'Amiga and Atari 'superheros', beating up on each other, but some good serious construction stuff including a board for tapping to ST's three sound chip outputs to make pseudo stereo. There were no disks in those days.

A bit of Atari history?

Sorry no splitting, ï¿½8.00 incl. PP.

Talking about Atari history, Atari put the complete construction (at black box level) of their 400/800 8 bit series in a Patent Spec. If any one is interested, I'll ferret out the number. I can't find anything for the Falcon series.

Bob-King.

2086. Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3792f77c7f7c10@holleman.demon.nl>
Source record: 75837

Hi,

summer vacation! Wowie zowie, lotsa time to experiment again.

This time I set up Linux... and got it working. Basically that is, just the Unix stuff running. The experiences from Mint/Mintnet came in handy. Meanwhile I bought the Unix Bible incl. CD-ROM, which has lotsa HTML files on Unix and Linux. Not to say: an overload right now. Once again I can't distinguish the trees from the rainforest...

I used the debian release, got kernel 2.0.33 running.

(BTW, why is it that in Mint-Unix "dir" doesn't work and in Linux-Unix it does? What's the difference with "ls"?)

Next, the important questions:
- is there any way to have access to the Atari filesystem while running Linux?
- I've configured some files to get Internet access: /etc/ppp/peers/provider and /etc/chatscripts/provider. Also created a file /etc/resolv.conf with firstline demon.nl (my ISP) and second line the dns number on it. Something like the same file in Mint.
(BTW, why is it that some files are completely different named in Mint than in Linux?)

So far, I am able to use pon and poff, the connection starts and stops with that, but after the login nothing happens. I see the modem lites flash for a while, then nothing. Typing in "ftp ftp.funet.fi" returns a "unable to lookup hostname" or something. Probably something in the configs that I overlooked. I get no output on the screen after "pon", so I'm just wildguessing what's happening. Under Mintnet, I saw a lot of messages flashing across the screen.

Now this Linux is nice (maybe), but I'd like a GUI. Guess that would be X11. I found a list in the tons of docs what files I need for that. Next will be finding them, then getting them onto my system. That would mean they'll go somewhere on the Atari system. Next is: how to install them onto the Linux system. I don't see a way that Linux reads my Atari stuff and the other way around: the LNX and SWP partitions aren't seen by TOS, MagiC. Does it mean I need to fetch the files running Linux? First need a decent Internet link... see previous.

Anyway, working with VI is tricky indeed (Kellis, you reading?). But slowly I'm coming to grips with it. Since there is no way of copying Pico from my Mint stuff to the Linux stuff (would it be compatible, anyway?) I'm stuck to VI.

And for now, I got stuck with Linux too... (well, it's running at least)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2087. Re: FS Very first 8 issues of Amiga & Atari Format

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7mv1ed$4fp$1@lure.pipex.net>
Source record: 75838

It was actually called ST/Amiga Format - I should know as I worked on it!
;-)

BobKing <robert.king@patent.gov.uk> wrote in message
news:3792FD1F.B82B5689@patent.gov.uk...
> I have the first 8 issues of Amiga & Atari Format (could be round the
> other way), ie before the publishers split it up to separate mags.
> Amusing cartoons featuring 'Amiga and Atari 'superheros', beating up on
> each other, but some good serious construction stuff including a board
> for tapping to ST's three sound chip outputs to make pseudo stereo.
> There were no disks in those days.
>
> A bit of Atari history?
>
> Sorry no splitting, ?8.00 incl. PP.
>
> Talking about Atari history, Atari put the complete construction (at
> black box level) of their 400/800 8 bit series in a Patent Spec. If any
> one is interested, I'll ferret out the number. I can't find anything for
> the Falcon series.
>
>
> Bob-King.

2088. Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7mv1lv$4mm$1@lure.pipex.net>
Source record: 75839

After visiting my local car boot sale, I managed to pick up an Atari 520STFM for a very reasonable £3 (I kid you not! He did want a fiver but I haggled!) but unfortunately the mouse is knackered. Anyone know where I can get an original Atari mouse cheap? Failing that, anyone got one that they no longer want? ;-)

Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to work)

Cheers!

2089. Re: Boot-Sector

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uZX9pDAxmwk3EwAd@steverosie.demon.co.uk>
Source record: 75840

On Mon, 19 Jul 1999 at 11:45:54 a message from Melanie & Daniel Hanelt
was created on the subject of Boot-Sector.
>Hey !
>
>Is there a possibility to repair a damaged boot-sector ?
>I have a disk, where only the first two tracks are
>damaged -> so is there a chance to rebuild ?
>
>

Hi

If you want to send me the disk, I can see what I can do:)

I always say there is a 75% success rate, but I've managed to recover
all that I've done:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2090. Re.Correction to Very firts 8 issues of Amiga & Atari Format

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37930F23.D31A271F@patent.gov.uk>
Source record: 75841

"Bardo" has just corrected me on my last posting --- the mags are called ST/Amiga Format. Sorry for that 'Bardo', I write these little gems at the office 20 miles away from my Ataris etc. and so invariably get something wrong.

Congrats 'Bardo' on being part of Atari's early history - but those cartoons were a bit gru!

Bob_King.

2091. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379313EC.9766B2BD@online.TAKE.THIS.OUT.fr>
Source record: 75842

Bardo a ï¿½crit :
>
> After visiting my local car boot sale, I managed to pick up an Atari 520STFM
> for a very reasonable ï¿½3 (I kid you not! He did want a fiver but I haggled!)
> but unfortunately the mouse is knackered. Anyone know where I can get an
> original Atari mouse cheap? Failing that, anyone got one that they no longer
> want? ;-)

You need to get a replacement mouse from an Atari dealer, such as Titan
or Systems Solutions, or a PC mouse adapter, or a serial driver. This is
all described in the Quick FAQ.

> Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to work)

No I won't.

> Cheers!

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2092. Re: Stock virus ?????

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3793149D.9BF10036@online.TAKE.THIS.OUT.fr>
Source record: 75843

```
Jos Vlietstra a ï¿½crit :
>
> Hi ,
> Yesterday I received an email about stocks and how to buy them and
> how to multiply them.So I'm not interested in stock at all, only
> Atari, music, saxophones and inline-skating,but I was curious so I
> downloaded this email.I read it and I deleted it.
> Yesterday evening I opened my emailbox again (MyMail) and there were
> 3 mails waiting for me, again the 'stockemail'.I downloaded
> everything and wanted to look, what's been sended to me.But then I
> saw the the contents of my mailbox was multiplied (without names) and
> my C partition was corrupted, the FAT was corrupted (I'm not sure
> about that , cause I could reset again but.....my Jinnee desktop was
> disappeared, in fact all my Jinnee files and folders were
> vanished.....Lucky me, I had a recent backup on F Partition, so I
> could initialise C (with HDDRIVER) and put everything back from F to
> C.I wonder if any of you had the same experience.......
> Jos

There's no way an email virus could have infected your Atari.

Email virii generally use .doc or .exe attachments. You have to
voluntarily go and run the attachment for it to do anything. I guess
embedded Java/JavaScript or ActiveX might be able to do some damage, but
we are still free from that.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2093. Re: english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-19 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37933640101d80@mail.otenet.gr>
Source record: 75844

on Sun 18-07-1999 17:36 John Banbury wrote:

> Hi all
>
> There was a post in this group about translation RSC files and I
> have lost it already. (a .gtp file)
>
> Please repost.
>
Ooops, now you've got me ;-) How can can I repost a message from Okami?

Anyway, I've written a small tool that _helps_ in RSC translations
and it does it like this:
It produces a TXT file containing all the text fields from objects,
alerts and free strings of the original, by dragging the RSC to the GTP.
You can pass this TXT file from Ruftrade, Gemtrade or any other
translator utility, producing an ENG or RUF file.
The translated file should be thrown again to the GTP and it will load
and modify the original RSC, thus producing a translated version.

The program will take care of text fields length, so translated lines
longer than the original will be clipped but this way you can be sure
that the original will not be destroyed (but a backup is a good idea :-)

Both the original and translated ascii files can be loaded side by side
in any text editor and make any changes/corrections using normal text
editor feautures (ie search and replace etc).

Keeping the TXT and ENG or RUF files will make future updates of the
same program much easier to translate since normally it will contain
some more menu entries or new options in some of its forms.

Up to now I've found it quite fast for translating RSCs, eg jinnee 2.01
took me about an hour (jinnee.rsc and jinnee2.rsc) to produce a descent
translation (no more hitting 100 times the 'Abbruch' buttons in the RSC
editor to change it to 'Cancel' :-)

I was wondering if we have such a utility, in case we don't, I'll put
it in my homepage and anyone can try it.

> With thanks John
>

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2094. Español, compra ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: cuenta <VHENAR@telelineb.es>
Message-ID: <7n1jeb$6pt$2@talia.mad.ttd.net>
Source record: 75695

A ver si alguien me entiende y me vende un atari St o un Falcï¿½n.

2095. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3794555A.1419C339@cnet.francetelecom.fr>
Source record: 75696

I saw that there are a lot of computing time dedicated to Fast Fourier Transforms. Perhaps a DSP-optimized version would be interesting for Falcon030 owners ?

2096. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7n1rjeqss1@nnrp1.deja.com>
Source record: 75697

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Alternatively, anyone know if this SACK Electronic GmbH is still around ?

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2097. FS: UK Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: stu <s.d.birchall@surveying.salford.ac.uk>
Message-ID: <37946D94.15D5D9D8@surveying.salford.ac.uk>
Source record: 75698

Hi,
for sale due to move:
Falcon 030, external 540mb HD, stacks of software, books.
120 ukp
ono.
Thanks
Please e-mail for more info.

2098. Re: Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7n1v5msfo1@nnrp1.deja.com>
Source record: 75699

In article <7n1bih$i5v$1@lure.pipex.net>,
"Bardo" <dg73@dial.pipex.com> wrote:
> Problem is, the VideoToaster was NTSC-only so it's not going to be a
great
> deal of use to you unless the machine also includes a two-way
standards
> converter....
>
> That said, I still wouldn't say no to it! Ya' lucky so 'n' so......
>
> > > A guy just gave me an A4000 (Desktop) with Video Toaster included.
> > Mike

Well, I do live in the U.S.:). I also have a dual standard Aiwa VCR so
if I really need to convert to PAL, it isn't a big deal. It does it on
the fly so I can record PAL direct to tape with fairly high quality (I
won't be makeing any mini-series:). No software came with the machine
(yet). I haven't booted it, so I don't know what is installed.

Mike

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2099. Re: What's the best vector/bitmap drawing program?

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7n1sta$e5j$1@feresa.bio.vu.nl>
Source record: 75700

P�l Monstad (pmonstad@online.no) wrote:

: I'm interested in both a good vector and a good bitmap drawing program for
: the Atari. The programs must run in => ST high resolution.

The best (= most usable) monochrome bitmap/vector package I have seen on
any computer is Arabesque. OK, it's old, doesn't like
multi-tasking GEM version very much and has several other limitations, but
it still works like a charm, even on the Falcon. Arabesque Pro was given
away on an ST-Format coverdisk a few years back. Mail me if you want more
info...

-LvZ

2100. Re: What's the best vector/bitmap drawing program?

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <379492D7.5CD681E8@patent.gov.uk>
Source record: 75701

Can I put in word for MegaPaint Pro. This is dual bitmap/vector. Its native format BLD is a bit limiting but it also accepts Degas and IMG. It has a CAD, rather than a sketch approach to things. As a bonus, it is able to directly scan in IMG files (like Calamus 1.09n). I agree with the other answers, Arabesque is a joy to use and Munch has so many hidden 'secrets' you never come to the end of its abilities. Da's Vector is bloated out with charting and animation sections of very little use and has the usual german limitation of native format.

e-mail me at rking@zetnet.co.uk for more info.

Bob-King

"Pï¿½l Monstad" wrote:
>
> I'm interested in both a good vector and a good bitmap drawing program for
> the Atari. The programs must run in => ST high resolution.
>
> What can be recommended: Pixart, Artworx, Papilion, DAs Vector?? Don't
> think about price when you recommend. English versions preferred if
> available.
>
> Pï¿½l Monstad
> PM data, Norway

2101. RE: STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: claytone@aa.net
Message-ID: <932486301.637559@cacheraq001>
Source record: 75702

Hi Claes,

This fiberglass pen of which you speak.... where might I find such a magical device? Would my local Tandy/ Radio Shack have it? Would the fellows there even know what I was talking about?

My Falcon occasionally has vertical stripes on the monitor, which can be temporarily relieved by a (loving but firm) whack below the cursor keys. Sometimes the computer locks up. If I take it apart and pull out the (Wizztronics) memory card, and then pull out the 14-meg SIMM, and put it all back together again, it'll usually be fine. It certainly seems a bad contact. I have Nemesis, and sometimes if I run it at a slower speed the problem goes away, but last night it still locked up even when I slowed it all the way down to 8mhz.

Thanks for your helpful suggestions,

Clayton Murray
claytone@aa.net
Seattle, WA USA

>> I have a STE that puts speckels on the monitor.(like spits of rain)
>> I've tried 2 different monitor with similar results. I've also tried

>On 19 Jul 1999 20:44:38 , "Claes Holmerup" wrote:
>
>The most probable cause is oxides on contact surfaces, either on the
>SIMMs or their sockets - or the same problem with other chips. The best
>way to fix it would be to get yourself a fibre-glass pen and brush off
>all pins and sockets the oxides - BE CAREFUL since if you handle it too
>roughly, you might damage the sockets or the chips and make it worse...
>
>Best regards,
>Claes

2102. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: mike@railwayman.idps.co.uk
Message-ID: <w%2l3.2778$Yl.2682@wards>
Source record: 75703

On 10 Jul 1999 02:51:03 , DarkChyld wrote:

> 3) Use Mark Wherry's HTML to ASCII CAB module to send the
> converted text to your system (default) viewer.
> 4) Highlight and save-out the block of text you needed.

I had a chat with Mark last night and told him about the absence of HTML Export from his web pages, and he is going to rectify the matter as soon as possible!

:-)

Kind regards

Mike Kerslake

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Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2103. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: mike@railwayman.idps.co.uk
Message-ID: <x%2l3.2779$Yl.2682@wards>
Source record: 75704

On 17 Jul 1999 19:24:55 , Paul Nurminen wrote:
>Is there an Atari graphics program that can read the .WMF (Windows Meta File?)
>graphics format? I recently aquired a few CD ROMs with tons of these
>WMF images on them, but Image Copy 4 doesn't recognize the format.

Artworx can import WMF's and convert them to GEM or CVG. XChange can do the
older format WMF's but it hasn't been updated (AFAIK) to handle later
versions.

Kind regards

Mike Kerslake

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*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2104. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3794df1a71ab100@mail.otenet.gr>
Source record: 75705

Hi Derryck

on Mon 19-07-1999 16:44 Derryck Croker wrote:

>>If we don't have such a utility, I'll put it on my homepage in the next
>>24 hours (I'm painting my computer room now ;-)
>
>Please do - it's not the only utility that will do this kind of job (I'm
>thinking of the latest, commercial, Resource Master and the sharware utility
>that will extract/replace text strings in a RSC file), but it's free! :-))
>
Did I said it's free ? :-) <big smile>

Well, of course it is and is dedicated to everyone that helped us with
translated software or documentation. Get it from my homepage now.

Btw: Since painting took more that I had expected(!) the program has no
user interface, only one alert, and this says 'Finished' if everything
is OK. If not it returns (-1). Other than that it works fine (?)
Please let me know of any bugs, additions you'd like etc.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2105. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3794df1a71ab101@mail.otenet.gr>
Source record: 75706

on Mon 19-07-1999 17:26 Jo Even Skarstein wrote:

>Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>
>>>The current OVL forks, is this supported in MagiC?
>>>
>> Hmm, from v 6.10 yes, haven't test it though.
>
>Another problem is that the current (released) MiNTlib probably doesn't
>know that MagiC supports this... Christian Felsch is working on improved
>MagiC-support in MiNTlib.
>
Great! It's his library I used to port most of the non-driver programs
(I mean the Pure_C version). Extentions are possible to any lib though.

>> I was thinking of that, mainly for aFTP since there is a STiK version that
>
>Guido Flohr (IIRC) has written a small program called FakeMiNT that
>installs a MiNT-cookie, you can find it on his homepage.
>
If it only installs the cookie there is no problem, but if it also installs
any structure needed by MiNT, I'll try to find it.

>> under MagiC and so they do under MintNet. Binary compatible! I wonder why
>> it's not the other way around, ie the same tools compiled with GNU C in
>> MiNT, are NOT working in MagiC. I suspect some init library, but I'm not
>
>Gcc behaves identically under MiNT and TOS/MagiC, so there must be some
>differences in your libraries.
>
My gcc setup is outdated and not to be trusted ;-(I meant the programs
that come already compiled with MintNet's distribution.

>> that an XDD (or DEV under MagiC) _is_ part of the kernel, since it's hooked
>> deep into it, which is the reason to make it Linux like ?
>
>So did I, but the gurus claim that having the sockets in the kernel has
>some advantages. Compiling isn't a problem, we're all using 'make' ;-)
>
Hmm, call me a chicken ;-) but I wouldn't do it that easy, ie to compile my
OS every now and then! Maybe in my SyQuest...

>> That is a good idea, although 'my device' tries to be as compatible as
>> possible (completely compatible for the end user or the author that uses
>> sock.lib). Incompatibilities between MiNT and MagiC though is another
>> cup of tea ;-)

>
>A healthy discussion about MiNT- and MagiC-compatibility is needed, so
>please join :-) It would have been nice if Andreas Kromke (are you
>reading??) would join as well.
>
I wish he will. There are some things we need to discuss. Like the
addroottimeout etc that I had to hack from MiNT sources ;-)

>> Any person I have to contact for subscribing me or just the usual
>> 'subscribe' ?
>
>Just send a normal subscribe-mail to mint-request@fishpool.com
>
Done. See you there!

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2106. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3794df1a71ab103@mail.otenet.gr>
Source record: 75707

on Mon 19-07-1999 22:04 Karl M Ashton wrote:

>> compatibility. MintNet's CAB.OVL does not work for the moment since
>> it searches for a MiNT cookie ;-(The same is true for aFTP and some
>
>It's easly enough to fake a MiNT cookie (or another for that matter),
>just write a little prog that installs the MiNT value into the cookie
>jar. I can send you the code if you like.
>
If your code installs any MiNT specific structure, please send it. If
you mean just to install a MiNT cookie with a version number, there is
no problem, I can do it. In any case thanks!

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2107. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3794df1a71ab104@mail.otenet.gr>
Source record: 75708

on Mon 19-07-1999 16:44 Derryck Croker wrote:

>GEMTrade is the more uptodate translator, but I take your point! :-)
>
Sure, but I haven't register it yet. It's a sad story with the banks
here. So the limit is 1000 words IIRC.

>>It will bring better networking, more clients and servers and more
>>compatibility. MintNet's CAB.OVL does not work for the moment since
>>it searches for a MiNT cookie ;-(The same is true for aFTP and some
>
>Do you think that it is likely that this situation will change?
>
Sure it can change. If MintNet authors are aware of the existence of
the same capabilities in MagiC, they can write their code acordingly.

> Perhaps it
>would be possible to have a little play with a binary file editor.
>
A dark thought ;-) What exactly do you mean ?

>>CAB.OVL's sources are available, it should be easy to port it (I had
>>almost done it for STinG when Olivier released his CAB.OVL).
>>
>>Btw, what is wrong with Olivier's CAB.OVL ?
>I'd assumed that it (like the other non-MiNT net CAB overlays) wouldn't
>handle secure web pages.
>
Ok, I'll contact Olivier for this. For me the most frustrating thing
is the blocked resolves (but this is not CAB.OVL's responsibility).

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2108. Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support site

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <3794cfaa.1706454@news.wxs.nl>
Source record: 75709
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://uvk.atari.org.
This message is being sent to four newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

2109. Atari ST demo scene reunion in the year 2000

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <3797d05e.1886467@news.wxs.nl>
Source record: 75710
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://stniccc.atari.org to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!

2110. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n2mmq$c2$1@snipp.uninett.no>
Source record: 75711

Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:

>>Guido Flohr (IIRC) has written a small program called FakeMiNT that
>>installs a MiNT-cookie, you can find it on his homepage.
>>
> If it only installs the cookie there is no problem, but if it also installs
> any structure needed by MiNT, I'll try to find it.

It just installs a cookie.

>>So did I, but the gurus claim that having the sockets in the kernel has
>>some advantages. Compiling isn't a problem, we're all using 'make' ;-)
>>
> Hmm, call me a chicken ;-) but I wouldn't do it that easy, ie to compile my
> OS every now and then! Maybe in my SyQuest...

Nah, type make, the changed files are compiled, the kernel is linked, it's
moved to /c/auto. You'll have to reboot anyway...

> I wish he will. There are some things we need to discuss. Like the
> addroottimeout etc that I had to hack from MiNT sources ;-)

Have you informed Andreas Kromke about your device??

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2111. Re: Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support site

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: trevelyan <janus_virus@hotmail.com>
Message-ID: <379497F9.50B5@hotmail.com>
Source record: 75712
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

Richard Karsmakers wrote:
>
> The "Ultimate Virus Killer 2000" is the industry standard virus killer for
> the Atari ST/TT/Falcon platform. The program has been around for well over a
> decade, and with the latest release (8.1) it's turned shareware.
> There is now an official "UVK 2000" support site where you can download the
> program, find descriptions of all Atari TOS-platform computer viruses (and
> their symptoms) and more. It's located at http://uvk.atari.org.
> This message is being sent to four newsgroups. If you think this constitutes
> spam, or if you think this message does not belong in your particular
> newsgroup, please contact me at cronos@atari.org and I will refrain from
> posting to the newgroup in the future.
> Thanks for your time.

Atari? gee does anyone still use those?

hehhehee

well gee i wanna go play a game of space invaders
-Trevelyan
"friends dont let friends use mcafee"

2112. Mega ST real time clock

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3794EB48.838D193E@cheta.net>
Source record: 75713

Help! I have no utility to set my mega's clock. It thinks it is 2034.
I have looked around on the net and have found one utility to set it
which does not work. DATE in MiNT is GNU and documented, but the
documentation is kicking my ass.

Date -s 07201999....

results in 'invalid date'

My linux date --help gives the same docs and I just don't get it. Help!
please

2113. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dv9if6.19zuytm1vss15cN@max05-013.enterprise.net>
Source record: 75714

<joska@nuts.edu> wrote:

> > Anyone got either of these for sale or swap? My Falcon is in desperate
> > need of a decent display - a 17inch trinitron monitor just isn't being
> > used to its full potential @ 640x480! :)
>
> Videlity is freeware now, and if you have a soldering-iron you can
> easily make your own "screenblaster"
> (atari.nvg.org/pixelclock/pixelclock.html) for next to nothing.

erm no. I totally knackered my original STfm years ago when trying to
install an upgrade and this was a soldering iron job - good job System
Solutions where happy to do the upgrade (and repair!) for me :-}

No soldering iron anyways now :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2114. Re: Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support site

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <2Hab+cAD5OI3EwKr@steverosie.demon.co.uk>
Source record: 75715
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

On Tue, 20 Jul 1999 at 15:38:33 a message from trevelyan was created on the subject of Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support site.
>Atari? gee does anyone still use those?
>
>hehhehee

You'd be surprise at the number:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2115. Re: Mega ST real time clock

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <2Hab+YAD4OI3Ewq7@steverosie.demon.co.uk>
Source record: 75716

On Tue, 20 Jul 1999 at 17:34:01 a message from Technoid Mutant was
created on the subject of Mega ST real time clock.
>Help! I have no utility to set my mega's clock. It thinks it is 2034.
>I have looked around on the net and have found one utility to set it
>which does not work. DATE in MiNT is GNU and documented, but the
>documentation is kicking my ass.
>
>Date -s 07201999....
>
>results in 'invalid date'
>
>My linux date --help gives the same docs and I just don't get it. Help!
>please
>

I used Harlekin to set my time and date.

Any time and date setting program should do it! Have you checked the
batteries!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2116. HDDRIVER/Can't open HDDRIVER.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <O86l3.526$vX4.47676@juliett.dax.net>
Source record: 75717

I have bought HDDRIVER, after testing the demo, but when I tried to open HDDRIVER.PRG (I didn't have it in the AUTO folder) two bombs occures and a noisy picture showed up for two second. What is wrong? I have cleaned up the AUTO folder and the CPX, but nothing helps! Do someone have an idea how I can solve this problem!

�ystein

2117. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <3794EE94.B0E73173@portone.com>
Source record: 75718

Yann Lossouarn CNET/DIH/LAN wrote:

> I saw that there are a lot of computing time dedicated to Fast Fourier
> Transforms. Perhaps a DSP-optimized version would be interesting for
> Falcon030 owners ?

Yann,

I would be willing to bet that the use of the DSP would place a FALCON030 version of SETI@home up among (or even beyond??) the versions written for some of the 'state of the art' computers that are now in use for this project.

Joe Mirando

ps By the way, I just looked, and Team Atari is up to 11 members already. Between the 11 of us, we have contributed 1658 hours of CPU time and analyzed 71 blocks of SETI data. I've just lost my "first place" rank to Tannoz, but that's fine with me! The more, the merrier!

jm

2118. Re: FS: UK Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: atari@bright.net
Message-ID: <7n2sna$n8d$1@cletus.bright.net>
Source record: 75719

On 20 Jul 1999 13:37:41 , stu wrote:
>Hi,
>for sale due to move:
>Falcon 030, external 540mb HD, stacks of software, books.
>120 ukp
>ono.
>Thanks
>Please e-mail for more info.

Due to move? Translates in to what, daddy got you a PC now and
could not get yourself to mention it here? Sorry but I find
that excuse hard to grasp. hehe

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2119. Re: [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <3795077D.26690660@direcpc.com>
Source record: 75720

Hi,
I have the instructions for PC-Speed, I just bought a Mega ST4
at a garage sale and it has a Pc-Speed board in it. I found some i
Installation instructions in a box of stuff with the mega. What I
don't have is the software to run the PC-speed board. I can scan
the instructions into my PC this weekend and send them to you.
Can you send me a copy of the software ?
Jim Donovan

french-lines@usa.net wrote:

> Hi,
>
> Many years ago, I acquired a "PC-Speed" hardware device from SACK
> Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe,
> and give access to DOS based programs.
>
> In fact, I never went on to installing the device, (probably because I
> didn't want to void the ATARI's warranty), and the box laid in the back
> of a drawer for many years. Finally, I have decided to give it a go. I
> have all that is necessary (the board, the software) except the
> installation leaflet which presumably explains the hardware
> installation procedure (in particular, which way round you should
> install the board). My board is specifically for STe's (square type
> CPU).
>
> So, if anyone has experience with this, and has kept the installation
> leaflet, I would be very grateful if you could send a copy (either
> scanned leaflet, or just the instructions).
>
> Thanks in advance,
>
> Patrick
>
> french-lines@usa.net
>
> Alternatively, anyone know if this SACK Electronic GmbH is still
> around ?
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2120. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37950BF6.24EA1BBA@portone.com>
Source record: 75721

Mark Davies wrote:

> I'll try and get the software installed on one of our super Sun Unix
> workstations at work so the Team Atari should start to move up the rankings
> for number of units.

Mark,

Ya-Hoo! I'll bet that one of those workstations would lay some tracks compared to the average PC, huh?

Now... anyone have a Cray or MIPS machine just laying around?? <LOL>

Thanks,

Joe Mirando

2121. Re: Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37950F61.98793BA7@portone.com>
Source record: 75722

Jean,

I did post the info already in comp.sys.atari.st, but thank you for posting in the french group!

GO TEAM!
<g>

Thanks again,

Joe Mirando

2122. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <37955040.44CD9843@qnet.com>
Source record: 75723

"starlord@ qnet.com (Slc.Dennis Bishop)" wrote:

> On 19 Jul 1999 18:54:45 , Don Schoengarth wrote:
>
> >work or just even dialup with the software that was supplied with the
> >package. I have been trying all of the web browsers on my TT030 w/3.05
> >and 4meg TT ,2meg ST and US Robotics 28.9 modem.
>
> I'm using CAB 2.7 Demo and STing to logon, no trouble there at all.
>
>

Dennis,

Since we are using the same ISP and you havent had any problems with
CAB2.7 please tell me how long did it take you to setup your CAB 2.7 demo
before it worked correctly? If I remember correctly you had some problems
and I bet you read the manual. I setup Adams and Draconis in a matter of
minute (less than 5) with out reading the manual or anything. This Package
did almost everything for me. I did my selection of modem,ISP number, and
language. Please let us know how long it took you to setup CAB,CAB.OVL,
and STing.

Again people I am not saying that CAB is not a great program, it just takes
time to setup...

Don

2123. Re: english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199907200628.a41513@wun.maus.de>
Source record: 75724

Hallo Vassilis!

VP>I was wondering if we have such a utility, in case we don't, I'll put
VP>it in my homepage and anyone can try it.

there is such a utility. It comes from Armin Diedering.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

[offline from 22.07.1999 until 31.07.1999]

P.S.: News message from Armin, translation by Ekkehard Flessa:

From: Armin Diedering @ L2
Newsgroups: Maus.Computer.Atari.News
Subject: ResourceTextReplacer (RTR) 1.1
Maus-ID: A35648@L2
Message-ID: <199907172230.a35648@l2.maus.de>
Date: Sa, 17.07.99 22:30

Program name: ResourceTextReplacer (RTR)

Version: 1.1

Date: 16.07.1999

Type: Programming Tool

Status: Shareware-restricted

Pice: 20 DM

Author: Armin Diedering
Armin_Diedering@L2.maus.de
A.Diedering@t-online.de

Brief description:

ResourceTextReplacer (RTR) v1.1 from 16.7.1999
All texts from a Resource (Button texts, ...) can be exported to a ASCII file.
RTR is able to read such a file and replace all texts in a Resource.
RTR supports ResourceMaster-Multilayer-Resources (as of RSM v3.0 and v3.1)

Memory: 1 MB

Resolution: All

Improvements:
Some modifications to work together with RSM 3.1
... no, it is not available yet. RSM 3.1 is in beta-test.

New export format where only those texts are exported that really have to be translated.

New import format that is processed not sequentially but by a search&replace method.

Installation via GEM-Setup

Download:
Internet:
http://home.t-online.de/home/A.Diedering/

Archiv(e):
rtr11 .lzh 219537 Bytes 1999-07-16 23:59:14

2124. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3795541A.5E2824F@qnet.com>
Source record: 75725

"Nicholas Bales (please edit email addressto reply)" wrote:

> Don Schoengarth a ï¿½crit :
> >
> > In the last 3 days I have managed to try all the Atari Web
> > Browsers(ie. Wensuite,CAB, and Draconis). All have seem to come along
> > way from their original state. Know if I could only get all of them to
> > work or just even dialup with the software that was supplied with the
> > package. I have been trying all of the web browsers on my TT030 w/3.05
> > and 4meg TT ,2meg ST and US Robotics 28.9 modem.
> >
> > So far I have only gotten Draconis(demo) to work everytime. Yes, it is
> > a bit slow I dont know if is due to the 28.8 modem or the software.
> > This package was by far the easiest to setup, it pretty much does
> > everything for you. Where as a CAB(demo) is just a pain in the butt.
> > Wensuite(demo) seems to be a nice program if I could only stop getting
> > bombs. I have also tried out STiNG and would like to say this dialer is
> > great now if I could just get CAB to work correctly.
>
> CAB needs a CAB.OVL file to interface with STinG. That's in the docs.

I have CAB,CAB.OVL,STiK, and STinG. I didnt need the docs to tell me that. I
have read plenty of messages about people having trouble with CAB to know what
is needed.

>
>
> > Oh yeah the most important part of this is that I DID NOT read any
> > directions,FAQ, or any help files when setting all the packages up.
>
> Then you are looking for trouble!

That was my whole point of doing what I did.

>
>
> > Yes, I know RTFM. I wanted to see how far I could get with all of the
> > packages and the result is only one of them is very easy without
> > instructions to setup. Maybe now I will go back and RTFM. Im going to
> > also try the email,FTP and other stuff that is found with some of the
> > packages again with out reading anything. When programmers make such a
> > package of utilities they should take into consideration that some of us
> > dont or wont read the manual before truing to install their software. I
> > truly believe the easier the install the more likely someone will use a
> > product.
>

> No they can't. In our Atari world, ressources are limited. Lots of
> programs have been designed to only function if they are running with
> some other specific software package (CAB+CAB.OVL+STING or STing+HSmodem
> for example), just to save ressources. There's no way you can learn that
> without reading the docs first.

Really then please tell me why it is that Adamas and Draconis pretty much set
itself up. All I did was select my modem,ISP+number,and language. Like I
said NO docs were read before I started with Adamas either.

>
>
> > Well enough of my rambling Im off to play with more software.
> >
> > Don Schoengarth
>
> --
>
> Nick
> --
>

Nick,

Everybody seems to be taking this personally. And its not a personal thing its
just my observations on the various web browser packages out for the Atari. I
have personally followed CAB since the start and have watched it progress is a
nice software package. Just wish I had never stopped programming so that I
could add to the package to make it alot more user freindly :)

Don

2125. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <379555B8.42443F84@qnet.com>
Source record: 75726

"Joakim Hï¿½gberg" wrote:

> In article <3793D6E4.564A239D@qnet.com>,
> Don Schoengarth <dons@qnet.com> wrote:
>
> > When programmers make such a
> > package of utilities they should take into consideration that some of
> > us dont or wont read the manual before truing to install their
> > software.
>
> Well, it is always a good idea to write user-friendly software, thats
> for sure. However, there are often issues which depends on what
> software/hardware you run on, and then it is appropriate to consult the
> manual to find out how it concerns you and your setup.
>
> Therefore I think that people who run into trouble and are to lazy to
> recieve the help that they got right in front of them (in form of a
> txt/hyp-manual) has noone to blame except themselves. I *do* agree with
> you that software ideally should be possible to use that (without
> reading the manual first) way, but I think it is plain stupid not to
> read the manual if problems occur. That why it is there! :)
>
> To me it makes more sence to consult the manual before consulting the
> newsgroup. The manuals are written for this purpose.

I fully agree with you. I start out by tring to setup a program this if it doesnt do what it was designed for I start reading. In this case I have see so many messages in the newsgroup about CAB and Wensuite I pretty much knew what I needed and where to put it. I may go back and read the manual on the other web browsers but, Im think of purchasing Adamas and Draconis.

>
>
> > I truly believe the easier the install the more likely someone will
> >use a product.
>
> Agreed. But that isnï¿½t a valid excuse to ignore the manual IMO

Agree.

>
>
> > Well enough of my rambling Im off to play with more software.
>
> So will I ;)
>

> /Joakim
>
> --
> WWW: http://gokmase.atari.org
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2126. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3795569F.1DBE52AB@qnet.com>
Source record: 75727

Vassilis Papathanassiou wrote:

> on Mon 19-07-1999 18:54 Don Schoengarth wrote:
>
> <snip>
> > Oh yeah the most important part of this is that I DID NOT read any
> >directions,FAQ, or any help files when setting all the packages up.
> >Yes, I know RTFM. I wanted to see how far I could get with all of the
> >packages and the result is only one of them is very easy without
> >instructions to setup. Maybe now I will go back and RTFM.
> >
> Next time I'm thinking of writing a troubleshooter wizard (1 or 2 MBs,
> have to decide that) written in such a way that it will always end up
> with "This troubleshooter is unable to solve your problem! Please
> contact your system administrator OR Read The F*cking Manual !".

To late its already been done(MicroShaft) need I say more.;) If they see this post theyll probably want you on their team.LMAO!!

Don

>
>
> Just a thought ;-)
>
> --
> ---
> Regards Vassilis

2127. joysticks

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.4.10.9907201044490.6349-100000@wpi.WPI.EDU>
Source record: 75728

I'm having trouble getting a good joystick for my ST. I bought a Sega Genesis controller for $1.97, knowing that it works with my 2600 and Commodore SX64, but it made the mouse act funny. Then I tried two different Coleco Super Action Controllers (4-button with keypad), and while it works for some games (like Super Cycle), it acts jittery and bad with most others (I tried Goldrunner, Time Bandit)... and refuses to go left half the time.

I'm almost positive I used to use my Coleco Super Action controllers with my ST, which leads me to believe something could be broken now? If not, where can I get a good ST-compatible joystick? I need to play Bricklayer!

The mouse works fine, by the way.

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"blue turns purple."

2128. Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dv7r5z.1171v0d12381n6N@max05-009.enterprise.net>
Source record: 75777

Anyone got either of these for sale or swap? My Falcon is in desperate need of a decent display - a 17inch trinitron monitor just isn't being used to its full potential @ 640x480! :)

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2129. SC 1435 dies and screams ! Help.

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: petersansom@my-deja.com
Message-ID: <7n0m79$es6$1@nnrp1.deja.com>
Source record: 75778

Hello fellow Atarians,

The other day my SC 1435 colour monitor died a nasty death.
One minute it was working fine, I left the room for a second,
came back , the monitor suddenly has no picture and is making
a high pitched whining , screaming sound ! So I turn off the
power , as I did so the high pitched sound lowered itself in
pitch , in a series of steps.

What I would like to know is -

Does this sound indicate a specific problem and if so what problem ?
Can this problem be fixed by either me or a repairer ?
Has this happended to anyone else ?

Any help would be truly wonderful
Peter Sansom

http://sustenance.va.com.au/d/

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2130. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <8lTOJOA4n$k3EwRT@my-ste.demon.co.uk>
Source record: 75779

```
In article <37934bc44f8e072@club-internet.fr>, Pascal Ricard
<pricard@club-internet.fr> writes
>Hello,
>
> in article <37933640101d80@mail.otenet.gr> (comp.sys.atari.st)
> Vassilis Papathanassiou wrote on Mon 19-07-1999 12:31 (+0200):
>
>> Ooops, now you've got me ;-) How can can I repost a message from Okami?
>
>Open the outbound.archive folder. Select the message you wish to
>repost. In the quote dialog, select "copy" then send the message.
>Threading will probably be lost by the way.

Another way would be to find the message in "outbound.archive.[user]",
open it up and press ctrl-M to save it out as "C:\CLIPBRD\SCRAP.TXT".
For a proper repost save only the message body. Then find the article
the this was the reply to and reply to it again without selecting
"Quote". Then just paste the original contents back into the message
body and save.

--
David Bolt
```

2131. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7n0upm$9r$1@news.campuscwix.net>
Source record: 75780

On 19 Jul 1999 17:14:58 , Louis wrote:

<snip>

->Now this morning I was fooling around in Linux again, checked the /bin dir
->and found a "dir" somewhere. So just for the fun I issued a "dir" cmd, and
->it came up with a listing. Next I tried "ls", well, same listing. I know I
->can use switches on "ls", like -a or -l or combined, but I was mainly
->thinking at "why doesn't "dir" work in Mint-unix and does work in Linux?"

Hmm, anytime I have a command that I know is there, but doesn't work, (but
does work if I'm in its folder/directory)then I start thinking that I've
missed it in the PATH or SETPATH statement somewhere. I'd check that first.

->Rite *now* VI won't fool me again. Works flawless under Linux. Compared to
->QED/whatever? Yechh! (and another big grin... I know it HAS potential!)

<grin!>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2132. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37941B63.7FFE1819@ping.be>
Source record: 75781

Jos Vlietstra a *crit :

> My list of desire : A fast browser

You have it !

> A large amount of STRAM in my TT030

A lot of money and only usefull if you use an Atari SLM.

> A Pentium emulator in my TT030

Wasting time

> Cubase working under MagiC/Jinnee

Hopeless

> Sweet 16 sequencer gets a major update!

Why not ?

> Cheap CD write software

It exist let's try CDWriter from anodyne software !
http://www.cyberus.ca/~anodyne/

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2133. Re: english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7n16bi$h$1@news6.svr.pol.co.uk>
Source record: 75782

On 19 Jul 1999 12:31:24 , Vassilis Papathanassiou wrote:
>on Sun 18-07-1999 17:36 John Banbury wrote:
>
>> Hi all
>>
>> There was a post in this group about translation RSC files and I
>> have lost it already. (a .gtp file)

>Anyway, I've written a small tool that _helps_ in RSC translations

[...]

>I was wondering if we have such a utility, in case we don't, I'll put
>it in my homepage and anyone can try it.

Please, please, please! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2134. Re: TOAD harddrive

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3794242A.636D2590@online.TAKE.THIS.OUT.fr>
Source record: 75783

Brian Whitman a ï¿½crit :
>
> I recently pulled my 1040ST out of the attic and am trying to hookup my
> old TOAD Computers 50MB harddrive to it. However, I cannot remember how
> exactly I can see it. I tried just adding a new drive 'C', but it doesn't
> work. I have disk B of the ICD host software that came with it, and while
> it has utilities that recognize the drive and test it (and it passes),
> there doesn't appear to be any 'drivers' or anything, or formatting /
> partitioning utils.

You shouldn't really need to set it up if it was already working with
that same machine.

Are you sure that you switch on the drive first, a few seconds before
powering up the ST ?

Otherwise, well, you can download AHDI from
http://bales.online.fr/atari/files/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2135. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37942554.2EB5E49C@online.TAKE.THIS.OUT.fr>
Source record: 75784

Don Schoengarth a ï¿½crit :
>
> In the last 3 days I have managed to try all the Atari Web
> Browsers(ie. Wensuite,CAB, and Draconis). All have seem to come along
> way from their original state. Know if I could only get all of them to
> work or just even dialup with the software that was supplied with the
> package. I have been trying all of the web browsers on my TT030 w/3.05
> and 4meg TT ,2meg ST and US Robotics 28.9 modem.
>
> So far I have only gotten Draconis(demo) to work everytime. Yes, it is
> a bit slow I dont know if is due to the 28.8 modem or the software.
> This package was by far the easiest to setup, it pretty much does
> everything for you. Where as a CAB(demo) is just a pain in the butt.
> Wensuite(demo) seems to be a nice program if I could only stop getting
> bombs. I have also tried out STiNG and would like to say this dialer is
> great now if I could just get CAB to work correctly.

CAB needs a CAB.OVL file to interface with STinG. That's in the docs.

> Oh yeah the most important part of this is that I DID NOT read any
> directions,FAQ, or any help files when setting all the packages up.

Then you are looking for trouble!

> Yes, I know RTFM. I wanted to see how far I could get with all of the
> packages and the result is only one of them is very easy without
> instructions to setup. Maybe now I will go back and RTFM. Im going to
> also try the email,FTP and other stuff that is found with some of the
> packages again with out reading anything. When programmers make such a
> package of utilities they should take into consideration that some of us
> dont or wont read the manual before truing to install their software. I
> truly believe the easier the install the more likely someone will use a
> product.

No they can't. In our Atari world, ressources are limited. Lots of
programs have been designed to only function if they are running with
some other specific software package (CAB+CAB.OVL+STING or STing+HSmodem
for example), just to save ressources. There's no way you can learn that
without reading the docs first.

> Well enough of my rambling Im off to play with more software.
>
> Don Schoengarth

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2136. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n1c5k$m81$1@nnrp1.deja.com>
Source record: 75785

In article <37937f4e3f3b70@holleman.demon.nl>,
louis@holleman.demon.nl (Louis) wrote:

> Hi, I just checked again... dir does work, like ls. Difference is
that
> with one cmd I get files with an asterisk, the other doesn't show
these.

On most systems both 'ls' and 'dir' are aliases to the ls-binary, but with different parameters so their output differs a bit.

> pppd: cannot determine ethernet adrdress for proxy AR

?? I honestly have no idea whatsoever what this means...

> BTW: meanwhile, I tried running Mint/minix, but no access to the LNX
> stuff... (was afraid of that already)

Linux does not use the Minix-filesystem by default, it use the much better ext2-fs. Install the ext2.xfs for MiNT and you should have full access to your Linux-partitons from MiNT. You can also mount the minix-fs and FAT/DOS-partitions in Linux, so both systems should give you full access to all partitions.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2137. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n1ceb$ma8$1@nnrp1.deja.com>
Source record: 75786

In article <1dv7r5z.1171v0d12381n6N@max05-009.enterprise.net>,
Steve@mguk.enterprise-plc.com (Steve) wrote:
> Anyone got either of these for sale or swap? My Falcon is in desperate
> need of a decent display - a 17inch trinitron monitor just isn't being
> used to its full potential @ 640x480! :)

Videlity is freeware now, and if you have a soldering-iron you can
easily make your own "screenblaster"
(atari.nvg.org/pixelclock/pixelclock.html) for next to nothing.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2138. Re: Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n1cnhmck1@nnrp1.deja.com>
Source record: 75787

In article <7n0c6ebcq1@nnrp1.deja.com>,
magicmac@my-deja.com wrote:

> attached on the left side of the front case.
> And I thought Ataris were weird :).

Considering the price and availability of second-hand Amigas and
060/PPC-accelerators it would be cool to port MiNT... I once tried to
run MagiCMac under Shapeshifter on a A3000/060, it *almost* worked ;-)

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2139. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37941bd66f4dbf0@holleman.demon.nl>
Source record: 75788

on Mon 19-07-1999 23:14 Katherine Ellis wrote:

>linux should be able to access all your FAT partition, and minix
>partitions you had under MiNT.
>More over. It should read natively your ext2fs partition (if you had one
>in MiNT, latest versions). I think they are compatible.

Howdy Kellis,

I fetched the ext2fs stuff from Frank's site yesterday. I first need a recent kernel, I think I'm on 1.15.1-0.2 now. So gotta look for 0.6 first. BTW, the .lzh archive I got first refused to unpack, complaining "dir not available". Next I tried creating the dir manually, no way. Simply couldn't create it... :-) Then I got the tgz bunch and I had it unpacked in 30 secs...

>> I'm just wildguessing what's happening. Under Mintnet, I saw a lot of
>> messages flashing across the screen.
>because by default your syslog got redirected to the console (direct
>screen) on MiNT kgmd. This is to help you debug your machine, tune it uyp
>right. Then you can redirect it to null, or a log file. Up to you .
>Up to you to mess with your syslog.conf file.

Yup, well I'll leave it as it is now. By now I can use VI checking logfiles :-)
>
>As far as the GUI, good luck running that on your atari. It will work, but
>not very enjoyable experience, I can tell you that.

That's what I figured already... anyway, this whole bunch is just a tester for me. Probably remove the whole bunch again later. Plans are for a P-450 somewhere in September (Oboy, what am I saying and to whom am I saying it?) which will get a second drive which will get Linux onto it. Got a complete Redhat 4.2 on this CD, incl. XF86 for it. Not the latest, I know, but it's good enough for a start. Somehow I'd like to get hold of a SuSe distribution.

>Getting linux up is not that hard, the problem is what you can do with it
>efficiently. All the "interesting" programs out for linux won't run on
>your machine, and if they do, will be HELL slow.

Well, see above. The Atari is for some practising right now :-)

>And "no" to answer your question about binary compatibility.
>A linux prog even for 68k will not run on MiNT, or TOS or magic. Will only
>work in linux68k OS.
>Hope clears some things up.

It sure does... much appreciated again. I reckon the XF86 on my CD (for the Redhat 4.2 i386 dist) won't run on my m68k Debian dist.... Same for the one for NetBSD on the same CD...
>
>Btw, personal opinion, after using Solaris (work everyday), HP-UX and
>Linux (i386), I can tell you that MiNT is extremely efficient, fast and
>really lovely to use. (that's just me though)

I'll second that one too... What I especially like is the way Mint keeps the Atari-road open.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2140. Re: Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7n1bih$i5v$1@lure.pipex.net>
Source record: 75789

Problem is, the VideoToaster was NTSC-only so it's not going to be a great deal of use to you unless the machine also includes a two-way standards converter....

That said, I still wouldn't say no to it! Ya' lucky so 'n' so......

<magicmac@my-deja.com> wrote in message news:7n0c6ebcq1@nnrp1.deja.com...
> In article <7mvv48$5vh$1@nnrp1.deja.com>,
> magicmac@my-deja.com wrote:
> > A guy just gave me an A4000 (Desktop) with Video Toaster included.
> > I don't know a damn thing about the machine, just carried it to my
> > office.
> > I guess some may actually feel sorry for me.....:).
> > I do know my Falcon is going to be really pissed!
> >
>
> It turns out that the machine is only a 2000. I popped it open. Looks
> like a CSA 040 card is installed with 32mb of fast ram. It has a SCSI
> card by Commodore. The Toaster sits on the far right of the machine. I
> have no idea which version it is. There are two time-base cards (i am
> told) as well. Two floppys, a maxtor HD. It has a video toaster sticker
> attached on the left side of the front case.
> And I thought Ataris were weird :).
>
> Mike
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2141. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37943fa65ffde0@xs4all.nl>
Source record: 75790

on Mon 19-07-1999 16:45 Pascal Ricard wrote:

>Open the outbound.archive folder. Select the message you wish to
>repost. In the quote dialog, select "copy" then send the message.
>Threading will probably be lost by the way.

Is it? Shouldn't be.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx

2142. Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Jean LUSETTI <j-lusetti@pacwan.fr>
Message-ID: <7n1dhr$2ns$2@news4.isdnet.net>
Source record: 75791

Hi !

Do you know about the SETI@home project ?
The idea is to use the CPU time "wasted" in all PC and MAC all around the planet in order to find the detection of Extraterrestrial signals on the radio spectrum.

So if you have access to a MAC/PC, you can help the world find E.T in the name of ATARI:

Joe Mirando created a team for that:

To register youself at ATARI Team:

* Download seti@home for MAC/PC :
http://setiathome.ssl.berkeley.edu/index.html

* Register at:
http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=Team+Atari

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : vision@atari.org , j-lusetti@pacwan.fr

2143. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7n1h5u$nk1$1@nnrp1.deja.com>
Source record: 75792

In article <3793D6E4.564A239D@qnet.com>,
Don Schoengarth <dons@qnet.com> wrote:

> When programmers make such a
> package of utilities they should take into consideration that some of
> us dont or wont read the manual before truing to install their
> software.

Well, it is always a good idea to write user-friendly software, thats for sure. However, there are often issues which depends on what software/hardware you run on, and then it is appropriate to consult the manual to find out how it concerns you and your setup.

Therefore I think that people who run into trouble and are to lazy to recieve the help that they got right in front of them (in form of a txt/hyp-manual) has noone to blame except themselves. I *do* agree with you that software ideally should be possible to use that (without reading the manual first) way, but I think it is plain stupid not to read the manual if problems occur. That why it is there! :)

To me it makes more sence to consult the manual before consulting the newsgroup. The manuals are written for this purpose.

> I truly believe the easier the install the more likely someone will
>use a product.

Agreed. But that isn&#65533;t a valid excuse to ignore the manual IMO

> Well enough of my rambling Im off to play with more software.

So will I ;)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2144. Re: SC 1435 dies and screams ! Help.

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7n1gpg$v41$1@news5.svr.pol.co.uk>
Source record: 75793

<petersansom@my-deja.com> wrote in message
news:7n0m79$es6$1@nnrp1.deja.com...
> Hello fellow Atarians,
>
> The other day my SC 1435 colour monitor died a nasty death.
> One minute it was working fine, I left the room for a second,
> came back , the monitor suddenly has no picture and is making
> a high pitched whining , screaming sound ! So I turn off the
> power , as I did so the high pitched sound lowered itself in
> pitch , in a series of steps.
>
> What I would like to know is -
>
> Does this sound indicate a specific problem and if so what problem ?

This is the sound of the switch-mode power supply trying to maintain its output voltages. There is probably some sort of short in the rest of the electronics which is causing too much current to be drawn.

> Can this problem be fixed by either me or a repairer ?

Hmm. Depends how good/lucky tou are at tracing the real fault. You may see a leaking capacitor on the circuit board (bingo) or you may not (what next?). If yoou have to go to a repairer he will probably charge you more than the monitor is worth.

> Has this happended to anyone else ?

Ho yes :-)

2145. Re: SC 1435 dies and screams ! Help.

Newsgroup: comp.sys.atari.st
Date: 1999-07-20 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7n1ioniji1@lure.pipex.net>
Source record: 75794

Yep - the power supply has kicked the bucket.

<petersansom@my-deja.com> wrote in message
news:7n0m79$es6$1@nnrp1.deja.com...
> Hello fellow Atarians,
>
> The other day my SC 1435 colour monitor died a nasty death.
> One minute it was working fine, I left the room for a second,
> came back , the monitor suddenly has no picture and is making
> a high pitched whining , screaming sound ! So I turn off the
> power , as I did so the high pitched sound lowered itself in
> pitch , in a series of steps.
>
> What I would like to know is -
>
> Does this sound indicate a specific problem and if so what problem ?
> Can this problem be fixed by either me or a repairer ?
> Has this happended to anyone else ?
>
> Any help would be truly wonderful
> Peter Sansom
>
> http://sustenance.va.com.au/d/
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2146. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3796533e@skylite.connect.ab.ca>
Source record: 75595

>>I wished that Wensuite could be used with MiNTnet or STing instead of with
>>his own TCP/IP stack. Why are all these software houses re-inventing the
>>wheel instead of implementing the two Atari standards? MiNTnet works
>>impeccable, STing does also a great job so why on earth must packages like
>>Wensuite and Draconis come with their own stack? IMHO a real waste of
>>energy.
>>

Well this problem is in a way being patched, thanks to I-Fusion which will
be out soon.. It allows I-Connect and Draconis users to use STiNG apps..
maybe more stacks will be supported before the program is officially
released.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2147. Re: Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <932683693.27518.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 75596

Gary Priest wrote in message
<932515337.14214.0.nnrp-08.9e98e4aa@news.demon.co.uk>...
>Hi guys
>
>Been a bit quiet since I bought my PIII. My poor old Falcon hasn't even
been
>turned on since :(
>
>Has anyone got experience of using the latest (whatever that is) MagicPC?
In
>particular with Devpac3 (for development) and STinG for TCP/IP? I would
>dearly love to continue developing my programs such as POPwatch/NEWSwatch
>etc. but don't really have room for both my Falcon and PC to be set up at
>the same time (I'm not planning on binning the Falcon, just don't have room
>for both right now).
>
>Is MagicPC a viable answer? Anyone?

Hi Gary,

Can't tell you anything about Devpac, but STinG 1.15 works fine with MPC
1.2. I had a few problems to start with, but this turned out to be easily
fixed (make sure the port settings in the STinG serial CPX match MPC's
serial port speed and if it connects and logs in but won't do anything else,
bin CACHE.DNS as it's been messed up somehow).

Haven't tried the latest STinG yet.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2148. Re: Olympus digital camera

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907212117.a48827@su2.maus.de>
Source record: 75597

Hi Jos,

JV>i read something about a digital camera driver !Does anyone know where
JV>to download or buy it ?I thought it was an Olympus 100 driver.
yes there has been an article about it "ST Computer/Atari Inside", the
only remaining printed German ST magazine.

The driver soft seems to be very pretty, but is available in German
only, at least for the moment.

Peter

2149. Re: ST to PC null modeming

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379572EB.98F9EAE4@online.TAKE.THIS.OUT.fr>
Source record: 75645

Rick D a ï¿½crit :
>
> I have looked at many PC programs that say they null modem, but
> they either don't or only work with another PC.

What program have you been using on the ST side ?

> Does anyone know of a PC program that actually does allow a PC
> and an ST to send files both ways connected to a com port?

Try Ghostlink. It's in the Quick FAQ.

Otherwise, any terminal program should do. If you really want hassle,
you could try STinG and FTP.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2150. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3795723B.534ED0CD@online.TAKE.THIS.OUT.fr>
Source record: 75646

```
Don Schoengarth a ï¿½crit :
>
> "Nicholas Bales (please edit email addressto reply)" wrote:
>
> > Don Schoengarth a ï¿½crit :
> > >
> > > In the last 3 days I have managed to try all the Atari Web
> > > Browsers(ie. Wensuite,CAB, and Draconis). All have seem to come along
> > > way from their original state. Know if I could only get all of them to
> > > work or just even dialup with the software that was supplied with the
> > > package. I have been trying all of the web browsers on my TT030 w/3.05
> > > and 4meg TT ,2meg ST and US Robotics 28.9 modem.
> > >
> > > So far I have only gotten Draconis(demo) to work everytime. Yes, it is
> > > a bit slow I dont know if is due to the 28.8 modem or the software.
> > > This package was by far the easiest to setup, it pretty much does
> > > everything for you. Where as a CAB(demo) is just a pain in the butt.
> > > Wensuite(demo) seems to be a nice program if I could only stop getting
> > > bombs. I have also tried out STiNG and would like to say this dialer is
> > > great now if I could just get CAB to work correctly.
> >
> > CAB needs a CAB.OVL file to interface with STinG. That's in the docs.
>
> I have CAB,CAB.OVL,STiK, and STinG. I didnt need the docs to tell me that. I
> have read plenty of messages about people having trouble with CAB to know what
> is needed.
>
> >
> >
> > > Oh yeah the most important part of this is that I DID NOT read any
> > > directions,FAQ, or any help files when setting all the packages up.
> >
> > Then you are looking for trouble!
>
> That was my whole point of doing what I did.
>
> >
> >
> > > Yes, I know RTFM. I wanted to see how far I could get with all of the
> > > packages and the result is only one of them is very easy without
> > > instructions to setup. Maybe now I will go back and RTFM. Im going to
> > > also try the email,FTP and other stuff that is found with some of the
> > > packages again with out reading anything. When programmers make such a
> > > package of utilities they should take into consideration that some of us
```

> > > dont or wont read the manual before truing to install their software. I
> > > truly believe the easier the install the more likely someone will use a
> > > product.
> >
> > No they can't. In our Atari world, ressources are limited. Lots of
> > programs have been designed to only function if they are running with
> > some other specific software package (CAB+CAB.OVL+STING or STing+HSmodem
> > for example), just to save ressources. There's no way you can learn that
> > without reading the docs first.
>
> Really then please tell me why it is that Adamas and Draconis pretty much set
> itself up. All I did was select my modem,ISP+number,and language. Like I
> said NO docs were read before I started with Adamas either.

Because Draconis uses it's own non standard TCP/IP stack. The problem
with this is that you are limited to using software designed for it. You
cannot use Okami, AFTP, Atari IRC, etc... while you browse with
Draconis.

The same goes for CAB 2.x if you use it with PPPConnect.

CAB shares a standard freeware TCP/IP stack (STinG), which is used by
many other clients. The CAB.OVL is needed because CAB was initially
designed as an offline browser. It needs an extra software layer to
communicate with the TCP/IP stack.

Programmers don't want to all redesign there own serial port drivers or
TCP/IP stacks just for the hell of it. If something already exists,
works reliably and is widely available, then it's better to use that.
That's why HSModem and STinG are required by some programs.

As someone else said, it's nice if a program can be set up without
reading the docs, but if you run into problems, then you are expected to
read them. There's not much work in double-clicking on a readme.1st
file.

> Everybody seems to be taking this personally. And its not a personal thing its
> just my observations on the various web browser packages out for the Atari. I
> have personally followed CAB since the start and have watched it progress is a
> nice software package. Just wish I had never stopped programming so that I
> could add to the package to make it alot more user freindly :)
>
> Don

Well, Cab seems to be a dead horse now anyway since the author has gone
Mac, and is trying to compete with IE and Netscape, which is pretty
silly if you ask me.

IMO, the future lies with WenSuite or Draconis, whichever decides to
implement STinG compatibility first.

Nick
--

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2151. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n419mmpr1@nnrp1.deja.com>
Source record: 75647

In article <37955d6c$0$160@news.zetnet.co.uk>,
xav@compsoc.man.ac.uk (Xav) wrote:

> bought from Titan/Core in the pre-nemesis days), but swapping my old
ATari
> 4 meg in allowed the slower speed to work. I hope that a new upgrade
will
> let the faster one work, too).

If it doesn't work at 25MHz with a standard 4Mb card it's probably not the RAM that's the problem, but something else. I have never heard of memory-cards that doesn't work at 20MHz, so I suggest you check your installation again.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2152. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37957A17.C5987D4E@cnet.francetelecom.fr>
Source record: 75648

> At any rate, it's worth emailing the project managers to see if it's possible to get
> an Atari version.

Has someone tried ?

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

2153. Re: Olympus digital camera

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37957B15.D086B7B4@cnet.francetelecom.fr>
Source record: 75649

Jos Vlietstra a ï¿½crit:
>
> Hi,
> i read something about a digital camera driver !Does anyone know
> where to download or buy it ?I thought it was an Olympus 100 driver.
> Jos

http://melkor.unibe.ch:8080/evtheol/durs.locher.1/personel.html

:-)

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

2154. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37957C64.B5ABABFA@cnet.francetelecom.fr>
Source record: 75650

> Sorry to "Tannoz" though for stealing his first place ;-))

No problem... Revenge will come soon !!! ;-) Although, there are other
Atari enthusiasts who subscribed, and with really f****** Average CPU
time per work unit... Especially Nicolas Roard ! :-)

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

2155. Re: Atari ST/TT/Falcon "Ultimate Virus

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LxK0zIABBYI3Ewu4@steverosie.demon.co.uk>
Source record: 75651

```
On Wed, 21 Jul 1999 at 04:26:16 a message from DarkChyld was created on
the subject of Atari ST/TT/Falcon "Ultimate Virus.
>On 20 Jul 1999 15:38:33 , trevelyan wrote:
>
>->Atari? gee does anyone still use those?
>->
>->hehhehee
>->
>->well gee i wanna go play a game of space invaders
>->-Trevelyan
>->"friends dont let friends use mcafee"
>
> You damn betcha we still do! Whats-a-matter, using PC software
> so that you don't even know what newsgroup you are in? (comp.
> sys.atari.st)?
>
> Heh.

They've got to be using Outlook Express :))))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
```

2156. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37958ea49370a0@xs4all.nl>
Source record: 75652

on Wed 21-07-1999 03:50 Vassilis Papathanassiou wrote:

>Thank you guys, you saved me asking Jos about this one! The problem
>was that I couldn't find any outbound.archive folder, in the end I used
>Open Group and Okami was smart enough to ask outbound.archive.papval?
>I said yes, do you see anyone else around here ;-) and I was able to
>see all my forgotten sent messages!
>
>Is it the right way to do it or I'm still missing something ? (like
>adding something to an .inf file...)

You can either set variable `dispgrps' in o.inf to 2 (display all
groups), or leave it set to 1 (display only groups with any messages,
no empty groups) and create a fold `Out' in folds.inf, like this:

Out Outbound*

and you will be able to access your Outbound archive group by mouse
click in the Groups window.

The Outbound archive group of the current user can also be opened with
"Open Group" and `O' (capital).

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is never worth a first class man's time to express a majority
opinion. By definition, there are plenty of others to do that.
- G.H. Hardy

2157. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37958ea49370a1@xs4all.nl>
Source record: 75653

on Mon 19-07-1999 16:45 Pascal Ricard wrote:

>Open the outbound.archive folder. Select the message you wish to
>repost. In the quote dialog, select "copy" then send the message.
>Threading will probably be lost by the way.

Is it? Shouldn't be.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I comme from Italy, on the Atlantic Auction." - Chico Marx

2158. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7n41aihog1@lure.pipex.net>
Source record: 75654

```
The hardware isn't the only problem here. Once you've managed to get an
Ethernet adaptor for the ST, you'll also need to configure a Proxy server on
the PC that's connected to the Internet and set up the TCP/IP stack on the
ST so that it uses the DHCP service to access the net. Good luck!
```

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:37956FA9.86F4A382@online.TAKE.THIS.OUT.fr...
>
>
> Kelvin Wright a crit :
> >
> > I want to link an STE into a small LAN consisting of a p2, a p133 and a
> > dx4/100. I want to use the modem on the p2 to access the internet. I
think I
> > have tracked down most of the necessary software, but need to locate
> > suitable hardware. Any ideas where I might find it?
>
> The problem is the hardware, since there are no LAN adapters for the
> Atari. You have to build an adapter to standard LAN adapter. Have a look
> at this page:
>
> http://gallery.uunet.be/saka/atari/index.htm
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

2159. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dv9wak.gjvmfe1aqg77kN@srry01m03-185.bctel.ca>
Source record: 75655

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote:

> Well, Cab seems to be a dead horse now anyway since the author has gone
> Mac, and is trying to compete with IE and Netscape, which is pretty
> silly if you ask me.

You must consider an important fact: The latest Mac browsers (Netscape and Explorer) require a PowerPC processor, whereas iCab doesn't.

I believe the last 68k version of Netscape was 4.08; Explorer, 4.01. This forces people with 68k Macs to be shutout of new features, like better support for Cascading Style Sheets (although still pending in iCab). It's this niche market -- perhaps a million machines -- that iCab is targeting. The only competition in this regard will be MacOpera, which I'm assuming runs under 68k.

As browsers become even more bloated, slower PowerPC machines, or those with very little RAM, can also take advantage of iCab's compactness. It's just too bad that none or very little of iCab will trickle down to the Atari version.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2160. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3795d18cc8d80@ping.be>
Source record: 75656

on Mon 19-07-1999 23:30 Jo Vandeweghe wrote:

>
>
>Martin Nightowl Byttebier a *crit :
>
>>>Wensuite beats Cab when it becomes to rapidity.
>
>> On my HD I've a webpage with lots of large JPG's (13). I did measured the
>> loading time. Remember I'm doing this on a Hades 060 with 'copy back' on
>> and running in 256 colormode.
>>
>> Cab 2.70e needs 6:59 (almost 7 minutes)
>>
>> Wensuite: You won't believe it: ONLY 0:16. Yes, you see it right, only *16
>> seconds* to load the same page. Whow is that fast.
>
>Didn't you notice that WenSuite uses a compression algorithm which is not very lucky
>when displaying pictures ? This can explain the speed but also the display quality
>which is really poor;

Aha back in town.
Yep I noticed that. In one of my previous posting I said that there wasn't
a big different between Cab and Wensuite when the same pictures were
displayed in 256 color mode. I've made a mistake then. The picture I used
to test was almost the same viewed with both browsers but I do have
other pictures which looks rather awfull with Wensuite. BUT this different
disappears almost completely when I use 24b mode. There is still a little
different but only a moaner will complain about this.

For the moment Wensuite can't beat Cab but it's coming very close now.
I wished that Wensuite could be used with MiNTnet or STing instead of with
his own TCP/IP stack. Why are all these software houses re-inventing the
wheel instead of implementing the two Atari standards? MiNTnet works
impeccable, STing does also a great job so why on earth must packages like
Wensuite and Draconis come with their own stack? IMHO a real waste of
energy.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **

But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2161. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Andrew McLaren <andrewmclaren@bigpond.com>
Message-ID: <YJjl3.10662$yD2.23255@newsfeeds.bigpond.com>
Source record: 75657

Kelvin Wright wrote in message <932517330.299357@Chaos.es.co.nz>...
>I want to link an STE into a small LAN consisting of a p2, a p133 and a
>dx4/100. I want to use the modem on the p2 to access the internet. I think
I
>have tracked down most of the necessary software, but need to locate
>suitable hardware. Any ideas where I might find it?
>

Ja, ich auch :-) Bitte, checkst du aus diesem "site" .....

http://www.stud.rma.ac.be/~saka/atari/faq/slip_faq0.html

Ich hoffe, da&#65533; dieses hilft.

2162. FS atari 1040 parts

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: NNoiseux@tiac.net
Message-ID: <3795c948.1197446@news.tiac.net>
Source record: 75658

```
power supply $10 each
keyboard $10 each
motherboard $10 each
plus shipping
```

2163. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7n4mf4tun1@nnrp1.deja.com>
Source record: 75659

In article <1dv9wak.gjvmfe1aqg77kN@srry01m03-185.bctel.ca>,
roughley@HORMEL.bc.sympatico.ca (Neil Roughley) wrote:

> As browsers become even more bloated, slower PowerPC machines, or
those
> with very little RAM, can also take advantage of iCab's compactness.

When it comes to Mac & PC there is another browser that moves in the right direction. Netscape is through the Mozilla project rewriting their Browser engine to be both fast and highly portable, so that it can be easily used and implemented by other programs. Sounds very, very neat to me!

It has not yet reached beta-stadium, but there are early developer versions for download. Check it out at:

http://developer.netscape.com/software/communicator/ngl/index.html

> It's just too bad that none or very little of iCab will trickle down
to
> the Atari version.

Yeah, the author has obviously crossed over to the dark side.. ;)

/Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2164. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dva4y5.1c5p32zzcv784N@pm-d00.rhein-main.de>
Source record: 75660

> I'm all for petitioning the project for an Atari port, I just don't know of ho
w
> much use it would be. There are several ports for Unix and Linux already, so

Good idea, but for what?
A "simple" G3/350 PowerMac runs the hole night for some seti packages..
How long you need to run -any- atari for one package?
Two weeks?

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2165. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3795D3DD.AD31B026@online.TAKE.THIS.OUT.fr>
Source record: 75661

```
Neil Roughley a ï¿½crit :
>
> Nicholas Bales (please edit email addressto reply)
> <bales@online.TAKE.THIS.OUT.fr> wrote:
>
> > Well, Cab seems to be a dead horse now anyway since the author has gone
> > Mac, and is trying to compete with IE and Netscape, which is pretty
> > silly if you ask me.
>
> You must consider an important fact: The latest Mac browsers (Netscape
> and Explorer) require a PowerPC processor, whereas iCab doesn't.

Oh, I see... So he isn't even leaving the Atari world for a more
mainstream platform. If he is dumping the Atari for legacy Macs, I
really don't see the benefit.

68K Macs already have Netscape 2.0 or 3.0, and iCab is still far from
beating those.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2166. Re: joysticks

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3795D54B.5A702E16@online.TAKE.THIS.OUT.fr>
Source record: 75662

```
Brian Whitman a ï¿½crit :
>
> I'm having trouble getting a good joystick for my ST. I bought a Sega
> Genesis controller for $1.97, knowing that it works with my 2600 and
> Commodore SX64, but it made the mouse act funny. Then I tried two
> different Coleco Super Action Controllers (4-button with keypad), and
> while it works for some games (like Super Cycle), it acts jittery and bad
> with most others (I tried Goldrunner, Time Bandit)... and refuses to go
> left half the time.
>
> I'm almost positive I used to use my Coleco Super Action controllers with
> my ST, which leads me to believe something could be broken now? If not,
> where can I get a good ST-compatible joystick? I need to play Bricklayer!

Atari compatible joysticks are pretty simple beasts. I'm sure it must be
quite easy to wire up a Sega/PC joypad to run with an Atari, if you
change the wire.

If I remember right from my CPC464 days (I once built a special 6 key
keypad that connected to the joyport), each wire (U/D/L/R/F1 and F2)
goes to a switch that connects it to +5V when pressed. That's it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2167. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3795bc4426a6d90@club-internet.fr>
Source record: 75663

Hello,

in article <37958ea49370a1@xs4all.nl> (comp.sys.atari.st)
Jos den Bekker wrote on Wed 21-07-1999 10:17 (+0200):

> on Mon 19-07-1999 16:45 Pascal Ricard wrote:
>
> >Open the outbound.archive folder. Select the message you wish to
> >repost. In the quote dialog, select "copy" then send the message.
> >Threading will probably be lost by the way.
>
> Is it? Shouldn't be.

I'm sorry. I can see that it works as it used to.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
My Falcon Is really Fantastic !

2168. FS: Atari STE 4Mb Ram + colour monitor - UK only

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Robert Thomson <b.thomson@dailyrecord.co.uk>
Message-ID: <7n4m41$n6h$1@uranium.btinternet.com>
Source record: 75664

```
Atari STE 4Mb Ram
Atari SC1224 Colour Monitor
Pro Sound Designer Sampler Cartridge
Stereo Master Sampler Cartridge
Lots of Disks

no split.

If interested please Email: b.thomson@dailyrecord.co.uk

Rob.
```

2169. Web Browsers and crossing over to the dark side.

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3795F880.BDDDEC3C@patent.gov.uk>
Source record: 75665

Perhaps the reason for the 'cross over' of CAB's author, is the 'perhaps a million machines', in the 'niche market' that Neil Roughley refers to. That's one hell of a niche! It's a fact of life that there's always more money to be made on the 'dark side' than in the company of the good and righteous. I just wonder if the author of CAB/iCAB, if he ever does think of updating CAB, will say 'why the hell should I, when, after all the time, a good proportion of it free (when CAB was PD), that I devoted to the ST market, they couldn't wait to stab me in the back when I tried to do what most of them would do themselves, ie make a bit of money'.

Bob-King

2170. Crossing over to the dark side

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3795FE50.43A4A00D@patent.gov.uk>
Source record: 75666

Talking about crossing over, I'll mention yet again Tom Hudson, the author of the CAD-3D part of CyberStudio. I've just got hold of an excellent book 'The Art and Science of Computer animation', Stuart Mealing, intellect. in which the author devotes two pages of screen dumps (two of CAD-3D and two of Cybersculpt) and 4 pages of description extolling this software in the company of some very big stuff for the Mac etc. Tom Hudson left the ST market, probably because he had stretched the hardware to snapping point (Mealing says that Tom Hudson tried to achieve in the ST (with some success) what he found in workstations) and went on to write 3D Studio Max. I just wonder what a Falcon/DSP/FPU version of CAD-3D would be like!!!! As a further boost for the ST, when he comes to exemplifying a GUI, Mealing opts for GEM not Windows!!!

Bob-King.

2171. Re: Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: David Knight <david@ritter.demon.co.uk>
Message-ID: <m3u2qycbn7.fsf@ritter.demon.co.uk>
Source record: 75667

"Gary Priest" <gary@the-gap.demon.co.uk> writes:

> Hi guys
>
> Been a bit quiet since I bought my PIII. My poor old Falcon hasn't even been
> turned on since :(
>
> Has anyone got experience of using the latest (whatever that is) MagicPC? In
> particular with Devpac3 (for development) and STinG for TCP/IP? I would

I've had no problems with Devpac3 on an admitedly old MagicPC (1.1),
I've not tried STinG but I think others have it working.

David

--
The superior man understands what is right;
the inferior man understands what will sell.
-- Confucius

2172. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37960246.D6D88658@village.uunet.be>
Source record: 75668

Hello Kelvin,

Kelvin Wright wrote:
>
> I want to link an STE into a small LAN consisting of a p2, a p133 and a
> dx4/100. I want to use the modem on the p2 to access the internet. I think I
> have tracked down most of the necessary software, but need to locate
> suitable hardware. Any ideas where I might find it?

Like Nicolas already said, you should take a look at my pages.
The best thing you can do is using your STE to do the IP masquarading.
The home-page of Olivier Booklage tells you more about how to to this
with STinG. You can find a link to that page on my pages in the LAN
section.

--
Saka -- Karl Samyn
ir telecommunications
http://gallery.uunet.be/saka/atari/index.htm

2173. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3795def63b83cc0@holleman.demon.nl>
Source record: 75669

on Wed 21-07-1999 13:22 Martin "Nightowl" Byttebier wrote:

>I wished that Wensuite could be used with MiNTnet or STing instead of with
>his own TCP/IP stack. Why are all these software houses re-inventing the
>wheel instead of implementing the two Atari standards? MiNTnet works
>impeccable, STing does also a great job so why on earth must packages like
>Wensuite and Draconis come with their own stack? IMHO a real waste of
>energy.
>
Martin,

just think of Microslop, I recall there *was* an HTML code already, set up
by some kind of comittee....
Next MS implements their own stuff, and the whole bunch goes running
behind it....

Perhaps OXO and Draconis people have similar ideas? :-)

BTW, I reorganized the lot of my HD's today, reducing the number of
partitions on my fixed disks from 11 to 7 now. Also got rid of the Linux
bunch, since 1. I can do better with these 2x200 meg partitions, 2.
Without a nice GUI I feel like stumbling around in DOS, 3. To get a nice
GUI running OK here I probably need a faster beast.

-whisper mode turned on-
Yesterday I ordered a new P-III with 450 MHz, 8.4 gig drive, 17'' screen
and the lot (yes folks, incl. Loose-98) which will probably get delivered
in September.
Next step is hook-in another drive with Linux and from there I hope to
enjoy this OS incl. a nice GUI. The 98 stuff will be to work in Word an a
few apps that I like from the platform and are not available for Atari or
Mint.... Also I'll probably start Internetting from that machine mainly.
-whisper mode turned off-

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2174. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3795e0443c8a670@holleman.demon.nl>
Source record: 75670

on Wed 21-07-1999 05:40 Xav wrote:

>As for the asterisks, you might find that dir is aliased to "ls -F" . The
>-F switch, IIRC, appends an asterisk to executables, and a forward slash to
>directory names.

Hi Xav,

right, one reason to leave it as it is now... kindy handy, to see what are
files and what are dirs... :-)

Tks for some useful info!

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2175. Re: Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3796113a213f860@tripnet.se>
Source record: 75671

On Wed 21-07-1999 01:01 (+0100) Gary Priest wrote:

>Has anyone got experience of using the latest (whatever that is) MagicPC? In
>particular with Devpac3 (for development) and STinG for TCP/IP? I would
>dearly love to continue developing my programs such as POPwatch/NEWSwatch
>etc. but don't really have room for both my Falcon and PC to be set up at
>the same time (I'm not planning on binning the Falcon, just don't have room
>for both right now).

The free Gemulator 98 works well with STiNG, at least when running in
"Atari disk" (with disk images) mode.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2176. Positive Image + Mint

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7n54tg$ol2$1@cubacola.tninet.se>
Source record: 75672

Hi guy's

I'm trying to get PI 1.12 to work in multitasking on my Milan but it's a no-go.
It works fine in singletasking but under Mint it says "can't load rscfile".
Do anyone have any ideer's?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

2177. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379632dc27c47b2@mail.otenet.gr>
Source record: 75673

on Tue 20-07-1999 22:11 Don Schoengarth wrote:

>> Next time I'm thinking of writing a troubleshooter wizard (1 or 2 MBs,
>> have to decide that) written in such a way that it will always end up
>> with "This troubleshooter is unable to solve your problem! Please
>> contact your system administrator OR Read The F*cking Manual !".
>
>To late its already been done(MicroShaft) need I say more.;)
>
No, I was sure you'll realize where this was aiming at ;-)

> If they see
>this post theyll probably want you on their team.
>
No way! My wizard should be above 10 MB for them to accept me. Still
some of us make a living supporting their crap, and then take the
time to write some software for our platform now and then. When (if)
they ever go away, then we'll have the real problems ;-)

LMAO!!
>
???

Anyway, there is nothing personal, sorry if it sounded like this.
In fact your research in Web Browsers was interesting, but as the other
guys said, our resources are limited and sometimes we consider ourselfs
lucky if there is a manual explaining the software's features.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2178. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379632dc27c47b1@mail.otenet.gr>
Source record: 75674

on Wed 21-07-1999 10:17 Jos den Bekker wrote:

>>Is it the right way to do it or I'm still missing something ? (like
>>adding something to an .inf file...)
>
>You can either set variable `dispgrps' in o.inf to 2 (display all
>groups), or leave it set to 1 (display only groups with any messages,
>no empty groups) and create a fold `Out' in folds.inf, like this:
>
>Out Outbound*
>
>and you will be able to access your Outbound archive group by mouse
>click in the Groups window.
>
Thanks a lot Jos, done it and works great!

>The Outbound archive group of the current user can also be opened with
>"Open Group" and `O' (capital).
>
This also works fine. It's a bit like Apex, you can never fully explore
it without the manual ;-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2179. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379605444251f0@mail.otenet.gr>
Source record: 75675

on Tue 20-07-1999 20:37 Jo Even Skarstein wrote:

>> Hmm, call me a chicken ;-) but I wouldn't do it that easy, ie to compile my
>> OS every now and then! Maybe in my SyQuest...
>
>Nah, type make, the changed files are compiled, the kernel is linked, it's
>moved to /c/auto. You'll have to reboot anyway...
>
Ok, in the end you might convince me :-)

>> I wish he will. There are some things we need to discuss. Like the
>> addroottimeout etc that I had to hack from MiNT sources ;-)
>
>Have you informed Andreas Kromke about your device??
>
No, I want something more than trying everything with the loopback
driver, like slip.xif which is just a few bytes before completion ;-)
(and thanks to MagiC Documentation Project I hope it will be soon).
Btw: Has he any secret e-mail address ? I don't have it.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2180. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379632dc27c47b3@mail.otenet.gr>
Source record: 75676

on Wed 21-07-1999 09:46 Bardo wrote:

>The hardware isn't the only problem here. Once you've managed to get an
>Ethernet adaptor for the ST, you'll also need to configure a Proxy server on
>the PC that's connected to the Internet and set up the TCP/IP stack on the
>ST so that it uses the DHCP service to access the net. Good luck!
>
Even though I'm using it the other way around, ie the TT to connect to the
Internet using STinG + Masquerade and the PC through ethernet, there is
a program for the PC called WinRoute that does something like it. There is
no need to configure a Proxy server or DHCP (although supported), it can
be done with 'conventional' methods, ie with the IP address. And if the
STE has a fast modem port, the first method can be used without problems.

As for the STE ethernet, the easiest (?) choice should be a pocket
adapter for the ROM port, I've tested mine a few days ago, it works fine.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2181. Re: english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379632dc27c47b4@mail.otenet.gr>
Source record: 75677

Hello Ekkehard!

on Tue 20-07-1999 06:28 Ekkehard Flessa wrote:

>VP>I was wondering if we have such a utility, in case we don't, I'll put
>VP>it in my homepage and anyone can try it.
>
>there is such a utility. It comes from Armin Diedering.
>
Too late ;-) It's on my homepage now! And it's free. And I have translated
even xUFSL's small resource during tests ;-)

< snip >

>*Download:*
>_Internet:_
>http://home.t-online.de/home/A.Diedering/
>
Thanks, I'll try to download it.

>*Archiv(e):*
>rtr11 .lzh 219537 Bytes 1999-07-16 23:59:14
>
Oops, 200+ Kbytes? Mine is only 5K ! I'll definitely have a look at it.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2182. Mounting Atari FS in linux

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: h3n_b0k_b0k_b0k@my-deja.com
Message-ID: <7n59rv$6ua$1@nnrp1.deja.com>
Source record: 75678

I'm trying to back up old Atari diskettes. I'd like to get the images on cd or something, so that I don't have to worry about them going south due to old age.

How do I mount Atari diskettes in linux? Strangely, mounting them msdos doesn't seem to work.

Thanks.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2183. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37962c0e38fc2b1@ping.be>
Source record: 75679

on Wed 21-07-1999 15:53 Louis wrote:

>on Wed 21-07-1999 13:22 Martin "Nightowl" Byttebier wrote:
>
>MiNTnet works
>>impeccable, STing does also a great job so why on earth must packages like
>>Wensuite and Draconis come with their own stack? IMHO a real waste of
>>energy.

>just think of Microslop, I recall there *was* an HTML code already, set up
>by some kind of comittee....
>Next MS implements their own stuff, and the whole bunch goes running
>behind it....
>
>Perhaps OXO and Draconis people have similar ideas? :-)

Certainly ASH has similar ideas.

>Yesterday I ordered a new P-III with 450 MHz, 8.4 gig drive, 17'' screen
>and the lot (yes folks, incl. Loose-98) which will probably get delivered
>in September.

Euch, the machine will be outdated by then:-))

>Also I'll probably start Internetting from that machine mainly.

That's bad news.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2184. Re: "BIG" ST Partitions

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsta01.k1i7uv1hlcx1qN@pm-d24.rhein-main.de>
Source record: 75680

> When I used MiNT .095 I could use partitions up to 256mb. I now need to
> access BGM partitions under TOS 1.2. I have an ICD Link II interface
> and am useing ICD drivers as I am unaware of any (free) replacement
> drivers. The adscsi manual that came with my link II says I can use BGM
> partitions but TOS won't mount them. What do I do?

HDDriver:

Patition size with TOS

TOS 1.00 - 1.02 256 MByte
TOS 1.04 - 3.xx 512 Mbyte
TOS 4.0x 1024 MByte

MagiC / BigDOS 1024 MByte
2048 MByte (DOS-Kompatibel)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2185. Re: USA: CT2 v.B Installation

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dstal3.y4w61javtbk0N@pm-d24.rhein-main.de>
Source record: 75681

Phantomm <phantomm@kih.net> wrote:

> replacement oscillators. Also the original disk that came with it
> was damaged. Titan was of no help either. My e-mails regarding the
> signs and symptoms of Nemesis problems never answered.
> I was extremely careful with the Nemesis installation and wanted it
> to work real bad. I understand that stuff can get damaged during
> shipping and etc. But to ignore my e-mails when I have a problem
> with one of there products doesn't help matters.

A main problem. Same here, several times. I quit that.
I doasnï¿½t like to waste my time with sensless emails, they doasnï¿½t
response. One and only part left here is apex.
Other parts, nemesised falcon included, i sell to other people.

> >2: High fan
> > --------
> > The CPU fan is too high. Even when it is slid down to its lowest

Some electronic stores had flat ones, very flat. (Notebook fan)
But we should not solder on CT2.. Cut wires, remove high fan.

My "A" board comes (last year) also with cuttet fan corners, but it
works. Keyboard doasnï¿½t touch the fan, but the lower corner of the
cooler block extremly near the -12 connector of the internal PSU.

A smaler bock would be nice, works in the same way..

> The cable I received is grey and just like a 50 pin ribbon cable.
> All wires are connected together with a thin piece of insulation.

Arghs..
They doasnï¿½t gave colorised flat wire? What a joke..
Itï¿½s allways better with colorised wires..

> I have some general questions about the CT2 v.B, I've not completely
> read the documentation yet so I hope I'm not asking something that is
> already covered. I'm not going to do any thing that will void the
> warrantee on the CT2 v.B until I have it working correctly.
>
> Since I have a working Expose, I would very much like to use it with
> the CT2 v.B board if possible. I know it is next to impossible to have
> both boards in a standard Falcon case. The only way I can see that I

Same here with the screeneye. (Selled last week, i doasnï¿½t use it again)

CENTEK tells me that i have to put the screeneye below ct2.
That sound like to solder a slot to the backside of the srceeneye.

I do that, but i doasnï¿½t test it. I canï¿½t found the time, also i
selled the board last week. I think you can do the same with your
exposeï¿½. Thatï¿½s nearly the same as screeneye.

I canï¿½t found any word about that in any doc.

> might could use the Expose with the CT2 in a standard case would be
> to use some ribbon cables and run the Expose outside of the Falcons
> case. I'd much rather get sometype of replacement case for the Falcon

Yes, but were you like to connect the flat wire?
I think isnï¿½t a good idea, high bus clock an long flat wire are not
a nice couple..

> than do the above. However, I'm not sure if the Expose will work with
> the CT2 v.B if sometype of pass thru connections are made.
> Do you or anyone else know if the Expose will work with the CT2 v.B?
> If so, should the Expose be on the bottom with the CT2 v.B on the Top
> or the other way around? Does it matter?

Bottom, best way. Only way to find out, try it. I canï¿½t remember me that
anybody here use a second bus expansion since fit the ct2.

> If it does work will I be able to use all that extra memory with Apex
> Media to grab video?

Well, apex works fine with the ct2, but i doasnï¿½t check video grabbing..

> Also, does the CT2 v.B have any effect on the Falcons cartridge port?
> I have a VideoMaster Falcon cartridge, Will I still be able to use it
> with the CT2 v.B?

Sorry, doasnï¿½t have any answer for you. One an only i tested:
MidiCom Romport interface. Works fine! (Network beetween two falcons)

> Are there any known problems with any 2.5 IDE hard drives with the
> CT2 v.B? I have a Toshiba 2.5 6.4gig IDE will this one work
> correctly?

Original 64MB conner doasnï¿½t work in turbo mode.
Also a 540MB hitachi modell..
Also my old IBM DPES 31080 (SCSI) doasnï¿½t work with ct2 (turbo)

I use an toshiba 2.5" IDE drive (2.1MB) of the MAT series -> perfectly!
I think bigger ones works also fine.

> And finally, I am looking for a replacement case for the Falcon if
> I need to re-case it. I would like to find one especially designed
> to do this. That has enough room for aftermarket cards and etc.

Expensiv..
Tower or desktop cases looks nice, but also expensiv.

Older lighthouse cases had sharp metal corners!
Also the internal psu is NOT shilded!

Pentagon in germany sells a flat desktoper case, nice outfit, expensiv.

I create a flat desktopper case with transparent (smoke colored) acryl
glass, case have ALL holes for ports, floppy ect..
I doasnï¿½t use it.
(Can make a picture if i got the video board for my G3)

> I really don't want to use a PC type case.

Grey monster cases ;->

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2186. Re: Español, compra ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <76807361_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 75682

In article <7n1jeb$6pt$2@talia.mad.ttd.net>
"cuenta" <VHENAR@telelineb.es> wrote:-

>A ver si alguien me entiende y me vende un atari St o un Falc�n.

Si te entiendo, pero no vendo. Me gusta tanto mi Falcon.

Saludos.
Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it

2187. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37963428.401C5375@village.uunet.be>
Source record: 75683

Kelvin Wright wrote:
>
> Thanks for the helpful replies.
>
> >As for the STE ethernet, the easiest (?) choice should be a pocket
> >adapter for the ROM port, I've tested mine a few days ago, it works fine.
>
> So where do I get one from, or how do I make one?

You can download the files for the ROM-port device from the Belgian FTP
server, or from Vassilis his pages :

both links are available on this page :

http://gallery.uunet.be/saka/atari/network/projects.htm#vassilis

Concerning the adaptors, you can find several types... just make sure
they have a RealTek 8012 ethernet controller. You should look once for a
Genius parallel pocket adaptor.

--
Saka -- Karl Samyn
ir telecommunications

2188. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7n5cl0$55s$1@SOLAIR2.EUnet.yu>
Source record: 75684

>"P�l Monstad" wrote:
>>
>> I'm interested in both a good vector and a good bitmap drawing program for
>> the Atari. The programs must run in => ST high resolution.
>>
>> What can be recommended: Pixart, Artworx, Papilion, DAs Vector?? Don't
>> think about price when you recommend. English versions preferred if
>> available.

On 20 Jul 1999 16:16:39 , BobKing wrote:
>Can I put in word for MegaPaint Pro. This is dual bitmap/vector. Its
>native format BLD is a bit limiting but it also accepts Degas and IMG.
>It has a CAD, rather than a sketch approach to things. As a bonus, it is
>able to directly scan in IMG files (like Calamus 1.09n).

The answer to the original question would largely depend on what the user intends to do with the program. For persons with a rather artistic attitude who need functions like dithering, smearing, filtering, etc, some other program might be a better solution.

But for those with a technical turn of mind, who need to make a diagram, an illustration for a manual, a sketch for a workshop, or a mask for silk-screening, or similar, I vote for MEGAPAINT Pro. Besides the features already mentioned above, it has a number of CAD-lik functions like dimensioning, drawing lines orthogonal or paralell to a reference, etc. It can read and write .IMG and .PCX files, and can use a number of external modules which permit handling of .CVG and .GEM vector files, vectorization of bitmap drawings, importing of Signum and Calamus fonts, etc. And to some people it may be important that it supports layers- up to four bitmaps and four vector pictures can be displayed transparent or semi-transparent one over another, and drawing operations can be executed on a non-current layer.

Shortcomings: it uses only its own file-selector, it is rather picky about display resolution: on a ST works only in monochrome and not with overscan (there is a version 6 that works with overscan but not everything is ok). And it makes an error ih the file header when it writes .PCX files- picture size and resolution are not written correctly, and some programs are nervous about this and would not read such files (some other programs read them quite well).

I have heard once that there is, after all, a colour version of Megapaint. Can someone confirm or deny this?

Cu.

2189. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37964be051d6fa1@ping.be>
Source record: 75685

on Thu 22-07-1999 07:49 Kelvin Wright wrote:

>Thanks for the helpful replies.
>
>>As for the STE ethernet, the easiest (?) choice should be a pocket
>>adapter for the ROM port, I've tested mine a few days ago, it works fine.
>
>
>So where do I get one from, or how do I make one?

The driver and a desciption how to make an adapter can be found on the
Belgian ftp-server.

ftp://193.190.204.128/atari/network/ethernet/realtek/ether_pa.zip
atari/network/ethernet/realtek/eth_src.zip

HTH
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2190. Re: Positive Image + Mint

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37964be051d6fa2@ping.be>
Source record: 75686

on Wed 21-07-1999 18:52 Jï¿½rgen Nyberg wrote:

>Hi guy's
>
>I'm trying to get PI 1.12 to work in multitasking on my Milan but it's a no-go.
>It works fine in singletasking but under Mint it says "can't load rscfile".
>Do anyone have any ideer's?
>

I don't know the solution but here on my Hades I can use PI 1.12 under
MiNT/N.AES.
BTW: do you have 'hires.rsc' next to posimage.prg (or pos_o40.prg).
That's is maybe you problem. You have to copy hires.rsc from pos_img\resource\
to pos_img\

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2191. cubase audio wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37964713.3A3DE580@catvomit.u-net.com>
Source record: 75687

Does anyone have cubase audio for Falcon for sale??

I'm getting a Falcon so I need Cubase.

Thanx

Hugh

2192. TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dvbghn.acxok2qha9dsN@tnt-10-32.easynet.co.uk>
Source record: 75688
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

This is a test, please ignore.

Thanks :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2193. SH204 problem

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <379652FF.80B9E2CA@direcpc.com>
Source record: 75689

Hi,
I just bought a bunch of Atari items including an ICD Fast drive and an SH204.
I managed to get the ICD drive up and running, but the SH204 is a problem.
Running ICD utilities I find nothing on the Scsi or Asci bus, using HD Driver
7.5 I find a QMTI on Asci 0,0 and 0,1 but if I go to format or partition nothing
is found. Using Supra utilities shows an adaptec 5500 controller, but again no
valid devices attached at the format or partition stage. The unit has a dip switch
inside, does anyone know the correct settings for this or have any other solutions ?
Any help would be greatly appreciated.
Jim Donovan

2194. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <37967FD0.F88D2BDB@chorus.net>
Source record: 75690

Bob,

You just verified something that I suspected about Magicmac 6. I never owned Magic 5, ^ was the first version I ever saw and used. When I received my version I was confused by the manual, because it talked about things that weren't in the package I received.

You are the first person to have the same findings as myself.

Thanks for posting your findings; Maybe now more people will do the same.

SAK :)

BobKing wrote:
>
> Thanks to all for your hints and comments. I have gone back to Magic 5
> and all is well. Has any one got info on the various parameters in
> Magx.inf that are readable by 5 and 6. The manuals of course are not
> very helpful. In particular, I found that the tiling effect, ie the .IMG
> file used, on desktop, is not controlled by 'tiles' in #boot, but by a
> much later parameter in the desk section. Moreover this parameter does
> not seem to be accessable from the Magx.inf setup prog. and I had to
> hard wire it in a text editor, to change tiles.
>
> Bob-King.
>
\

2195. Re: MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <37968215.780719AD@chorus.net>
Source record: 75691

Mr. G,

I've got MM6 running on a 128 meg G3 , OS 8.6.

IT works for me. You need to specify how much ram you want to be set for
Magic. I've gotten mine set to 64 megs.

SAK

"Mr.G" wrote:
>
> Hi,
>
> Anyone got MMv6 to work on Mac OS8.5 or 8.6? I've only got the demo and
> it keeps saying I haven't got enough ST-Ram when I've got 128Mb! This is
> with VM on and off.
>
> Chris
> --
> Mr.G on his G3

2196. Re: MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Steven Kaleita <sak01@chorus.net>
Message-ID: <37968229.FFC0C8B8@chorus.net>
Source record: 75692

Mr. G,

I've got MM6 running on a 128 meg G3 , OS 8.6.

IT works for me. You need to specify how much ram you want to be set for
Magic. I've gotten mine set to 64 megs.

SAK

"Mr.G" wrote:
>
> Hi,
>
> Anyone got MMv6 to work on Mac OS8.5 or 8.6? I've only got the demo and
> it keeps saying I haven't got enough ST-Ram when I've got 128Mb! This is
> with VM on and off.
>
> Chris
> --
> Mr.G on his G3

2197. FS: Pagestream Desktop Publishing for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Doug Wing <doug_wing@compuserve.com>
Message-ID: <01HW.B3BBF890000D7F530A6A2B50@news.news-service.com>
Source record: 75693

I am selling Publishing Partners PageStream Desktop Publishing over at eBay. The current high bid on it is only $2.50 If interested, take a look.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=134105084

Doug

--
doug_wing@compuserve.com

http://people.ce.mediaone.net/doug-wing/index.html

2198. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7n6bi9qoi1@plutonium.compulink.co.uk>
Source record: 75694

Jos Vlietstra <jovlie@xs4all.nl> wrote in message
news:7n0ddusdb2@news1.xs4all.nl...
>It's a pity Cab won't
> updated anymore.I don't know why, it only has to work faster, I have
> no more desires only more speed.Is that so difficult ?
I chatted with Alexander at Neuss about this and he already has the faster routines written by the 2B's fort iCAB and will try to find time to retro-fit these to CAB. The problem is simply on of time and money.
I personally don't think Wensuite or Adamas are the future, they've both been around for years and neither have enjoyed a major development push.

--
Regards

Joe
joe@inactive.cix.co.uk

2199. MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37950371.ECCD23C2@mrgs.cix.co.uk>
Source record: 75729

Hi,

Anyone got MMv6 to work on Mac OS8.5 or 8.6? I've only got the demo and it keeps saying I haven't got enough ST-Ram when I've got 128Mb! This is with VM on and off.

Chris
--
Mr.G on his G3

2200. Imagecopy/Epson 740

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37950296.20F85852@mrgs.cix.co.uk>
Source record: 75730

Hi,

Anybody got Imagecopy printing using the Inkjet driver on a 740? I can only get the Epson 24-pin driver to work at 360dpi. All I get using the Inkjet driver at 360/720dpi is blank pages.

Chris
--
Mr.G on his G3

2201. Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <932515337.14214.0.nnrp-08.9e98e4aa@news.demon.co.uk>
Source record: 75731

Hi guys

Been a bit quiet since I bought my PIII. My poor old Falcon hasn't even been turned on since :(

Has anyone got experience of using the latest (whatever that is) MagicPC? In particular with Devpac3 (for development) and STinG for TCP/IP? I would dearly love to continue developing my programs such as POPwatch/NEWSwatch etc. but don't really have room for both my Falcon and PC to be set up at the same time (I'm not planning on binning the Falcon, just don't have room for both right now).

Is MagicPC a viable answer? Anyone?

Gary

2202. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <932515639.14332.0.nnrp-08.9e98e4aa@news.demon.co.uk>
Source record: 75732

Hi guys

I've been a bit quiet on the Atari front lately. In fact most of the names in this conversation, I don't even recognise. How quickly the Atari world changes (I've only been absent 3 months or so). Anyway, seeing this thread, and the fact there is a Team Atari, prompted me to join.
I've added my 80 work units, and 1500+ hours of CPU time to your cause. Shame it's on my PIII and not my Falcon!

A Falcon DSP version of the seti program would be cool, even if it was just a command line one like the WinNT or Unix ones. No need for fancy graphics. I really can't see the guys at Seti having the knowledge to code an Atari version though, to be realistic :(

Sorry to "Tannoz" though for stealing his first place ;-))

Gary

Joe Mirando <jmirando@portone.com> wrote in message news:3794EE94.B0E73173@portone.com...
>
>
> Yann Lossouarn CNET/DIH/LAN wrote:
>
> > I saw that there are a lot of computing time dedicated to Fast Fourier
> > Transforms. Perhaps a DSP-optimized version would be interesting for
> > Falcon030 owners ?
>
> Yann,
>
> I would be willing to bet that the use of the DSP would place a FALCON030
> version of SETI@home up among (or even beyond??) the versions written for
> some of the 'state of the art' computers that are now in use for this
> project.
>
> Joe Mirando
>
> ps By the way, I just looked, and Team Atari is up to 11
> members already. Between the 11 of us, we
> have contributed 1658 hours of CPU time and analyzed 71
> blocks of SETI data. I've just lost my
> "first place" rank to Tannoz, but that's fine with me! The
> more, the merrier!
>
>
> jm

>
>
>
>

2203. networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <932517330.299357@Chaos.es.co.nz>
Source record: 75733

I want to link an STE into a small LAN consisting of a p2, a p133 and a dx4/100. I want to use the modem on the p2 to access the internet. I think I have tracked down most of the necessary software, but need to locate suitable hardware. Any ideas where I might find it?

2204. Re: Repost with Okami (was: english translation of .rsc)

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37953616b5a08a4@mail.otenet.gr>
Source record: 75734

on Tue 20-07-1999 05:24 David Bolt wrote:

>In article <37934bc44f8e072@club-internet.fr>, Pascal Ricard
><pricard@club-internet.fr> writes
>>Hello,
>>
>> in article <37933640101d80@mail.otenet.gr> (comp.sys.atari.st)
>> Vassilis Papathanassiou wrote on Mon 19-07-1999 12:31 (+0200):
>>
>>> Ooops, now you've got me ;-) How can can I repost a message from Okami?
>>
>>Open the outbound.archive folder. Select the message you wish to
>>repost. In the quote dialog, select "copy" then send the message.
>>Threading will probably be lost by the way.
>
>Another way would be to find the message in "outbound.archive.[user]",
>open it up and press ctrl-M to save it out as "C:\CLIPBRD\SCRAP.TXT".
>For a proper repost save only the message body. Then find the article
>the this was the reply to and reply to it again without selecting
>"Quote". Then just paste the original contents back into the message
>body and save.
>
Thank you guys, you saved me asking Jos about this one! The problem
was that I couldn't find any outbound.archive folder, in the end I used
Open Group and Okami was smart enough to ask outbound.archive.papval?
I said yes, do you see anyone else around here ;-) and I was able to
see all my forgotten sent messages!

Is it the right way to do it or I'm still missing something ? (like
adding something to an .inf file...)
Thanks again.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2205. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37953616b5a08a3@mail.otenet.gr>
Source record: 75735

on Mon 19-07-1999 18:54 Don Schoengarth wrote:

<snip>
> Oh yeah the most important part of this is that I DID NOT read any
>directions,FAQ, or any help files when setting all the packages up.
>Yes, I know RTFM. I wanted to see how far I could get with all of the
>packages and the result is only one of them is very easy without
>instructions to setup. Maybe now I will go back and RTFM.
>
Next time I'm thinking of writing a troubleshooter wizard (1 or 2 MBs,
have to decide that) written in such a way that it will always end up
with "This troubleshooter is unable to solve your problem! Please
contact your system administrator OR Read The F*cking Manual !".

Just a thought ;-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2206. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: <>
Message-ID: <3795265f.0@news.qnet.com>
Source record: 75736

On 19 Jul 1999 18:54:45 , Don Schoengarth wrote:

>work or just even dialup with the software that was supplied with the
>package. I have been trying all of the web browsers on my TT030 w/3.05
>and 4meg TT ,2meg ST and US Robotics 28.9 modem.

I'm using CAB 2.7 Demo and STing to logon, no trouble there at all.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

2207. Re: Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support site

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <379525DB.9C6CB1DC@catvomit.u-net.com>
Source record: 75737
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

I've used PC's for years now but I'm really looking forward to getting my
first Falcon soon. Gonna need some help with it though.

Steve Stupple wrote:

> On Tue, 20 Jul 1999 at 15:38:33 a message from trevelyan was created on
> the subject of Atari ST/TT/Falcon "Ultimate Virus Killer 2000" support
> site.
> >Atari? gee does anyone still use those?
> >
> >hehhehee
>
> You'd be surprise at the number:)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2208. Re: Atari ST/TT/Falcon "Ultimate Virus

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7n3i58$e2j$1@news.campuscwix.net>
Source record: 75738

On 20 Jul 1999 15:38:33 , trevelyan wrote:

->Atari? gee does anyone still use those?
->
->hehhehee
->
->well gee i wanna go play a game of space invaders
->-Trevelyan
->"friends dont let friends use mcafee"

You damn betcha we still do! Whats-a-matter, using PC software
so that you don't even know what newsgroup you are in? (comp.
sys.atari.st)?

Heh.

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2209. Re: Questions again!

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37955d61$0$160@news.zetnet.co.uk>
Source record: 75739

In a former life as an exotic dancer, louis@holleman.demon.nl (Louis) wrote:
> Hi, I just checked again... dir does work, like ls. Difference is that
with one cmd I get files with an asterisk, the other doesn't show these. The
confusion must have started when I "dossed" around using a cp cmd where DOS
returned an error message.
>

As someone else pointed out, it's probably an alias. You can check that by
issuing an "unalias" command, but I can't remember off hand whether you need
to "unalias dir" (most likely) or "unalias ls" (farr less so). The alias itself
is probably being started by a shell script in your home directory - check
for .bash.rc (or similar, depending on the shell you use and the exact
convention of the filenames).

Another useful alias related command is "unalias rm" - a lot of distributions
alias rm to the interactive version (same with cp and mv sometimes) so that
you have to confirm the deletion of every damned file. If you're sure you
know what you're doing, issuing an "unalias rm" will get you back to the
"normal" non-interactive version.

As for the asterisks, you might find that dir is aliased to "ls -F" . The
-F switch, IIRC, appends an asterisk to executables, and a forward slash to
directory names.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

2210. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37955d6c$0$160@news.zetnet.co.uk>
Source record: 75740

In a former life as an exotic dancer, Steve@mguk.enterprise-plc.com (Steve) wrote:
> Anyone got either of these for sale or swap? My Falcon is in desperate need of a decent display - a 17inch trinitron monitor just isn't being used to its full potential @ 640x480! :)
>

Possibly. I've got one going unused at present, but my nemesis installation has not gone well, leaving me with only the slower of the new bus speeds, so I might find that I still need it. If you can wait a little while, I'm intending to order some replacement memory in the hope that it leaps into life (neither speed worked with my old memory upgrade (ironically enough, bought from Titan/Core in the pre-nemesis days), but swapping my old ATari 4 meg in allowed the slower speed to work. I hope that a new upgrade will let the faster one work, too).

If any of that makes some sense to you, drop me a line and we can discuss the details: I'll probably let it go for the cost of postage rounded up to the nearest glass of coke - whereabouts are you?

Cheers,

Xav

BTW it's a Screenblaster 2 - I prefer it to the BlowUp (owned both, gave the former to an ex-girlfriend)

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

2211. Re: Spectrum editor?

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <uWGJizz0#GA.231@nih2naae.prod2.compuserve.com>
Source record: 75741

> I would like to edit Spectrum 512 pictures a la Degas, i.e.,
>overlay with GDOS text, frames, cut/paste/move, etc.

Try Systems for Tomorrow. They did show SPECTRUM512 paint
program in their catalog.

816/833-4738

Rick D.

--

2212. ST to PC null modeming

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <eNSfX1z0#GA.231@nih2naae.prod2.compuserve.com>
Source record: 75742

I have looked at many PC programs that say they null modem, but
they either don't or only work with another PC.

Does anyone know of a PC program that actually does allow a PC
and an ST to send files both ways connected to a com port?

Rick D.

--

2213. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7n3lld$jbt3@news.ajou.ac.kr>
Source record: 75743

On 20 Jul 1999 18:13:48 , Mike Kerslake wrote:
>On 10 Jul 1999 02:51:03 , DarkChyld wrote:

What I was really looking for was a program that would cut out text of
any program that was being displayed even Text editors displaying Text files ;)

Lets say I am viewing a .GIF picture that has quite abit of text in
it with a program such as ImageCopy or TruePaint.
I would like to be able to cut out just the text in the Image and
save it as a ASCII file. A ACCessory that would do this would be great
or at least I could make good use of it.
However, being able to do this with Cab is also useful.
phantomm@kih.net

>
>> 3) Use Mark Wherry's HTML to ASCII CAB module to send the
>> converted text to your system (default) viewer.
>> 4) Highlight and save-out the block of text you needed.
>
>I had a chat with Mark last night and told him about the absence of HTML
>Export from his web pages, and he is going to rectify the matter as soon as
>possible!
>
>:-)
>
>
>Kind regards
>
>Mike Kerslake
>
>--
> *** Radio memories, memorabilia, exclusive photos and more! ***
> Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
> *** Atari Computing Magazine information ***
> Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com
>.

2214. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37956FA9.86F4A382@online.TAKE.THIS.OUT.fr>
Source record: 75744

Kelvin Wright a ï¿½crit :
>
> I want to link an STE into a small LAN consisting of a p2, a p133 and a
> dx4/100. I want to use the modem on the p2 to access the internet. I think I
> have tracked down most of the necessary software, but need to locate
> suitable hardware. Any ideas where I might find it?

The problem is the hardware, since there are no LAN adapters for the
Atari. You have to build an adapter to standard LAN adapter. Have a look
at this page:

http://gallery.uunet.be/saka/atari/index.htm

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2215. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Steve Allinson <sallinson@sallinson.freeserve.net>
Message-ID: <7n832d$mf1$1@news7.svr.pol.co.uk>
Source record: 75545

Hey Bardo,

Don't want to brag :) but I got my 520STfm at a school fete for £1.00 with assorted disks and manuals.

Need a mouse though so if you find where they are available please let me know.

Cheers,

Steve

But I need a mouse
Bardo wrote in message <7mv1lv$4mm$1@lure.pipex.net>...
>After visiting my local car boot sale, I managed to pick up an Atari
520STFM
>for a very reasonable £3 (I kid you not! He did want a fiver but I
haggled!)
>but unfortunately the mouse is knackered. Anyone know where I can get an
>original Atari mouse cheap? Failing that, anyone got one that they no
longer
>want? ;-)
>
>Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to work)
>
>Cheers!
>
>

2216. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <37979727.8D61FFEF@qnet.com>
Source record: 75546

Derryck Croker wrote:

> On 20 Jul 1999 21:44:48 , Don Schoengarth wrote:
>
> > Since we are using the same ISP and you havent had any problems with
> >CAB2.7 please tell me how long did it take you to setup your CAB 2.7 demo
> >before it worked correctly? If I remember correctly you had some problems
> >and I bet you read the manual. I setup Adams and Draconis in a matter of
>
> I wouldn't mind betting that you therefore missed the bit about ensuring
> that you use the right overlay: The one that comes in the CAB package is
> only for use with a MagiC/IConnect setup.

I already knew that I needed STinG+ CAB.OVL or STiK + CAB.OVL

Don

>
>
> >Again people I am not saying that CAB is not a great program, it just takes
> >time to setup...
>
> It doesn't, honestly.
>
> Rgds, Derryck
>
> /--/
> / The Cheshunt Computer Club Herts UK /
> / http://www.cix.co.uk/~derryck/index.htm /
> /--/

2217. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n84vm$s3b$1@snipp.uninett.no>
Source record: 75547

Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:

> Oops, I'm not selling PCBs, my small son acts as a virus ;-) around here
> and I can't use acids or UV lamps safely, plans to make it are in the
> archive (including the IMGs) and the components cost next to nothing.

Well, I could make it myself but I don't have much experience with
double-sided PCBs.

>>and forget the DE600...
>>
> Why? I'm using MintNet's DE600 driver right now as a guide to convert
> it to RTL8012, thus there is a MintNet driver for DE600! And I guess
> you can use my PCB with it (if you make one ;-), even connecting an
> extra cable to the printer busy pin (I'll check this during tests).

So your adapter is compatible with the TUW-adapter? Great! I downloaded it
yesterday but I haven't had time to look at it yet.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2218. HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <eWMl3.1129$vX4.109505@juliett.dax.net>
Source record: 75548

hello!

My equipment is a Falcon with 14Mb ram, and I have now two SCSI-2 HD's connected to it, both of them Quantum, one lightning and one fireball tm 21 s 011, 3.5 series. I'm using the FALCON for CAF, but just now I can not use it, the reason as explained above (can't drive the harddisks with HDDRIVER, bombs and a noisy picture for two seconds shows up and no harddisk opens). I can open the Quantum lightning with AHDI, but not the fireball, that was the reason I bought HDDRIVER. I tried the DEMO version before I bought the real one and at one point I managed to install the HDDRIVER and open both of the HD's, but I did something wrong, maybe dobble installed the HDDRIVER or used both of the DRIVERS (AHDI and HDDRIVER) at the same time. When I tried the demo version HDDRIVER now, "TOS error #35", showed up without bombs and noise picture. Something has happened with the configuration or inside the FALCON, I don't know! Now I can't even open the CAF (after driving the HD with AHDI), because the message "Data on the disc C: may be damaged" appears. This is very frustrating, I hope you can help me! I have read the manual and followed it, but I think the mistake have been done before I tried to install the real HDDRIVER. Now I have cleaned up the AUTO folder and the CPX's, but nothing seems to work!

HELP!

Oystein Trollsaas

2219. Looking for SunDog

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37979a65.4844082@news.secoast.net>
Source record: 75549

Looking to buy a copy of SunDog if anyone is interested in selling.
Only looking for original copy with box, manual, etc. If anyone knows
any Atari dealers I could check out also who might have it, please
drop me a line.

Thanks,

dwebster@mediaone.net
USA

2220. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: <>
Message-ID: <37979f61.0@news.qnet.com>
Source record: 75550

On 20 Jul 1999 21:44:48 , Don Schoengarth wrote:
>
>Dennis,
>
> Since we are using the same ISP and you havent had any problems with
>CAB2.7 please tell me how long did it take you to setup your CAB 2.7 demo
>before it worked correctly? If I remember correctly you had some problems
>and I bet you read the manual. I setup Adams and Draconis in a matter of
>minute (less than 5) with out reading the manual or anything. This Package
>did almost everything for me. I did my selection of modem,ISP number, and
>language. Please let us know how long it took you to setup CAB,CAB.OVL,
>and STing.
>
>Again people I am not saying that CAB is not a great program, it just takes
>time to setup...
>
>Don

Well, I had 2.0 running kind of, it gave me the most troubles, I D/Led
the 2.7demo and just moved the files into the same folder replacing
the 2.0 files. I havealso gotten the newer OVL's and pluged them in
too. The only trouble I realy have now is the FTP part, it worked with
2.0 (came in the set of files), but doesn't work with 2.7, givesme
the error message RSC not found. Other than that,it took maybe 15
mins to get it up and running and that's counting the time I read some
of the docs lightly.

Someday you'll have to seeif you can cross that l.a./kern county line
and see my TT030 setup. It was STing that I had the most trouble
with, and then I got a lot of help for it. Then when networkone went
and changed their servers over to " Easy Access " that's when it went
to H*LL in a hand basket. Easy Access My *SS.

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

2221. Re: Positive Image + Mint

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7n890l$137$1@cubacola.tninet.se>
Source record: 75551

On 21 Jul 1999 23:32:36 , Martin "Nightowl" Byttebier wrote:
>
>I don't know the solution but here on my Hades I can use PI 1.12 under
>MiNT/N.AES.
>BTW: do you have 'hires.rsc' next to posimage.prg (or pos_o40.prg).
>That's is maybe you problem. You have to copy hires.rsc from pos_img\resource\
>to pos_img\
>
>CU
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Hi Martin

Thanks, i moved the rsc and then it worked but i have to disable the caches when
i start but once it's started i can switch them on again, strange isn't it?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

2222. Re: Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Sylvain Perchaud <eslime@atari.org>
Message-ID: <37966A08.7F498E46@atari.org>
Source record: 75552

Gary Priest wrote:

> Has anyone got experience of using the latest (whatever that is) MagicPC? In
> particular with Devpac3 (for development) and STinG for TCP/IP?

I personnaly use MagiC PC everyday, it's very stable and Devpac works very fine
on it :-)
but you can't use the 68030 / 68040 / 68060 specific instructions, MagiC PC
emulates only the 68000
for info Oxo Systems is developing Wensuite and XXL on MagiC PC, I think it's a
good indication ;-)

---
mailto:eslime@atari.org

http://perso.club-internet.fr/eslime/
http://eslime.atari.org

2223. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7n8o73$1mb$1@user2.teleport.com>
Source record: 75553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

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If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

2224. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3797944d@skylite.connect.ab.ca>
Source record: 75554

> Maybe I'm wrong but I though this thing was invented to allow *I-connect*
> users to use Sting stuff. I'm not a I-connect user so it's of no use for
> me.

Yes as someone already pointed out, it now exists for Draconis aswell. Keep in mind this program is not even released yet and is only in beta, so much could change.

> IMHO there are only two Atari-standards, MiNTnet and STing. I-connect is
> not a standard as it can only be used (fully) with MagiC.

Although I agree Mintnet and Sting are the 2 strongest standards, why should it matter that Iconnect can only be fully used with MagiC? Can Mintnet be fully used with Mint? or even at all?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2225. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37979560@skylite.connect.ab.ca>
Source record: 75555

> At the past Neuss-fair I've had a little chat with the programmers of
> Adamas. They wouldn't believe me when I said that the browser couldn't
> be used in 24b color mode.

I use Draconis in 24bit resolutions all the time. Ofcourse my falcon can
not achieve this so this is under MagiCMac. This is with the latest demo,
I am not a registered user.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2226. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3797a2b9@skylite.connect.ab.ca>
Source record: 75556

> I use Draconis in 24bit resolutions all the time. Ofcourse my falcon can
> not achieve this so this is under MagiCMac. This is with the latest demo,
> I am not a registered user.

After posting this I just checked to be sure, and you were right. I was
running under 16b resolutions, and sure enough, things were all garbaged in
24bit resolutions.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2227. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7naprc$1b9$1@barcode.tesco.net>
Source record: 75557

Another couple of hours and I'll have completed another two blocks. I now have 4 on the go at once.

Joe Mirando <jmirando@portone.com> wrote in message news:37950BF6.24EA1BBA@portone.com...
>
>
> Mark Davies wrote:
>
> > I'll try and get the software installed on one of our super Sun Unix
> > workstations at work so the Team Atari should start to move up the rankings
> > for number of units.

2228. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37978ae2241680@club-internet.fr>
Source record: 75558

Hello,

in article <37974e3a53f58b1@ping.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Thu 22-07-1999 11:27 (+0200):

> The one I've isn't valable anymore

The one I have is http://firestorm.atari.org

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I am the end of all your dreams

2229. Adamas (was: Wensuite 3 problems)

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3797a5be173de20@club-internet.fr>
Source record: 75559

Hello,

in article <37976a5e69f69c1@ping.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Thu 22-07-1999 18:59 (+0200):

> If it runs! On my Hades Adamas Pro (registrated version) is just useless.
> No TC support, crashes all the time. Lots of important HTML-tags are
> missing, rendering of the colors is very bad, etc...

It seams to have tags missing in Cab.
What about the JavaScript support ? Did you have un chance to test it,
even offline ? Or someone else ?

> Due the extremely high instability I still haven't use Adamas online.

I did try Adamas demo this afternoon (not the last one, just 1.6 pl 1).
I was surprised not to have a crash like it used to be with previous
versions. I even got connected to my ISP. But it's slooow on my
Falcon, much more than Cab, at the first load. A lot better after the
pages are cached. Colours ? Well, not so bad in 16 colours mode. But
the layout is not so good. Previous/next works rather well with
frames.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

2230. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <932586583.626914@Chaos.es.co.nz>
Source record: 75598

Thanks for the helpful replies.

>As for the STE ethernet, the easiest (?) choice should be a pocket
>adapter for the ROM port, I've tested mine a few days ago, it works fine.

So where do I get one from, or how do I make one?

2231. Re: STE Repair

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Russell Lucas <rustyl@tpgi.com.au>
Message-ID: <37964fc8@dnews.tpgi.com.au>
Source record: 75599

That,s fixed the problem..Thanks alot !!!!!!!!!
Regards Rusty
Russell Lucas wrote in message <3792e5c4@dnews.tpgi.com.au>...
>HI!
>I have a STE that puts speckels on the monitor.(like spits of rain)
>I've tried 2 different monitor with similar results. I've also tried the
>monitors with a different computer and they worked fine....so it must be
the
>computer, but how do I fix it?
>Regards Rusty
>
>

2232. Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37965afe@news2.vip.uk.com>
Source record: 75600

Hi,
I have a 4meg STE running Magic but have experienced problems.

1) The Sebra mono emulator causes the system to bomb with Magic.
2) Magdesk doesn't see my CD ROM as a drive.

Can anyone help?

Thanks in advance,

Denis

2233. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6f7rjjn1@nnrp1.deja.com>
Source record: 75601

In article <37956FA9.86F4A382@online.TAKE.THIS.OUT.fr>,
"Nicholas Bales (please edit email addressto reply)"
<bales@online.TAKE.THIS.OUT.fr> wrote:

> > have tracked down most of the necessary software, but need to locate
> > suitable hardware. Any ideas where I might find it?
>
> The problem is the hardware, since there are no LAN adapters for the
> Atari. You have to build an adapter to standard LAN adapter. Have a

The most obvious hardware is a nullmodem-cable... Using MiNTnet or
STiNG he can set up a PPP-connection to one of the PCs. It's a bit
tricky on the PC-side, but I have seen a couple of FAQs on how to do it.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2234. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6fdfjlr1@nnrp1.deja.com>
Source record: 75602

In article <7n41aihog1@lure.pipex.net>,
"Bardo" <dg73@dial.pipex.com> wrote:

> Ethernet adaptor for the ST, you'll also need to configure a Proxy
server on
> the PC that's connected to the Internet and set up the TCP/IP stack

Why do you need a proxy? IP-masquerading is much more versatile, e.g.
by using Wingate on a NT-box.

on the
> ST so that it uses the DHCP service to access the net. Good luck!

There's no need for DHCP on such a small network.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2235. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6gojkca1@nnrp1.deja.com>
Source record: 75603

In article <379632dc27c47b3@mail.otenet.gr>,
papval@mail.otenet.gr (Vassilis Papathanassiou) wrote:

> As for the STE ethernet, the easiest (?) choice should be a pocket
> adapter for the ROM port, I've tested mine a few days ago, it works
fine.

I noticed this project yesterday, nice work :-) I already have a DE600
but no adapter (it's just not possible to make working PCBs from the
HPGL-files in the TUW-package) yet, so if you write a driver for
MiNTnet I'll probably buy a PCB from you and forget the DE600...

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2236. GT-Look

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6gud$l4i$1@nnrp1.deja.com>
Source record: 75604

I downloaded GT-Look a couple of days ago, but the archive didn't contain any documentation. Does anybody know where I can find this? I need a list of supported scanners.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2237. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7n6fhc$h3c$1@news6.svr.pol.co.uk>
Source record: 75605

On 20 Jul 1999 21:41:28 , Vassilis Papathanassiou wrote:
>on Mon 19-07-1999 16:44 Derryck Croker wrote:
>
>>GEMTrade is the more uptodate translator, but I take your point! :-)
>>
>Sure, but I haven't register it yet. It's a sad story with the banks
>here. So the limit is 1000 words IIRC.
Don't tell anyone but I bought Systran's personal translator for my notebook
29USD with my credit card...

>>>it searches for a MiNT cookie ;-(The same is true for aFTP and some

>> Perhaps it
>>would be possible to have a little play with a binary file editor.
>>
>A dark thought ;-) What exactly do you mean ?
I was going to suggest making a little change so that it would look for
something that WAS in the cookie jar - MagX for example...

>>>Btw, what is wrong with Olivier's CAB.OVL ?
>>I'd assumed that it (like the other non-MiNT net CAB overlays) wouldn't
>>handle secure web pages.
>>
>Ok, I'll contact Olivier for this. For me the most frustrating thing
>is the blocked resolves (but this is not CAB.OVL's responsibility).
I'd have assumed that Olivier (and Dan for that matter) would already have
tried to make overlays that would empower us to access more of the internet,
so I'm not holding out much hope. But please, if there is anything that you
can do! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2238. Re: Web Browsers

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7n6fhe$h3c$2@news6.svr.pol.co.uk>
Source record: 75606

On 20 Jul 1999 21:44:48 , Don Schoengarth wrote:

> Since we are using the same ISP and you havent had any problems with
>CAB2.7 please tell me how long did it take you to setup your CAB 2.7 demo
>before it worked correctly? If I remember correctly you had some problems
>and I bet you read the manual. I setup Adams and Draconis in a matter of

I wouldn't mind betting that you therefore missed the bit about ensuring
that you use the right overlay: The one that comes in the CAB package is
only for use with a MagiC/IConnect setup.

>Again people I am not saying that CAB is not a great program, it just takes
>time to setup...

It doesn't, honestly.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2239. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7n6fhi$h3c$3@news6.svr.pol.co.uk>
Source record: 75607

On 20 Jul 1999 19:39:20 , Vassilis Papathanassiou wrote:
>Hi Derryck
Hi Vassilis!

>>>If we don't have such a utility, I'll put it on my homepage in the next
>>>24 hours (I'm painting my computer room now ;-)
>>
>>Please do - it's not the only utility that will do this kind of job (I'm
>>thinking of the latest, commercial, Resource Master and the sharware utility
>>that will extract/replace text strings in a RSC file), but it's free! :-))
>>
>Did I said it's free ? :-) <big smile>
Whoops! I _did_ assume! :-)))

>Well, of course it is and is dedicated to everyone that helped us with
>translated software or documentation. Get it from my homepage now.
Brilliant. This will be a great help. Take a look at Bengy's MagiC support
web site for some examples of translation work, which will be greatly eased
by such a utility.

>Btw: Since painting took more that I had expected(!)
Doesn't it always? :-)

> the program has no
>user interface, only one alert, and this says 'Finished' if everything
>is OK. If not it returns (-1). Other than that it works fine (?)
I'm sure that it will work 100%!

>Please let me know of any bugs, additions you'd like etc.
Thank you, it's greatly appreciated!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2240. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3796C4C1.AD1D8950@online.TAKE.THIS.OUT.fr>
Source record: 75608

Joe Connor a ï¿½crit :
>
> Jos Vlietstra <jovlie@xs4all.nl> wrote in message
> news:7n0ddusdb2@news1.xs4all.nl...
> >It's a pity Cab won't
> > updated anymore.I don't know why, it only has to work faster, I have
> > no more desires only more speed.Is that so difficult ?
> I chatted with Alexander at Neuss about this and he already has the faster
> routines written by the 2B's fort iCAB and will try to find time to
> retro-fit these to CAB. The problem is simply on of time and money.
> I personally don't think Wensuite or Adamas are the future, they've both
> been around for years and neither have enjoyed a major development push.

The same goes for Cab. 2.7 has been around for ages, and even then there
has been no huge changes since the earlier v2.x. The main problem with
Cab is speed, and that has not been addressed.

WenSuite 3 is a huge improvement over v2, but they have this thing with
releasing beta versions that crash too often, and they also don't
communicate too well, especially on the international scene. They are
pretty responsive in the french newsgroup though.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2241. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <P+Gg1DAHXsl3Ewuk@thespian.demon.co.uk>
Source record: 75609
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In article <1dvbghn.acxok2qha9dsN@tnt-10-32.easynet.co.uk>, Steve
<macgamer@ukonline.co.uk> writes
>This is a test, please ignore.
>
>Thanks :-)
>
Godammit! I hate posts like this. Everyone here knows I have to reply to
these sorts of things.
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo__________

2242. CT2B Problem Fixed!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7n6h7l$lhh1@news.ajou.ac.kr>
Source record: 75610

As some of you may know, I had a problem getting HD Driver and
ExtenDos Gold working in the Turbo Modes on my CT2B Falcon.

I finally found the problem. The Solution was to change the
Resistor that came with the CT2B for the SDMA to a 100 Ohm resistor.

I used the 100 Ohm resistor from the Nemesis 25/50 Buffer
Modification.
I had replaced that resistor with the one from Centek.

HD Driver and ExtenDos Gold worked the first time I tried them in
Turbo Mode. Now all drives including the CDR and CDROM work excellent
in normal and Turbo Mode.

I ran NemBench to see if I lost any speed with the 100 Ohm resistor
installed. I didn't loose any speed, But Gained 1% on the 32 Bit Read
(FastRam). Cool!

She's running like a Dream. :)

Also, after doing some testing with the Video Modes I found that I can
do 800x600 in TrueColor with CentScreen and CentVidel on the 17 inch
SVGA Monitor! Pretty Good for not having a Graphics Card installed.
This has nothing to do with the Resistor change by the way.
Also, I still haven't done the VGA Adapter Modification. I really see
no need too.

I'll e-mail Centek and the rest of the folks that I have pestered with
this problem and let em know.

I hope I get some Credit for this Fix. ;)
phantomm@kih.net

2243. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990722122435.4092A-100000@hal.fishpool.fi>
Source record: 75611

On 22 Jul 1999, Derryck Croker wrote:

> >>>Btw, what is wrong with Olivier's CAB.OVL ?
> >>I'd assumed that it (like the other non-MiNT net CAB overlays) wouldn't
> >>handle secure web pages.
> >>
> >Ok, I'll contact Olivier for this. For me the most frustrating thing
> >is the blocked resolves (but this is not CAB.OVL's responsibility).
> I'd have assumed that Olivier (and Dan for that matter) would already have
> tried to make overlays that would empower us to access more of the internet,
> so I'm not holding out much hope. But please, if there is anything that you
> can do! :-))

Both Dan and Olivier have done it already. However, Dan's point is
that his OVL should work on plain TOS, which is where STiK/STinG is
used the most, so he hasn't given much attention to password or SSL
nor to non-blocking schemes, because it would require multi-tasking
and then one has to make a choice about which OS threads to support.

In real life, Magic users prefer I-Connect and MiNT users MiNT-Net,
so that's where people should look.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2244. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6tar$oc8$1@nnrp1.deja.com>
Source record: 75612

In article <Pine.LNX.3.96.990722122435.4092A-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:

> Both Dan and Olivier have done it already. However, Dan's point is
> that his OVL should work on plain TOS, which is where STiK/STinG is
> used the most, so he hasn't given much attention to password or SSL

Authentication and SSL doesn't need any multitasking, but porting
SSLeay (the SSL-library that's used in CAB.OVL for MiNT-Net) is a lot
of work. I believe all current OVLs support authentication.

> In real life, Magic users prefer I-Connect and MiNT users MiNT-Net,
> so that's where people should look.

Well, there's a lot of MiNT- and MagiC-users that use STiNG too
(probably just as many as there are MiNT-Net- and IConnect-users), and
with GlueSTiK and iFusion available it looks like the STiK/STiNG-API is
the way to go for max. compatibility. I totally agree with those that
finds STiNG harder to program for than sockets though.

Jo Even Skarstein

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2245. Re: Install icon with Magic 6

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3796EE16.86E302D4@patent.gov.uk>
Source record: 75613

Only to happy to help.

:))

Bob-King

Steven Kaleita wrote:
>
> Bob,
>
> You just verified something that I suspected about Magicmac 6. I never
> owned Magic 5, ^ was the first version I ever saw and used. When I
> received my version I was confused by the manual, because it talked
> about things that weren't in the package I received.
>
> You are the first person to have the same findings as myself.
>
> Thanks for posting your findings; Maybe now more people will do the same.
>
> SAK :)
>
> BobKing wrote:
> >
> > Thanks to all for your hints and comments. I have gone back to Magic 5
> > and all is well. Has any one got info on the various parameters in
> > Magx.inf that are readable by 5 and 6. The manuals of course are not
> > very helpful. In particular, I found that the tiling effect, ie the .IMG
> > file used, on desktop, is not controlled by 'tiles' in #boot, but by a
> > much later parameter in the desk section. Moreover this parameter does
> > not seem to be accessable from the Magx.inf setup prog. and I had to
> > hard wire it in a text editor, to change tiles.
> >
> > Bob-King.
> >
> \

2246. Re: GT-Look

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3796EF5C.A9BA1498@patent.gov.uk>
Source record: 75614

Find out tonight and let you know.

Bob-King.

joska@nuts.edu wrote:
>
> I downloaded GT-Look a couple of days ago, but the archive didn't
> contain any documentation. Does anybody know where I can find this? I
> need a list of supported scanners.
>
> Jo Even Skarstein
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2247. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3796F1A7.F9287AD0@patent.gov.uk>
Source record: 75615

If he does update CAB, then, after all the flack he's taken here for trying to make a buck, he being very generous. Re the latest CAB 2.7, It's worth the upgrade fee, if only for the quicker reaction to the stop button, but why waste drop-down menu space by two auto redirections to ASH web sites. What happens when they change their URLs? As far as the lack of speed, I now use the autosurf module a lot, espec. for graphics intensive sites. It works a dream and gives 'phone time zero off-line viewing. Had a bit of trouble finding the loaded down files until I found them in Cache. This should be in the manual!!!.

Bob-King

Joe Connor wrote:
>
> Jos Vlietstra <jovlie@xs4all.nl> wrote in message
> news:7n0ddusdb2@news1.xs4all.nl...
> >It's a pity Cab won't
> > updated anymore.I don't know why, it only has to work faster, I have
> > no more desires only more speed.Is that so difficult ?
> I chatted with Alexander at Neuss about this and he already has the faster
> routines written by the 2B's fort iCAB and will try to find time to
> retro-fit these to CAB. The problem is simply on of time and money.
> I personally don't think Wensuite or Adamas are the future, they've both
> been around for years and neither have enjoyed a major development push.
>
> --
> Regards
>
> Joe
> joe@inactive.cix.co.uk

2248. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7n703m$p38$1@nnrp1.deja.com>
Source record: 75616

In article <7mshf0$q58$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:
>
>
> I don't think so, as you normally don't use this device at all. It's
used
> by the socket-library, which should be updated to support your
> MagiC-device (I guess it currently checks for the presence of MiNT).
>
> Btw. the socket-device will be moved into the kernel in the future,
and
> libsock into MiNTlibs. I suggest you subscribe to the MiNT-list to
discuss
> any changes that has to be done to MiNTlibs to support your device.

I don't think that this is a good idea, and hopefully nobody is working
on this plan.

Why?

- It adds non-kernel functionality to the kernel,

- it makes updates much harder,

- we need another set of precompiled kernels for those people who don't
need networking.

Instead it should be moved into a shared library, this is where it
belongs.

I sure hope that this is discussed again in the MiNT list in case
somebody really started to work on that!!!

--
Julian Reschke (mailto:reschke@muenster.de)

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2249. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: stefan_cz@my-deja.com
Message-ID: <7n706e$p3h$1@nnrp1.deja.com>
Source record: 75617

```
In article <3795def63b83cc0@holleman.demon.nl>,
louis@holleman.demon.nl (Louis) wrote:
> on Wed 21-07-1999 13:22 Martin "Nightowl"
Byttebier wrote:
>
> >I wished that Wensuite could be used with
MiNTnet or STing instead of with
> >his own TCP/IP stack. Why are all these
software houses re-inventing the
> >wheel instead of implementing the two Atari
standards? MiNTnet works
> >impeccable, STing does also a great job so why
on earth must packages like
> >Wensuite and Draconis come with their own
stack? IMHO a real waste of
> >energy.
> >
> Martin,
>
> just think of Microslop, I recall there *was* an
HTML code already, set up
> by some kind of comittee....
> Next MS implements their own stuff, and the
whole bunch goes running
> behind it....
>
> Perhaps OXO and Draconis people have similar
ideas? :-)
```

I can't speak for OXO, but the reason for us (the Draconis Development Team) to program an own TCP/IP-Stack was much more simple.
It's surely right, that's Mintnet works fine, but have you ever tried to run an Webbrowser with Mintnet on an 1 Meg ST?
Adamas (the Draconis Webbrowser) runs fine even on this kind of machine!
And to program clients for Sting means a lot of work to do for each applikation, cause the Stack isn't really powerfull and the calls aren't compatible to anything else.
By the way, to the time we start to program the Draconis-Stack, only Stik was available.

Greetings

Stefan

Sent via Deja.com http://www.deja.com/
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2250. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379708b21241dd90@holleman.demon.nl>
Source record: 75618

on Wed 21-07-1999 21:02 Martin "Nightowl" Byttebier wrote:

>on Wed 21-07-1999 15:53 Louis wrote:
>
>>Yesterday I ordered a new P-III with 450 MHz, 8.4 gig drive, 17'' screen
>>and the lot (yes folks, incl. Loose-98) which will probably get delivered
>>in September.
>
>Euch, the machine will be outdated by then:-))

Martin, let's face it: if I had been thinking like that, I would have
trashed my TT a long time ago :-)
>
>>Also I'll probably start Internetting from that machine mainly.
>
>That's bad news.

Let's face the truth again: first of, I won't leave the regular NG's I'm
hooked onto right now. No reason why. I won't bin my ST, my Mega STe nor
my TT.
But: we had some discussion on this matter before: what about *browsing*
on an Atari? I think the Falcon's the best choice, because of the DSP. No
TT will beat that. Decompression routines are slow at 32 MHz... An old
486/66 will beat that.
What's the progress on the browser front? We just had this talk about
Wensuite and Adamas... well, we also know what we said... Not to mention
CAB.

A P-III 450 will do that a lot faster, whether that's using IE or Netscape.
The *major* reason for me to use a faster computer whenever I can get my
hands on it. This PC is an extra one, coming from a PC=private project
from my employer, it's gonna cost me 32 hours leave a year for 3 years. I
can live with that :-)

The other project here is buying TOS-compatible new hardware. Haven't
still made up my mind, it definitely won't be a Milan-040. Maybe an 060.
Maybe a dual 060 Phenix, if that one sees the light. It won't be a G3 or
whatever Mac for sure... IMHO Mac goes the same wayas MS ever since they
dealed with MS (Like MS finally at last managed to "produce" a bit decent
OS ever since they could look into Apple's kitchen... without that, what
would have happened to Win 3.11?)

Like I said: this PC comes in handy when I want to work on business stuff
at home for my employer (same s/w), plus finally at last I have the chance
to run some s/w privately, like Flight Simulator, Skyglobe and some others.

Another reason is Linux: I'd definitely like to try it out completely, including KDE/Looking Glass or whatever GUI. No way on an Atari. On the PC I can choose from 5 distributions, and on a modern PC at least it runs OK. Another option here is by setting that up, perhaps I can convince my boss of NOT going to NT or Win-2000 in about 2 years, but choose for a Linux/Samba bunch on a cheapo server with Win-95 clients all around the building (these are sitting there already).

The fact that I'm "buying" this PC won't mean I'm becoming one of these PC-freaks... Don't need a 6-D 256 Mb gfx card, or 512 bit ultrasubwoofer/hypertweeter soundsystem. I *did* order a P-III/450 instead of the Celeron 466, a 17'' screen instead of 15'' and 128 megs instead of 64. I do need the bloody Win-98 because of Word (or have MS decided to port it to Linux? If they're really smart they would... :-)

I'm pretty sure I will love to work my TT without hitting CTL-ALT-Del 10 times a day...

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2251. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37971b71$0$158@news.zetnet.co.uk>
Source record: 75619

Hiya,

On 22 Jul 1999 00:14:23 , "omelette" wrote:

> I have a 4meg STE running Magic but have experienced problems.
>
>1) The Sebra mono emulator causes the system to bomb with Magic.

I could never get the Sebra mono emulator to work so I think the only solution for this is to go out and get a cheep mono hi res monitor.

>2) Magdesk doesn't see my CD ROM as a drive.

Which CDROM driver are you using?

I am using MetaDOS 2.74 and this works well under MagiC 6 with no problem.In fact the system saw the CDROM instantly.

Hope this helps,

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
Oxford,England

2252. Re: CT2B Problem Fixed!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvcpjl.7me7iz1bay18mN@pm-d29.rhein-main.de>
Source record: 75620

Phantomm <phantomm@kih.net> wrote:

> As some of you may know, I had a problem getting HD Driver and
> ExtenDos Gold working in the Turbo Modes on my CT2B Falcon.

> I finally found the problem. The Solution was to change the
> Resistor that came with the CT2B for the SDMA to a 100 Ohm resistor.
>
> I used the 100 Ohm resistor from the Nemesis 25/50 Buffer
> Modification.
> I had replaced that resistor with the one from Centek.

Yes, the one of the clock wire.
The DMA part must get the clock with the right level and amplitude.
Thats all. After that mostly all DMA/SCSI touble is eliminated.

(Not only with the CT2, thats a global problem of the falcon hardware)

> HD Driver and ExtenDos Gold worked the first time I tried them in
> Turbo Mode. Now all drives including the CDR and CDROM work excellent
> in normal and Turbo Mode.

Sure, ran here since the first minutes. Very stable.
ExtenDOS gave me access to one CDRW and two CD-ROMs perfektly.
Also CD-Recorder2 works in TurboMode, but only with 1 speed while burn a
new cd. Looks like a problem of this old expensiv stuff..

All other runs nice.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2253. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: CF
Message-ID: <7n6ice$5jr@times.ska.com>
Source record: 75621
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Steve schrieb in Nachricht
<1dvbghn.acxok2qha9dsN@tnt-10-32.easynet.co.uk>...
>This is a test, please ignore.

I ignored it :-)

Cheers,
Christian

2254. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n7ejl$p2g$1@snipp.uninett.no>
Source record: 75622

reschke@muenster.de wrote:

> I don't think that this is a good idea, and hopefully nobody is working
> on this plan.

No, not yet.

> Why?

Don't ask me, I'm just refering to a discussion between Guido Flohr,
Torsten Lang and a couple of other members of the MiNT-list.

> - we need another set of precompiled kernels for those people who don't
> need networking.

Sockets are not only for networking, in unix they're also used for IPC
locally.

> Instead it should be moved into a shared library, this is where it
> belongs.

Not the device?? I guess you mean the socket *library*, and yes - I agree
with you. However, the MiNT-lib is much more important in this respect.

> I sure hope that this is discussed again in the MiNT list in case
> somebody really started to work on that!!!

I suggest you search the archive and send some comments to the list.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2255. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n7f8i$p2g$2@snipp.uninett.no>
Source record: 75623

stefan_cz@my-deja.com wrote:

> Itï¿½s surely right, thatï¿½s Mintnet works fine, but
> have you ever tried to run an Webbrowser with
> Mintnet on an 1 Meg ST?

This is the kind of thinking that results in...

a) ugly apps.
b) limited apps.
c) ==> delayed releases and slow progress. <==
d) poor interaction between apps.
e) endless reinventions and incompatible variants of the same services.

If somebody complained to me about one of my programs not working on a 1Mb ST with a single floppy I would politely tell them where to stick that ST...

If Draconis use sockets, what's the problem in supporting other stacks? A simple scheme with a loadable socket-library would solve this problem.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2256. Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37974e3a53f58b1@ping.be>
Source record: 75624

Hello,
I'm looking for the right URL of Fire News and Fire Call. (Christian Andersson)
The one I've isn't valable anymore (http://www.alfaskop.net/~faltrion/FireSTorm/index.html)

TIA
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2257. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n7ful$p2g$3@snipp.uninett.no>
Source record: 75625

"Nicholas Bales (please edit email addressto reply)" <bales@online.take.this.out.fr>
wrote:

> has been no huge changes since the earlier v2.x. The main problem with
> Cab is speed, and that has not been addressed.

I have a rather fast machine (Afterburner), so the speed is not bad here
;-) But the main problem as I see it is the interface between CAB and the
OVL. It's a very simple scheme which doesn't allow for real mulitasking.
If CAB could only download multiple images and download while converting
them as well speed would improve a *lot*.

This can unfortunately not be done without either redesign the CAB<->OVL
interface, or change CAB to use external programs for viewing images.
These programs would then download, dither and display (using e.g. ID4 or
another simple protocol) themselves, possibly using threads or shared
libraries for efficiency.

> WenSuite 3 is a huge improvement over v2, but they have this thing with
> releasing beta versions that crash too often, and they also don't
> communicate too well, especially on the international scene. They are
> pretty responsive in the french newsgroup though.

I seem to remember that there was a MiNT-Net"-radiobutton in the
configuration-dialog in one of the early betas. Is it still there?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2258. What kind of cable to hook Zip to Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: "Brian T. Hutchinson" <brian.hutchinson@ericsson.com>
Message-ID: <37974DCD.FB1C9040@ericsson.com>
Source record: 75626

I have a Zip Plus and would like to hook it up to the Falcon SCSI port.
Zip manual says not to use gender changers on the cable but I know it
can be done because I have seen people talking about using Zips with
their Falcons and other Atari machines.

At Best Buy I saw a 50pin mini to DB25 cable. Would this work?

Thanks,

Brian

2259. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37976a5e69f69c1@ping.be>
Source record: 75627

on Thu 22-07-1999 11:44 stefan_cz@my-deja.com wrote:

>
>I canï¿½t speak for OXO, but the reason for us (the
>Draconis Development Team) to program an own
>TCP/IP-Stack was much more simple.
>Itï¿½s surely right, thatï¿½s Mintnet works fine, but
>have you ever tried to run an Webbrowser with
>Mintnet on an 1 Meg ST?
>Adamas (the Draconis Webbrowser) runs fine even on
>this kind of machine!

I'm not a programmer but I can't understand why it's easier to develope a
new stack then to use one of the two standards. AFAIK, the sources of
these stacks are freely available.

If it runs! On my Hades Adamas Pro (registrated version) is just useless.
No TC support, crashes all the time. Lots of important HTML-tags are
missing, rendering of the colors is very bad, etc...

At the past Neuss-fair I've had a little chat with the programmers of
Adamas. They wouldn't believe me when I said that the browser couldn't
be used in 24b color mode. They had the same look in their eyes as the
cows of farmer Teun had when they show, back in 1835, the first Belgian train
passing by.
As answer I got 'check your setup and if the problem remains mail us'. As
I don't like this kind of attitude I never bothered to send then a report.

Due the extremely high instability I still haven't use Adamas online.
There was a time I found Adamas better then Wensuite because Wensuite
(2.56) crashed even more then Adamas <1.5. But Wensuite does make (big)
progress whereas every new Adamas version seems to work worser on my
Hades.
I can use Wensuite for a long time now without any crash, but Adamas
crashes within the 5 minutes. Resizing the browser window is enough to
crash my system.

>By the way, to the time we start to program the
>Draconis-Stack, only Stik was available.

MiNTnet was there already. I'm using MiNTnet since 5-6 years.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****

** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2260. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37976a5e69f69c0@ping.be>
Source record: 75628

on Wed 21-07-1999 23:11 Bengy Collins wrote:

>
>Well this problem is in a way being patched, thanks to I-Fusion which will
>be out soon.. It allows I-Connect and Draconis users to use STiNG apps..
>maybe more stacks will be supported before the program is officially
>released.

Maybe I'm wrong but I though this thing was invented to allow *I-connect*
users to use Sting stuff. I'm not a I-connect user so it's of no use for
me.
IMHO there are only two Atari-standards, MiNTnet and STing. I-connect is
not a standard as it can only be used (fully) with MagiC.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2261. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: mike@railwayman.idps.co.uk
Message-ID: <KdJI3.5278$YI.3721@wards>
Source record: 75629

On 21 Jul 1999 05:26:05 , Phantomm wrote:

>What I was really looking for was a program that would cut out text of
>any program that was being displayed even Text editors displaying Text files ;)

IKWYM. But unless a program is designed to use cut and paste options in all its fields etc, then it might be a problem.

>Lets say I am viewing a .GIF picture that has quite abit of text in
>it with a program such as ImageCopy or TruePaint.
>I would like to be able to cut out just the text in the Image and
>save it as a ASCII file. A ACCessory that would do this would be great
>or at least I could make good use of it.

But text in .GIF etc picture files is usually bitmapped isn't it? I doubt there's an easy way to convert this type of text, which is integral to the picture, to ASCII without some form of OCR being involved. Text in vector picture files should possibly be easier to extract as the component parts of a picture can be separated in a suitable program. You would then just select the element containing text and have it saved out as ASCII instead of going to an edit text box.

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2262. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37973B0F.4E086BE@ping.be>
Source record: 75630

"Nicholas Bales (please edit email addressto reply)" a *crit :

> WenSuite 3 is a huge improvement over v2, but they have this thing with
> releasing beta versions that crash too often, and they also don't
> communicate too well, especially on the international scene. They are
> pretty responsive in the french newsgroup though.

Really ?
Perhaps, but absolutely don't expect any improvement in their program while giving them some information on your own tests:
They are the only left developers in France and they think they are God. Cab is a piece of s*** for these guys. They simply are the best !
Ten times I sent TT030 test information, ten times I was insulted ... but it's not really astonishing from such people ... their past is very heavy when talking about customer relation .... and nothing seems to have changed until now .... if WenSuite is in progress, they definitely aren't.

Yes, they are pretty responsive for such a kind of people ! They are believe me ...

Two things are possible:
- Nobody complains about their customers practices ... because they are afraid of Oxo behaviour ... I'm definitely not !
- In France everything is possible about illegality.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2263. TransAction opens/InterActive finally closes!

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7n7s9rfap1@plutonium.compulink.co.uk>
Source record: 75631

TransAction home pages

The TransAction crew creates translated software and by working together avoid duplication of effort. These _preliminary_ web pages include details of who has translated what and where you can get hold of it including download links.
The pages are maintained in english (by me) and in french courtesy of Sylvain Perchaud.

I want to encourage as many people as possible to join the TransAction crew so if you've translated _anything_ and would like to join the crew I'd be pleased to add your details to the TransAction pages. it will only become the definitive reference source if enough translators join us. ATM there's just stuff I've translated along with a few bits and pieces from Sylvain, Peter West and others so do stop by and give me some feedback.

I'll glamorise the pages and add a feedback section along with some other stuff IF enough people find the pages useful. If you find any broken links or other HTML problems please let me know.

InterActive finally closes

The InterActive shareware registration scheme finally closed on May 30th 1999.

I'd like to thank everyone who registered software through InterActive over the years which has put thousands of pounds into the pockets of Atari software authors, from which we have all benefited.

Most of the former InterActive pages, including program info, download links and details of the authors remain available and have been integrated into the revamped and relaunched TransAction web pages which I have recently put on-line.

--
Regards

Joe
joe@inactive.cix.co.uk

2264. Re: Magic PC and STinG - Any good?

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7n7s9sfap2@plutonium.compulink.co.uk>
Source record: 75632

Hi Gary,

Gary Priest <gary@the-gap.demon.co.uk> wrote in message
news:932515337.14214.0.nnrp-08.9e98e4aa@news.demon.co.uk...

> Has anyone got experience of using the latest (whatever that is) MagicPC?
In
> particular with Devpac3 (for development) and STinG for TCP/IP?
I find MagiC PC to be very stable and on a par with MagiC Mac on a fast PC.
I'm not sure if Devpac will run but I'd be suprised if it doesn't.

TOBOX and Gemulator are also both excellent alternatives.

--
Regards

Joe
joe@inactive.cix.co.uk

2265. Re: Wensuite 3.12

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7n7s9sfap3@plutonium.compulink.co.uk>
Source record: 75633

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:3796C4C1.AD1D8950@online.TAKE.THIS.OUT.fr...

> The same goes for Cab. 2.7 has been around for ages, and even then there
> has been no huge changes since the earlier v2.x. The main problem with
> Cab is speed, and that has not been addressed.
Erm, that's exactly what I was talking about and Alexander was planning to
address although I don't think we deserve his efforts anymore.

--
Regards

Joe
joe@inactive.cix.co.uk

2266. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n7tls$r3e$1@snipp.uninett.no>
Source record: 75634

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> Maybe I'm wrong but I though this thing was invented to allow *I-connect*

It supports the Draconis-stack as well.

However, I believe that we need something that allows us to run WenSuite and Draconis on STiNG and MiNTnet, and not the other way around. STiNG and MiNT-Net are "real" networking-stacks, and not just "toys" for dial-up connections.

> IMHO there are only two Atari-standards, MiNTnet and STing. I-connect is
> not a standard as it can only be used (fully) with MagiC.

But then you can't call MiNT-Net a standard either, since it can only be used (at all) with MiNT ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2267. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <pWKl3.2756$D4.44382@news.tpnet.pl>
Source record: 75635

On 19 Jul 1999 23:25:25 , Jo Vandeweghe wrote:
>That'sa perfect "r�sum�" of the situation isn't it ?
>Life is a true paradox; a few weeks ago WS was the badest browser of the
>world ...
>but ... as Atari Cab version is now stopped ... WS becomes more and more
>appreciated ....
>maybe we will have to think again and again ...

How about Draconis ? Ok it's not compatible with STiNG but
it is developed and works (which can't be said about Wensuite).

BTW AFAIK author of this program promised STiNG version if there will
be enough interest.

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

2268. STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n7u2g$r3e$2@snipp.uninett.no>
Source record: 75636

I've finally assembled my Stacy properly, but now that I'm installing software I'm having problems...

1. MagiC6 complains about a missing screen-driver and halts immedielately. I remember having this problem on my Falcon as well, but I can't remember how I solved it.
2. NVDI 4.12 complains about a missing offscreen-driver (it's there, I've checked) and halts.
3. HD-Driver 7.12 won't autoboot. I have to autoboot with AHDI 5 and put HD-Driver in the auto-folder. Is there a cure for this? It's not a big issue, i can live with the current solution.

Both MagiC6 and NVDI was installed on the STacy's disk from the Falcon, this *might* explain my problem with these. But it has worked before (on both an STE (1.062) and Mega ST (2.06), so I doubt that. I can't install directly on the STacy because ASH ships all their products on HD-disks and I have no idea how to split them without upsetting the installer :-(

The STacy currently has only 2Mb RAM, but I don't think this should be a problem.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2269. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37974ad63399170@mail.otenet.gr>
Source record: 75637

on Thu 22-07-1999 06:54 joska@nuts.edu wrote:

>> The problem is the hardware, since there are no LAN adapters for the
>> Atari. You have to build an adapter to standard LAN adapter. Have a
>
>The most obvious hardware is a nullmodem-cable... Using MiNTnet or
>STiNG he can set up a PPP-connection to one of the PCs.
>
Using STinG and a PC (ie without MagiC PC or other emulator) only FTP
is possible. I'm using FTP Server on the ATARI and WS_FTP on the PC.

>It's a bit
>tricky on the PC-side, but I have seen a couple of FAQs on how to do it.
>
AFAIK m$ networks will not allow using the serial or parallel port for
this kind of networking. One needs third party software like Trumpet
Winsock etc. But Trumpet keeps complaining in the negotiation phase of
TCP that STinG's ack numbers are wrong, so it's not much help.
Haven't tested with MintNet though.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2270. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37974ad63399171@mail.otenet.gr>
Source record: 75638

on Thu 22-07-1999 07:20 joska@nuts.edu wrote:

>In article <379632dc27c47b3@mail.otenet.gr>,
> papval@mail.otenet.gr (Vassilis Papathanassiou) wrote:
>
>> As for the STE ethernet, the easiest (?) choice should be a pocket
>> adapter for the ROM port, I've tested mine a few days ago, it works
>fine.
>
>I noticed this project yesterday, nice work :-)
>
Thank you! Saying above that I've tested mine, means tested on my STE
using STinG in a 720 KB floppy! Otherwise it's permanently connected
to my TT :-)

> I already have a DE600
>but no adapter (it's just not possible to make working PCBs from the
>HPGL-files in the TUW-package) yet, so if you write a driver for
>MiNTnet
>
How did you knew that ? ;-) I'm trying to do it right now(!) since in
my original posting of the project I asked if someone with greater
MintNet experience could do that and got no reply :-(

>I'll probably buy a PCB from you
>
Oops, I'm not selling PCBs, my small son acts as a virus ;-) around here
and I can't use acids or UV lamps safely, plans to make it are in the
archive (including the IMGs) and the components cost next to nothing.

>and forget the DE600...
>
Why? I'm using MintNet's DE600 driver right now as a guide to convert
it to RTL8012, thus there is a MintNet driver for DE600! And I guess
you can use my PCB with it (if you make one ;-), even connecting an
extra cable to the printer busy pin (I'll check this during tests).

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2271. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379792046b34640@mail.otenet.gr>
Source record: 75639

on Thu 22-07-1999 07:00 Derryck Croker wrote:

>>Well, of course it is and is dedicated to everyone that helped us with
>>translated software or documentation. Get it from my homepage now.
>>
>Brilliant. This will be a great help. Take a look at Bengy's MagiC support
>web site for some examples of translation work, which will be greatly eased
>by such a utility.
>
Yep, I've seen them and I'll be glad if it helps. You can start making
.TXTs out of these already translated RSCs, subsequent versions will be
much easier to translate!

>>Btw: Since painting took more that I had expected(!)
>>
>Doesn't it always? :-)
>
It does, now I'm thinking of using my camera and Expose and take some
pictures of my computer room, who knows in how many years it will be
that organized again :-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2272. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379792046b34641@mail.otenet.gr>
Source record: 75640

Hi Derryck

on Thu 22-07-1999 06:59 Derryck Croker wrote:

>Don't tell anyone but I bought Systran's personal translator for my notebook
>29USD with my credit card...
>
Ok, I'll not tell anyone beyond the borders of mother earth ;-) But due
to SETI project, it's possible that some ETs will know it! Don't trust
them saying that they're only listening :-)

>>Ok, I'll contact Olivier for this. For me the most frustrating thing
>>is the blocked resolves (but this is not CAB.OVL's responsibility).
>>
>I'd have assumed that Olivier (and Dan for that matter) would already have
>tried to make overlays that would empower us to access more of the internet,
>so I'm not holding out much hope. But please, if there is anything that you
>can do! :-))
>
For a start I've talked to Olivier about it, he told me that he will do it
if he had the sources so I've pointed him to the sources and relevant info.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2273. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379799742a56480@mail.otenet.gr>
Source record: 75641

on Thu 22-07-1999 11:42 reschke@muenster.de wrote:

>> Btw. the socket-device will be moved into the kernel in the future,
>and
>> libsock into MiNTlibs. I suggest you subscribe to the MiNT-list to
>discuss
>> any changes that has to be done to MiNTlibs to support your device.
>
>I don't think that this is a good idea, and hopefully nobody is working
>on this plan.
>
>Why?
>
>- It adds non-kernel functionality to the kernel,
>
>- it makes updates much harder,
>
>- we need another set of precompiled kernels for those people who don't
>need networking.
>
Somehow I fully agree with you! Even M$ didn't do that. They still use
wsock32.dll :-)

>Instead it should be moved into a shared library, this is where it
>belongs.
>
I hope you mean sock.lib (?)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2274. Re: Free to a good home in London

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Steve Allinson <sallinson@sallinson.freeserve.net>
Message-ID: <7n82doluq1@news7.svr.pol.co.uk>
Source record: 75642

Steve,
I might be able to collect them - I'm in SW London, where are U ?

Cheers,

Steve.

Steve Waddicor wrote in message <3794f8f7.1157786@news.virgin.net>...
>
>Just doing some clearing out, and I've found some old ST disks. About 25
of
>them dating from the 80's. Includes:
>
>Devpac, Lattice C, STOS, Hitchhiker, Zork III etc. mostly original disks,
some
>backups. Little original packing or manuals, but Hitchhiker still has it's
>microscopic space fleet and pocket fluff.
>
>I don't follow the ST scene, so I don't know whether they're useful. Does
>anyone want them before I tip them in the bin. You'll have to collect.
>
>Regards,
>Steve.

2275. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dvd40g.4r723yyno4bcN@tnt-10-202.easynet.co.uk>
Source record: 75643
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

<CF> wrote:

> Steve schrieb in Nachricht
> <1dvbghn.acxok2qha9dsN@tnt-10-32.easynet.co.uk>...
> >This is a test, please ignore.
>
>
>
> I ignored it :-)
>
> Cheers,
> Christian

Cheers lads :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2276. TT030 for sale US

Newsgroup: comp.sys.atari.st
Date: 1999-07-22 00:00:00 UTC
From: Bill Anderson <wtanderson@NOSPAMworldnet.att.net>
Message-ID: <37978F60.B574B51@NOSPAMworldnet.att.net>
Source record: 75644

Very good condition.

Atari TT030
TOS 3.0.6
High density floppy
540 meg. hard drive
14 megs RAM (4 megs TT RAM, 10 megs ST RAM)
CD ROM drive & CDs
Floptical drive with disks
AlberTT graphics board
Page Stream, Dyna CAD 2D, Edit Track, and more.

$400 US takes it all. Buyer pays shipping.

Delete the words "NO SPAM" from my e-mail address to respond.

2277. Re: HDDRIVER/Can't open HDDRIVER.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nahs2odm1@news1.xs4all.nl>
Source record: 75495

On 20 Jul 1999 21:48:30 , "Oe.Trollsaas" wrote:
Hi
I know this behaviour, but try to start the HDDRIVER.PRG from the
autofolder first.So open the autofolder on your floppy and start
running this HDDRIVER.PRG.When it fails again you have to pick CBHD
harddiskdriver from the Internet.it's very good and never failed me
in seeying the partitions/my harddisk.after then you can choose
either to use this CBHD , which is quite good or choose for HDDRIVER,
which I did, cause I bought it...
Jos

2278. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7nafid$22fo@enews1.newsguy.com>
Source record: 75496

On 19 Jul 1999 02:02:30 , Frank W. Lawrence wrote:

>I am not aware of a program to read .WMF files however there is a program called
>XCHANGE that will convert to .CVG, OL,etc from FastClub.

Thanks for the info. I'll take a look at it. However, I recently discovered
that the 3 CD ROMs I aquired (it's a "clip art" collection for PCs), also have
all the WMF images duplicated as TIFFs - hidden in a folder on disk 2. So no
need to convert these WMFs at least! :^)

And thanks to the others who responded to my question too.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2279. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7naiiaodm2@news1.xs4all.nl>
Source record: 75497

On 23 Jul 1999 10:36:44 , "Oe.Trollsaas" wrote:
Hi,
Don't be afraid to delete hddriver.sys ! Nothing happens, but get
hold of what I told before :CBHD harddiskdriver.With this you can
always get into your harddisk ! Try to use HDDRUTIL.APP .Then you
have to initialise your partitions (set them to zero) Then install
the driver again.
Jos
PS.When you want this, send me a personal email for getting from me
this CBHD soft.

2280. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7namvubrj1@snipp.uninett.no>
Source record: 75498

```
Terry May <outrider@lvdi.net> wrote:

> Where can Videlity be downloaded? Is it better than the software

I'm afraid I don't have the URL. Search for Dave Murphy.

> that comes with ScreenBlaster?

It's atleast a lot better than the software for ScreenBlaster III, which
has problems under MiNT.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2281. Re: networking

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nanddbrj2@snipp.uninett.no>
Source record: 75499

Vassilis Papathanassiou <papval@mail.otenet.gr> wrote:

> AFAIK m$ networks will not allow using the serial or parallel port for
> this kind of networking. One needs third party software like Trumpet

I'm not so sure about this, as the admin at work has his Palm on the LAN
through a bog-standard NT-box.

> Winsock etc. But Trumpet keeps complaining in the negotiation phase of
> TCP that STinG's ack numbers are wrong, so it's not much help.
> Haven't tested with MintNet though.

Atleast with Win95 this isn't a problem, although finding good and free
NFS-software is very difficult. But the PPP-link is rather
straight-forward (if you're familiar with Win95), and I had no problems
with it back when I had a PC with Win95 (almost four years ago).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2282. Please HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <3799040A.7AFBD5AD@midamer.net>
Source record: 75500

Hello all!

I am writing an article for an online magazine and need your help. The article is about writing in a limited budget. I am focusing on two machines. The Atari 800XL and Commodore 64. I have both, but no documentation. I would like to include info about Diamond OS and Atari writer plus.

Your mission, should you decide to accept it, is to help me get documentation for these two great Atari programs. My 800XL has been in storage for some time, as has my C64c. Naturally, when I went to refresh my memory on the use of these oldies but goodies, I couldn't find any of my manuals. (must have stored them somewhere else for some stupid reason.) So, please help a fellow Atarian out of a pinch.

If you have any information to share, please e-mail me direct at Lmartin@midamer.net

My sincere thanks,

Michael A. Martin

http://members.xoom.com/taimak

2283. (ADVERT UK) Special offers from ASP

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3798efcf$0$159@news.zetnet.co.uk>
Source record: 75501

Hi Folks...

Currently on special offer from ASP:-

1Mb SIMM's, tested with STe, 3 UKP per pair, 5 UKP for four

SCSI Leads:- 1m long 50w High-Density D-plug (ie Falcon) to 50w Centronics.
Connect your Falcon to hard-drives and CDROM's etc that use the old-style
big Centronics socket. Only 10 UKP

Offers only while stocks last, but currently I have plenty of both.

Chris Crosskey
Abingdon Synthesis Projects

2284. Re: FS: UK Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Simon Osborne <simon@polarbear.swinternet.co.uk>
Message-ID: <7nar85enp1@news6.svr.pol.co.uk>
Source record: 75502

Lonny Pursell <atari@bright.net> wrote in message
news:7n2sna$n8d$1@cletus.bright.net...
> On 20 Jul 1999 13:37:41 , stu wrote:
> >Hi,
> >for sale due to move:
> >Falcon 030, external 540mb HD, stacks of software, books.
> >120 ukp
> >ono.
> >Thanks
> >Please e-mail for more info.
>

Stuart, whats your email?? Please email rich10.hel@zetnet.co.uk for a
definate buyer!!!!!

He will take it from you!!

Simon

2285. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <mMRKJCAW+Om3EwwN@thespian.demon.co.uk>
Source record: 75503
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In article <7nabgs$rp9@dfw-ixnews7.ix.netcom.com>, Caye Silverlight
<nnjacir@ix.netcom.com> writes
>if this goes on, it could be our longest thread yet
>
>
If I have anything to do with it, it will!

How about some flamebait...

Macs are shite.
N64's are underpowered low-res pieces of crap.
Atari Jaguar? Oh pleeeeaaaaasssseeee!
Playstations - Hmmmm, actually, they are tops...
...but crap in comparison to the glorious Spectrum! Hurruh!
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo__________

2286. Re: Wanted: SM124 to Falcon cable.

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3798f32f$0$159@news.zetnet.co.uk>
Source record: 75504

On 23 Jul 1999 10:46:09, BobKing wrote:
>Now that I've got Calligrapher up and running, (thanks, Daniel and
>Andrew for all your help) I need an adapter cable to connect my Falcon
>to my SM124. All that flickering is bad for you!!
>
>Any ideas please.
>
>Oh yes, any Calligrapher fonts around?
>

I've got a plug converter thingy blob object that does this that I hardly ever use, it's the original one that Atari made....how does a tenner sound? Includes postage etc....

chrisc

2287. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7narguclr1@snipp.uninett.no>
Source record: 75505

Bengy Collins <collins@bulli.com> wrote:

> I use Draconis in 24bit resolutions all the time. Ofcourse my falcon can
> not achieve this so this is under MagiCMac. This is with the latest demo,
> I am not a registered user.

You're using a Mac, right? I just tested the latest Wen.Suite, and it
crashes with a bus-error just when the menubar is displayed. This on my
Falcon with Afterburner, and it occurs regardless of cache-mode under both
MiNT/N.AES and TOS.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2288. WTB: SM124 Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: ajwells@ix.netcom.com
Message-ID: <3798CB91.4E63@ix.netcom.com>
Source record: 75506

Looking for a good condition or refurbished Monochrome monitor... these things seem to be reaching the end of their lives... I've had three of them go bad on my recently... prefer sellers in the Bay Area CA

Andrew

2289. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Mitch Crane <us@them.org>
Message-ID: <230719991523082301%us@them.org>
Source record: 75507
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In article <7nabgs$rp9@dfw-ixnews7.ix.netcom.com>, Caye Silverlight <nnjacir@ix.netcom.com> wrote:

> if this goes on, it could be our longest thread yet

And widest.

(comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair)

--
ybbxvatyvxrnobeantnvayvivatyvxrnurergvpyvfgravatgbneguheyrrerpbeqfznxvatnyylbhesevraqfsrryfbthvyglnobhggurveplavpvfznaqgurerfgbsgurvetrarengvbaabgriragurtbireazragnertbaanfgbclbhabjohgnerlbhernqlgborurnegoebxra

2290. Re: ST to PC null modeming

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <231C8B79CFE7EA21.6F549C17305D9971.74F1D34BC2847171@lp.airnews.net>
Source record: 75508

>
> Does anyone know of a PC program that actually does allow a PC
> and an ST to send files both ways connected to a com port?
>

Any of them will, as long as they both support the same transfer
protocol (zmodem, xmodem, etc). The only hardware required is a nul
modem cable, and a term program on each machine.
1. connect nul modem cable between the 2 com ports.
2. Run the term programs in dumb mode. They should show a high carrier.
3. make sure the recieving side is set for auto download.
4. Start sending the files.

I've done this several ways. Even set my bbs (Max OS/2) on the pc so I
could log in from the st over a nul modem cable. On the ST, I've used
both Connect and Ansiterm to transfer files over.
Almost forgot. Both sides HAVE to be set to the same baud rate.

2291. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <3798E880.62D7CA92@earthlink.net>
Source record: 75509
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

Alexander Bilstein wrote:

> I have many rare vintage computer titles to trade: Ultima's, Infocoms, old EA
> stuff, RPG's, adventure games, etc. Many platforms are covered: IBM, C64,
> Amiga, Apple II, Atari. For a look at what I have, check here:
>
> http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/nexus_sales.html
>
> I am interested in trading for Atari 2600 and Vectrex items ONLY! Please see
> my want list here:
>
> http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/wantlist.html
>
> Also, if you have any items I am looking for, and I don't have what you want, I
> do take requests for game searches. I have some great sources, so I may be
> able to turn up what you want. I do not do this for sales, sorry.
>
> Thanks for looking, Alex.
>
> --
> Alex Bilstein
> BA in Art History, University of Texas
> Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
> http://2600nexus.atari.org

Just out of curiosity, how do you you come up with prices for some of the games you are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just wondering how you came up with it being worth $150...

I also have Legacy of the Ancients in the box for my Apple II, what do you think that is worth?

2292. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3798a75a@skylite.connect.ab.ca>
Source record: 75510

> You're using a Mac, right? I just tested the latest Wen.Suite, and it
> crashes with a bus-error just when the menubar is displayed. This on my
> Falcon with Afterburner, and it occurs regardless of cache-mode under both
> MiNT/N.AES and TOS.

Hi Jo,
Yep that's on a mac, both winsuite and draconis work fine. I was talking to
Ozk on IRC not too long ago, and I remember him saying that the latest
Win.Suite did not work under mint (on his Hades060).....

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2293. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Stabylo/The Removers <benjamin.gandon@mines.u-nancy.fr>
Message-ID: <3797CD4F.71E7A15C@mines.u-nancy.fr>
Source record: 75511
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Terry May a ï¿½crit :
>
> OIC.
^^^
C'est quoi donc, ca, OIC ?

2294. Adamas (Re: Wensuite 3 problems)

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <379850d81d33413@club-internet.fr>
Source record: 75512

Hello,

in article <3797a2b9@skylite.connect.ab.ca> (comp.sys.atari.st)
Bengy Collins wrote on Thu 22-07-1999 23:02 (-0600):

> After posting this I just checked to be sure, and you were right. I was
> running under 16b resolutions, and sure enough, things were all garbaged in
> 24bit resolutions.

Their site says it works in all Atari resolutions, from 2 to 16 bits,
they do not speek about 24 bits.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I had a life once... now I have a computer and a modem.

2295. Lynx problem :solution ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7na8rg$g03$1@front4.grolier.fr>
Source record: 75513

AIe

a friend has put the dc plug in the comlynx socket
now the lynx seems dead
Is something (simple) to do to repair that ?

thank's for your answer(s)

2296. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7nd88a$d6c$1@barcode.tesco.net>
Source record: 75514

After looking at the Team Atari group stats, I was wondering what computers
us Atariarians are using to process the SETI*Home info.

Name Units Average CPU time per work unit
1) Gary Priest 88 18 hr 30 min 45.3 sec
2) Bud Connolly 39 13 hr 55 min 52.1 sec
3) tannoz 37 16 hr 48 min 38.5 sec
4) Joe Mirando 33 17 hr 36 min 39.7 sec
5) Nicolas Roard 30 11 hr 21 min 09.2 sec
6) Elliot Swanton 20 26 hr 02 min 12.5 sec
7) Chris Emmitt 8 35 hr 45 min 11.4 sec
8) Mark Davies 6 80 hr 08 min 19.6 sec
9) sebastien 5 51 hr 53 min 33.4 sec
10) JeanLulu 5 32 hr 39 min 55.8 sec
11) Marc-Anton 1 109 hr 46 min 22.9 sec
12) ibral 1 0 hr 21 min 36.0 sec
13) dunk 1 16 hr 09 min 26.6 sec
14) BobJ 0 0 hr 00 min 00.0 sec
15) RMahlert 0 0 hr 00 min 00.0 sec
16) Penguin 0 0 hr 00 min 00.0 sec

So here I am at number 8 and I run SETI@home on

1) 233Mhz K6
2) 166Mhz Intel Pentium
3) HP 7000/712

What about the rest?

2297. Re: TransAction opens/InterActive finally closes!

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Sylvain Perchaud <eslime@atari.org>
Message-ID: <37990017.A0E44181@atari.org>
Source record: 75515

"Nicholas Bales (please edit email addressto reply)" wrote:

> > TransAction home pages
> What's the URL? I can offer my services for translating english>french
> and french>english.

join me and Didier Briel in the french part of TransAction ;-)

http://www.cix.co.uk/~inactive/TransAction/index.html

---
mailto:eslime@atari.org

http://perso.club-internet.fr/eslime/
http://eslime.atari.org

2298. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3797b5128695ea0@mail.otenet.gr>
Source record: 75560

Hi Martin,

on Thu 22-07-1999 18:59 Martin "Nightowl" Byttebier wrote:

>I'm not a programmer but I can't understand why it's easier to develope a
>new stack then to use one of the two standards. AFAIK, the sources of
>these stacks are freely available.
>
MintNet's sources are, STiK/STinG's are not. And IMHO this is pittyful,
since there are more TCP/IP stack sources around than I count! This way
I'm afraid STinG will get a 'Glue' in front of its name very soon...
(at least until Peter gets back).

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2299. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9907230341080.124-100000@milan>
Source record: 75561

Hello!

> > Btw. the socket-device will be moved into the kernel in the future,
> and
> > libsock into MiNTlibs. I suggest you subscribe to the MiNT-list to
> discuss
> > any changes that has to be done to MiNTlibs to support your device.
>
> I don't think that this is a good idea, and hopefully nobody is working
> on this plan.

It's better we difference clearly between the socket device itself and the
socket library.

> Why?
>
> - It adds non-kernel functionality to the kernel,

For the library this is correct, a library is always part of user space.

For the TCP/IP stack itself it's much better then it's really integrated
into the kernel.

> - it makes updates much harder,
>
> - we need another set of precompiled kernels for those people who don't
> need networking.

Integration don't mean that it's all linked into one file.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

2300. ATARI ST SALE UK

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: TCR <tim@wild.swinternet.co.uk>
Message-ID: <7n8d3a$m5o$1@news5.svr.pol.co.uk>
Source record: 75562

HI,

ATARI ST 4MB RAM SM124 MONITOR MOUSE

£60ono

email me or call (0115) 9117392

2301. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7n8jrb$455$1@cubacola.tninet.se>
Source record: 75563

```
On 22 Jul 1999 11:27:22 , Martin "Nightowl" Byttebier wrote:
>Hello,
>I'm looking for the right URL of Fire News and Fire Call. (Christian
>Andersson)
>The one I've isn't valable anymore
>(http://www.alfaskop.net/~faltrion/FireSTorm/index.html)
>
>TIA
>Martin
>--
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
Hi Martin

Here it is: http://firestorm.atari.org/
```

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

2302. transfer Mac toward Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: comelli <comellia@easynet.fr>
Message-ID: <3797EF1B.C2796E38@easynet.fr>
Source record: 75564

I have a macintosh power PC and an atari 1040 ste. On the atari, i have the very good music software Cubase. I have found a lot of midi files during my surf on internet with my Macintosh. I'd like to use theses files on my atari with cubase and my synthetiser. So I'd like to know if it was possible to transfer theses files on a floppy disk from my Mac and then to use them with my atari.

Best Regards.

2303. transfer Mac toward Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: comelli <comellia@easynet.fr>
Message-ID: <3797EF50.762AB512@easynet.fr>
Source record: 75565

I have a macintosh power PC and an atari 1040 ste. On the atari, i have the very good music software Cubase. I have found a lot of midi files during my surf on internet with my Macintosh. I'd like to use theses files on my atari with cubase and my synthetiser. So I'd like to know if it was possible to transfer theses files on a floppy disk from my Mac and then to use them with my atari.

Best Regards.

2304. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37980065$0$159@news.zetnet.co.uk>
Source record: 75566

In a former life as an exotic dancer, joska@nuts.edu wrote:
> > 4 meg in allowed the slower speed to work. I hope that a new upgrade
> will
> > let the faster one work, too).
>
> If it doesn't work at 25MHz with a standard 4Mb card it's probably not
the RAM that's the problem, but something else. I have never heard of
memory-cards that doesn't work at 20MHz, so I suggest you check your
installation again.
>

I've checked the installation so many times that it hurts. I've got a degree in Electronic Engineering, and have been earning a living as either an electrical or electronic engineer for the past 8 years, so I think the installation's okay. If I had more time (and my own 'scope) I'd troubleshoot it properly.

What I do know is that the Nemesis won't work at all with my 16Mb DIMM card in, but will work at the lower speed with the original 4Mb. As I want a full 16 (okay, 14.3) back again, I've got nothing to lose by buying another memory card. As you say, it probably won't give me full speed on the Nemesis, in which case I'm going to throw in the towel, and settle for the lower bus speed, as I quite frankly can't be bothered anymore.

Thanks for the input though,

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

2305. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: macaddict@mapson.tesco.net
Message-ID: <1dvd8se.2mj6bdkl1uevN@dialup.62-172-30-28.tesco.net>
Source record: 75567
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Steve <macgamer@ukonline.co.uk> wrote:

> Cheers lads :-)

But why so many groups? Just askin'.

--
Macaddict at Tesco dot net: Remove 'mapson.' to respond by email!

2306. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvdtk0.1sdzq72aqz52wN@pm-d28.rhein-main.de>
Source record: 75568

Oe.Trollsaas <oys.troll@c2i.net> wrote:

> My equipment is a Falcon with 14Mb ram, and I have now two SCSI-2 HD's
> connected to it, both of them Quantum, one lightning and one fireball tm 21
> s 011, 3.5 series. I'm using the FALCON for CAF, but just now I can not use
> it, the reason as explained above (can't drive the harddisks with HDDRIVER,

CAF doasnï¿½t have his own driver? CAF is not avaible here. ONLY a idea.

Othersides, some fireball models canï¿½t boot on a atari.

> bombs and a noisy picture for two seconds shows up and no harddisk opens). I
> can open the Quantum lightning with AHDI, but not the fireball, that was the
> reason I bought HDDRIVER. I tried the DEMO version before I bought the real
> one and at one point I managed to install the HDDRIVER and open both of the
> HD's, but I did something wrong, maybe dobble installed the HDDRIVER or used
> both of the DRIVERS (AHDI and HDDRIVER) at the same time. When I tried the
> demo version HDDRIVER now, "TOS error #35", showed up without bombs and

Normaly itï¿½s no problem to replace AHDI with HDDriver, both are "AHDI"
kompatible. Sounds like if you doasnï¿½t remove some parts of AHDI while
you use HDDriver. HDDriver installed hddriver.sys on root of you first
device, maybee on internal IDE Part. C:

(Or the first bootable device)

Thatï¿½s the driver for all connected drivers if hddriver found while
run the hddriver setup. (Watch the IDï¿½s! You can switch several IDs
ON/OFF) After setup you have to reboot the machine.
hddriver.sys will be loadet an mount all active drives. (Normaly)

> noise picture. Something has happened with the configuration or inside the
> FALCON, I don't know! Now I can't even open the CAF (after driving the HD
> with AHDI), because the message "Data on the disc C: may be damaged"

Yes, iï¿½m realy sure you use two hard drive drivers at the same time.
That will not work. Canï¿½t gave you a complete description how to install
the driver, canï¿½t see your system. Wrot only my ideas.

> appears. This is very frustrating, I hope you can help me! I have read
> the manual and followed it, but I think the mistake have been done before I

Isnï¿½t :) Remove the old driver. I do the same here years before.
AHDI is slow HuSHI also. Best what you can do for you falcon: HDDriver

> tried to install the real HDDRIVER. Now I have cleaned up the AUTO
> folder and the CPX's, but nothing seems to work!

Whitch release is your AHDI?

(Do not delete .sys files by drag to trash!, you lost drive access!)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2307. Re: What kind of cable to hook Zip to Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvduc2.19aakam4jnypsN@pm-d28.rhein-main.de>
Source record: 75569

Brian T. Hutchinson <brian.hutchinson@ericsson.com> wrote:

> I have a Zip Plus and would like to hook it up to the Falcon SCSI port.
> Zip manual says not to use gender changers on the cable but I know it
> can be done because I have seen people talking about using Zips with
> their Falcons and other Atari machines.
>
> At Best Buy I saw a 50pin mini to DB25 cable. Would this work?

Yes, but i use it with a zip 100, no plus.

Other point, ZIP drive needï¿½s TermPwr. ZIP doasnï¿½t work it itï¿½s no
TermPwr on SCSI Bus. ZIP doasnï¿½t terminate the bus well.

ZIP works fine als followup to another scsi device on the scsi bus.

my chain:
ID7 ID6 ID0 ID1 ID2 ID3 ID4 ID5
Falcon ZIP 100 Quantum Quantum Fireball CD CD Yamaha
#######---#####----########--########--#########--##--##--#######--Terminator

Hard drives have TermPwr Jumper "on"

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2308. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Bardo <dg73@dial.pipex.com>
Message-ID: <7n9ah2$ss5$1@lure.pipex.net>
Source record: 75570

You got one £2 cheaper than me?! I feel ripped off!!!! ;-) Seriously,
though, it does make you wonder why anyone would even bother selling an ST
for £3 (let alone £1!!!) - I'd rather it gathered dust rather sell it for
that kind of money!

Steve Allinson <sallinson@sallinson.freeserve.net> wrote in message
news:7n832d$mf1$1@news7.svr.pol.co.uk...
> Hey Bardo,
>
> Don't want to brag :) but I got my 520STfm at a school fete for £1.00 with
> assorted disks and manuals.
>
> Need a mouse though so if you find where they are available please let me
> know.
>
> Cheers,
>
> Steve
>
> But I need a mouse
> Bardo wrote in message <7mv1lv$4mm$1@lure.pipex.net>...
> >After visiting my local car boot sale, I managed to pick up an Atari
> 520STFM
> >for a very reasonable £3 (I kid you not! He did want a fiver but I
> haggled!)
> >but unfortunately the mouse is knackered. Anyone know where I can get an
> >original Atari mouse cheap? Failing that, anyone got one that they no
> longer
> >want? ;-)
> >
> >Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to
work)
> >
> >Cheers!
> >
> >
>
>

2309. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7n99gqepu1@delphi.ridgenet.net>
Source record: 75571

On 23 Jul 1999 05:40:53 , Xav wrote:

>I've checked the installation so many times that it hurts.

:)

Is the Nemesis grounded to the rail the runs on the outside edge of
the motherboard with leads coming from the "e" pads on the Nemesis?

Are you sure the oscillator in the second socket is making good
contact?

Did you try different caps, or even a resistor (~75-100 Ohm) for the
DMA mod?

If you have an FPU, is the clock in pin (you'll never find the trace:)
for the 68882 line seperated from the motherboard and fed by its own
wire either from the Nemesis (bad idea) or with its own oscillator?

Is this one of the "new" 50 mhz Nemesis or the older "48Mhz" version?
A lot of users have had problems with the new units, at least as far
as the documentation goes concerning traces that should (must?) me
modified on the newer versions.

> I've got a degree
>in Electronic Engineering, and have been earning a living as either an
>electrical or electronic engineer for the past 8 years, so I think the
>installation's okay. If I had more time (and my own 'scope) I'd troubleshoot
>it properly.
>
>What I do know is that the Nemesis won't work at all with my 16Mb DIMM card
>in, but will work at the lower speed with the original 4Mb. As I want a full
>16 (okay, 14.3) back again, I've got nothing to lose by buying another memory
>card. As you say, it probably won't give me full speed on the Nemesis, in
>which case I'm going to throw in the towel, and settle for the lower bus speed,
>as I quite frankly can't be bothered anymore.
>
>Thanks for the input though,
>
>Xav
>
Never say die! Ask those that know me:)

Mikey

2310. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7n99l9epu2@delphi.ridgenet.net>
Source record: 75572

On 23 Jul 1999 07:10:03 , MacAddict wrote:
>Steve <macgamer@ukonline.co.uk> wrote:
>
>> Cheers lads :-)
>
>But why so many groups? Just askin'.
>
>--
>Macaddict at Tesco dot net: Remove 'mapson.' to respond by email!
>
>.

Me thinks its an advertisement. Bloody spam if you ask me.
Mac Addict is a preppie yuppie rag. It goes nicely next to your Turbo
Saab owners manual (with greasy spots next to the turbo maintance
section).

Mikey

2311. Wanted: SM124 to Falcon cable.

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <379839E1.DFC5EC8D@patent.gov.uk>
Source record: 75573

Now that I've got Calligrapher up and running, (thanks, Daniel and Andrew for all your help) I need an adapter cable to connect my Falcon to my SM124. All that flickering is bad for you!!

Any ideas please.

Oh yes, any Calligrapher fonts around?

Bob-King.

2312. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990723130912.5631B-100000@hal.fishpool.fi>
Source record: 75574

> Somehow I fully agree with you! Even M$ didn't do that. They still use
> wsock32.dll :-)
>
> >Instead it should be moved into a shared library, this is where it
> >belongs.

Which is precisely what DLL files are on Windows:
Dynamicaly Loadable Library (if I recall the accronym correctly)

> I hope you mean sock.lib (?)

Nope, something new.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2313. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990723131241.5631C-100000@hal.fishpool.fi>
Source record: 75575

> I can't install directly on the STacy because ASH ships all their
> products on HD-disks and I have no idea how to split them without
> upsetting the installer :-(

Same problem here, for NVDI 5.

> The STacy currently has only 2Mb RAM, but I don't think this should be a
> problem.

Do you really expect to have _any_ ram left, after Magic is loaded?!

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2314. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: "Oe.Trollsaas" <oys.troll@c2i.net>
Message-ID: <0BXI3.1211$vX4.119502@juliett.dax.net>
Source record: 75576

HELLO!
Robert Schaffner wrote that it could be problem just moving the HDDRIVER.sys to the trashbox. What is happenig and Can you explain what to do to solve this mistake?

Oystein

2315. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7n9ilh$q02$1@news4.svr.pol.co.uk>
Source record: 75577

On 21 Jul 1999 21:04:32 , Djordje Vukovic wrote:

>On 20 Jul 1999 16:16:39 , BobKing wrote:
>>Can I put in word for MegaPaint Pro. This is dual bitmap/vector. Its

>Shortcomings: it uses only its own file-selector, it is rather picky about
>display resolution: on a ST works only in monochrome and not with overscan
>(there is a version 6 that works with overscan but not everything is ok).

It's been some time since I used my overscan equipped ST, but I've had great success with my Falcon if I make sure that the Videlity-supplied horizontal resolution could be divided by 32 without a remainder.

>I have heard once that there is, after all, a colour version of Megapaint.
>Can someone confirm or deny this?

It's possible to assign a different colour to each layer.

Perhaps a later version was released but I have no knowledge of it I'm afraid. Anyone know what the last version was?

It's a great technical drawing package as you say.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2316. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Simon Osborne <simon@polarbear.swinternet.co.uk>
Message-ID: <7n9inv$q1k$1@news4.svr.pol.co.uk>
Source record: 75578

>
> Steve Allinson <sallinson@sallinson.freeserve.net> wrote in message
> news:7n832d$mf1$1@news7.svr.pol.co.uk...
> > Hey Bardo,
> >
> > Don't want to brag :) but I got my 520STfm at a school fete for £1.00
with
> > assorted disks and manuals.
> >
> > Need a mouse though so if you find where they are available please let
me
> > know.

System Solutions sell "Original Atari mice for £25" <grin>

For that price, it should be gold-plated

Simon

2317. Re: transfer Mac toward Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Simon Osborne <simon@polarbear.swinternet.co.uk>
Message-ID: <7n9irs$q3s$1@news4.svr.pol.co.uk>
Source record: 75579

comelli <comellia@easynet.fr> wrote in message
news:3797EF50.762AB512@easynet.fr...
> I have a macintosh power PC and an atari 1040 ste. On the atari, i have
the
> very good music software Cubase. I have found a lot of midi files during
my
> surf on internet with my Macintosh. I'd like to use theses files on my
atari
> with cubase and my synthetiser. So I'd like to know if it was possible to
> transfer theses files on a floppy disk from my Mac and then to use them
with
> my atari.
>
> Best Regards.

If your Mac is pretty recent, you should have a program that allows you to read PC disks. If you can, format a 720k disk on the Atari with the Desktop, and wack it into the Mac. Atari disks are basically the same as pc disks, so just copy the files onto the disk.

The program is called PC Exchange I think

Simon

2318. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Simon Osborne <simon@polarbear.swinternet.co.uk>
Message-ID: <7n9j2c$q79$1@news4.svr.pol.co.uk>
Source record: 75580

Gordy <tesla1@zetnet.co.uk> wrote in message
news:37971b71$0$158@news.zetnet.co.uk...
> Hiya,
>
> On 22 Jul 1999 00:14:23 , "omelette" wrote:
>
> > I have a 4meg STE running Magic but have experienced problems.
> >
> >1) The Sebra mono emulator causes the system to bomb with Magic.
>
> I could never get the Sebra mono emulator to work so I think the only
> solution for this is to go out and get a cheep mono hi res monitor.
>
> >2) Magdesk doesn't see my CD ROM as a drive.
>
> Which CDROM driver are you using?
>

I reccomend using the excellent SPIN driver. It has a special XFS driver
than you just throw into your Xtensions folder, and forget about it.

Simon

2319. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379842b021969dd0@holleman.demon.nl>
Source record: 75581

on Fri 23-07-1999 02:25 Joergen Nyberg wrote:

>On 22 Jul 1999 11:27:22 , Martin "Nightowl" Byttebier wrote:
>>Hello,
>>I'm looking for the right URL of Fire News and Fire Call. (Christian
>>Andersson)
>>The one I've isn't valable anymore
>>(http://www.alfaskop.net/~faltrion/FireSTorm/index.html)
>
>Here it is: http://firestorm.atari.org/

Hi,

I'm sorry to say, but this new one is IMO another perfect example of how one should NOT create a website:

1. It takes far too much time loading/decompression all the bloody piccies, which IMO don't add to the attractiveness of the site at all. Of course, one can always discuss what does and what does not... :-)

2. It's not very clear what are links and what are not: one has to move the mouse around to find out.

3. The classic example of one person not knowing/understanding about reading contrast: black background, red text. Fontsize average, folks, *THIS COMBO MAKES YOUR STUFF UNREADABLE!!!*

I am in the lucky circumstances that I have a gfx card that can enlarge on the spot to 2x, 4x and 8x. For these kinda pages I definitely NEED this feature.

Normally, when I see sites like this I don't spend any second longer to look at it or click to another link. Guess I'm not the only one...

BTW, I just wonder how this site looks like in B&W: probably even crappier than in 24 bit rez! Poor monochrome websurfers :-(

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2320. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <932738924-536785AEicMi@post3.tele.dk>
Source record: 75582

>From: derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker)

- snip -
>Perhaps a later version was released but I have no knowledge of it I'm
>afraid. Anyone know what the last version was?
>
>It's a great technical drawing package as you say.
>
AFAIK it`s a PC program now, I figure that they use color?
They left the Atari scene when the TT was delayed back in 1992 or was it
the year before.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

2321. Lost sites: Anthony Jacques & Dan Jones

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7n9u2k$nc3$1@nnrp1.deja.com>
Source record: 75583

Greetings all,

As you might have guessed by the subject line, I am looking for the URL:s of Dan Jones (Digital Dan) and Anthony Jacques. They both until quite recently had their webpages up and running, but now they are gone with no info or redirect.

If anyone has info on this, I would appreciate your help! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2322. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7na1jg$8tb$1@snipp.uninett.no>
Source record: 75584

Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:

>> I can't install directly on the STacy because ASH ships all their
>> products on HD-disks and I have no idea how to split them without
>> upsetting the installer :-(

> Same problem here, for NVDI 5.

The solution is really, really simple. Just copy the installation-disks in chunks over to the STacy's harddisk and install it from there... I did it with both MagiC6 and NVDI 4.12 last night and both now work :-)

>> The STacy currently has only 2Mb RAM, but I don't think this should be a
>> problem.

> Do you really expect to have _any_ ram left, after Magic is loaded?!

With MagiC6, ZControl and STiNG loaded I have 850Kb free. This is enough to run AtariIrc, so now I have the Stacy connected to the TT which again is connected to my internet-gateway, the Falcon. Now, let's just hope that MagiC doesn't trash the STacy's disk as well, as it has done on the Falcon and TT...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2323. Falcon 030 for sale with extras

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Thunder <thunder@busprod.com>
Message-ID: <37989c91.0@news.busprod.com>
Source record: 75585

check it out on Ebay!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=135845171

2324. Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: DAVID PETERS <DAVID.PETERS@DAYTONOH.NCR.COM>
Message-ID: <3798ad52@rpc1285.daytonoh.ncr.com>
Source record: 75586

Anyone intrested in buying one or two atari collor monitors?
Thanks,
Scott Peters 937 885 2426

2325. stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Fons <Adalfuns@gmx.de>
Message-ID: <3798CC9B.BBC0D79F@gmx.de>
Source record: 75587

Hello,

I `m german, my english is not so good. I search a game for ATARI ST.
The name of this is Stunt Car Racing. I would be glad if I find this
game.

Bye, Alfons

2326. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Caye Silverlight <nnjacir@ix.netcom.com>
Message-ID: <7nabgs$rp9@dfw-ixnews7.ix.netcom.com>
Source record: 75588
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

if this goes on, it could be our longest thread yet

2327. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: Caye Silverlight <nnjacir@ix.netcom.com>
Message-ID: <7nabfs$ro6@dfw-ixnews7.ix.netcom.com>
Source record: 75589
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

I forgot to ignore it

2328. Re: TransAction opens/InterActive finally closes!

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37983C71.3E2268CE@online.TAKE.THIS.OUT.fr>
Source record: 75590

```
Joe Connor a ï¿½crit :
>
> TransAction home pages
>

What's the URL? I can offer my services for translating english>french
and french>english.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2329. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <379856a69d106c80@lvdi.net>
Source record: 75591

On Tue 20-07-1999 08:36, joska@nuts.edu TOS'd the following:

>Videlity is freeware now, and if you have a soldering-iron you can
>easily make your own "screenblaster"

Where can Videlity be downloaded? Is it better than the software
that comes with ScreenBlaster?

--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

2330. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3798d6508da8f11@ping.be>
Source record: 75592

on Fri 23-07-1999 11:19 Louis wrote:

>I'm sorry to say, but this new one is IMO another perfect example of how
>one should NOT create a website:
>
>1. It takes far too much time loading/decompression all the bloody piccies,
> which IMO don't add to the attractiveness of the site at all. Of
> course, one can always discuss what does and what does not... :-)

Fully agree with you. I started downloading the page and then I went
downstairs to make coffee. I was just in time upstairs again to see Cab
converting the last image.

>3. The classic example of one person not knowing/understanding about
> reading contrast: black background, red text. Fontsize average, folks,
> *THIS COMBO MAKES YOUR STUFF UNREADABLE!!!*

Uch, I don't have probs with that but your are right. Lots of people has
troubles to read low contrast stuff. I guess I must change my UTSI pages
also:-)). Every web designer should be aware of that.
The fontsize looked alright for me though. I using a resolution of
1152x864x256 on a 17" screen. In Cab I'm using Baskerville as font for
normal text with a default font size of 12 points.
I must admit however that it looks much better if I use a font size of 14
points.
Maybe you could set the default size of the font a little bit higher.

>BTW, I just wonder how this site looks like in B&W: probably even crappier
>than in 24 bit rez! Poor monochrome websurfers :-(

You'd better say poor 24b rez surfers. I'm monochrome it looks good. The
pictures ofcourse looks awful but the text is very good visible, black
background, white text.;-)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2331. Re: Positive Image + Mint

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3798d6508da8f13@ping.be>
Source record: 75593

on Thu 22-07-1999 23:20 Jï¿½rgen Nyberg wrote:

>Thanks, i moved the rsc and then it worked but i have to disable the caches when
>i start but once it's started i can switch them on again, strange isn't it?

Again here on my Hades I don't have to switch of the caches except the
'copy back' cache.
I don't think it's strange. Some, mostly older progs doesn't like the
'copy back' cache. Looknsee (even the latest beta 0.97) and Imagecopy 4.2b2
plus for instance. Especialy Imagecopy dislike the 'copy back' cache. Most
of the time it will take the whole system down.
Calamus SL95/98 doesn't like it either but Calamus SL99 seems to work with
that cache on.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2332. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3798d6508da8f12@ping.be>
Source record: 75594

on Fri 23-07-1999 02:25 Jï¿½rgen Nyberg wrote:

>On 22 Jul 1999 11:27:22 , Martin "Nightowl" Byttebier wrote:
>>Hello,
>>I'm looking for the right URL of Fire News and Fire Call. (Christian
>>Andersson)

>Here it is: http://firestorm.atari.org/

Thanks, for the info.
CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2333. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3799a496ad5e8c02@lvdi.net>
Source record: 75395

On Fri 23-07-1999 21:31, Jo Even Skarstein TOS'd the following:

>It's atleast a lot better than the software for ScreenBlaster III, which
>has problems under MiNT.

I have SB2, and it works fine under MagiC. But I'm always looking
for something better.

Thanks.
--

2334. Falcon Digital Interface (FDI)?

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7nd26c$h31@enews3.newsguy.com>
Source record: 75396

Does anyone have a used Falcon Digital Interface (FDI) for sale?

I've used Cubase Audio on my Falcon for a long time, and now would like to get into CDr burning, but I need the FDI to do digital transfers from my DAT masters to the Falcon. The FDIs are still extremely expensive new from SoundPool though <ouch!> So any help locating a used one would be appreciated!

(For what it's worth, I live in Southern Californi, USA).

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2335. Re: Imagecopy/Epson 740

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7nd26a$h31@enews3.newsguy.com>
Source record: 75397

On 21 Jul 1999 00:13:26 , "Mr.G" wrote:
>
>Anybody got Imagecopy printing using the Inkjet driver on a 740? I can
>only get the Epson 24-pin driver to work at 360dpi. All I get using the
>Inkjet driver at 360/720dpi is blank pages.

Not exactly, but I use Image Copy 4 with my Epson Stylus 600 printing at 720dpi
all the time. I guess this doesn't help you much though... :^(

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2336. Re: J.A.T.O

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: david rodger <david.rodger@net.ntl.com>
Message-ID: <379A2223.4757FA4B@net.ntl.com>
Source record: 75398

Bumzyman wrote:

> I have a Mega ST4 that I bought used. It has a micro switch mounted to
> the front of the case and wires running to an addon board inside. The
> board says J.A.T.O. on it, does anyone have any idea what it could be
> for?
>
> Thanks

If I remember correctly J.A.T.O. was ana accelerator board ,16mhz ,
frompre ste days

2337. Falcon rgb adapter

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7ndba6$22s$2@as102.tel.hr>
Source record: 75399

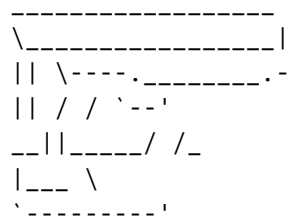
Hello!

does someone know what the rgb adapter is and for what can be used on
Falcon?
Is it the similar thing as vga adapter and can I connect my tv over it
to the Falcon?

does someone have spare one...;))) ?

sasa

Sasa Andrijasevic
E-mail: sandrija@pravo.hr
proud owner of: Atari 1040 STe, STBook & Falcon 030



2338. Re: Are ATARI computers Back ???? !!!! (Lon

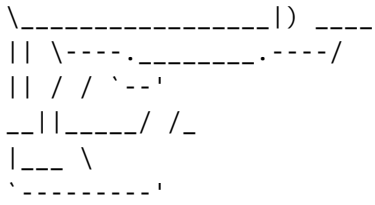
Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7ndc1h$22s$3@as102.tel.hr>
Source record: 75400

well, it's a long one definitely...

i'd just say that my CT2 Falcon was not more expensive than Pentium
133 or so....It takes some time to find but it is wortwhile since
Atari definitely works better and safer and easier than pc (especially
CT2)...I am heavy user of pc at work so I lerned to respect some
really nice things...True, pc at 450 mhz is fast but is sometimes very
unstable (when running windoes) and not easy to use...
and just why would ou need such a machine? most of the people need
computer for usual stuff - reading mail, browsng or preparing
document- all of it can be done even with a ST...
for enhanced graphics buy a Silicon Graphics...;))

sasa

Sasa Andrijasevic
E-mail: sandrija@pravo.hr
proud owner of: Atari 1040 STe, STBook & Falcon 030



2339. Re: aMail v1.2b

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ndd7qpuv1@news.campuscwix.net>
Source record: 75401

On 24 Jul 1999 20:31:24 , Martin "Nightowl" Byttebier wrote:

->Any change that you first have retrieved your mail with popwatch?
->If so I think Popwatch marks these mails as readed (of something like
->that). If you now download the mails again with Amail then Amail sees
->there are mails in the box and retrieves then but as they are marked as
->readed (of something like that) Amail will not display then _if_ you've
->set in 'global' the 'get' option to *new only*. In the case you've
->downloaded your mail with Popwatch before you try with Amail you must set
->this option to *all*
->
->Capito?
->
->CU
->Martin

Hi Martin. Thanks for the reply. I've got it now. Silly me, I forgot to
put the last " \ " after my paths:

u:\home\root\amail\inbox\
u:\home\root\amail\outbox\
u:\home\root\amail\sent-mail\

Whats so embarrassing is that I think I did the same thing the very first
time I installed the original release of aMail! (but remembered to do it
in all subsequent releases up to 1.2b) Go figure. Methinks I've been sitting
in front of my monitor far too long now (been updating scripts on my BBS-
like BASIC language). <grin>

BTW, ever notice if you use the fileselector to point to your paths in aMail
from the drop-down menu, that it always puts the slash like " / " instead of
" \ " ? Oh well... (or is it Freedom doing that?)

Catch ya later, and thanks again! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2340. Re: Falcon rgb adapter

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nddbnpuv2@news.campuscwix.net>
Source record: 75402

```
On 24 Jul 1999 21:30:46 , Sasa Andrijasevic wrote:
->Hello!
->
->does someone know what the rgb adapter is and for what can be used on
->Falcon?
->Is it the similar thing as vga adapter and can I connect my tv over it
->to the Falcon?
->
->does someone have spare one...;))) ?
->
->sasa

They are used for hooking up an SC1224 or SC1435 Atari RGB monitor
to the Falcon... Sorry-only have one, myself! ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

2341. Monthly Winners!

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ndde2puv3@news.campuscwix.net>
Source record: 75403

Its that time once again! (thunderous drum-roll please-if you don't mind) The Winners at the DarkForce! BBS this month are as follows:

1) Mark (Mark Friedman) : 1 6 month/3 volume subscription to Atari Computing!

2) Angle (Shannon Slone) : ST-Plus Fanzine!
3) Centurion (James W. krych) : ST-Plus Fanzine!
4) Big Daddy (Palmer Slone) : ST-Plus Fanzine!
5) Superunleaded (Cheryl Slone) : ST-Plus Fanzine!

Congratulations to all our lucky winners. Don't forget-you too could be a winner if you call our BBS at least one time each month. All it takes is that one call, and it does not matter how long you stay on. Good luck to all of next months' callers! ;-)

PS You must take a permanent password when you call for the first time! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2342. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3799BE17.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 75404
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

On Fri, 23 Jul 1999 14:12:30 -0400, Caye Silverlight (of comp.sys.sinclair "fame") wibbled on for an age:

> if this goes on, it could be our longest thread yet

Your threads must be a bit crap, if this is the longest one.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

2343. full framerate video?

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <379A370D.7B883F1F@catvomit.u-net.com>
Source record: 75405

Is there any way of getting full frame rate video (ie 25fps in PAL) on the Falcon???

2344. FA: Atari STbook notebook computer

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Robert Andrew Bell <rapier8@home.com>
Message-ID: <eMrm3.2972$sE2.40514@news1.rdc1.bc.home.com>
Source record: 75406

For auction on Ebay Atari STbook notebook computer,in good working order and complete with user manual,battery charger,system disk and transfer cable,current high bid $102

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=136050437

Rob.

2345. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dveebw.1y4vu4q1pgmlj4N@srry01m09-154.bctel.ca>
Source record: 75407

Louis <louis@holleman.demon.nl> wrote:

> I'm sorry to say, but this new one is IMO another perfect example of how
> one should NOT create a website:

Although nothing to do with navigation, color schemes, or intense inlines, along the same lines try validating your HTML, Louis. You'll be amazed at what you find, as I was validating my own pages. CAB's validator is missing some errors on your home page, notably with table structures.

A very good validator, although purists might disagree, is Doctor HTML:

http://www2.imagiware.com/RxHTML/

Go to the the 'Single Page Analysis' section and paste your URL. You're allowed to test four pages before the service times out for the day. This service is especially handy for analyzing table structures.

If you clean up your markup based on what the validator reports, CAB and other browsers will display the page quicker, since extra processor time won't be spent formulating the tables (and a few other things). Afterwards, I think you'll see a significant difference in performance.

Doctor HTML will point out all fourteen of your extra open TD tags. However, it ignores the redundant use of the rowspan attribute, which just adds to the extra processing time (no TRs are defined in the first place, which probably doesn't help either). On my TT, I can see CAB 'hiccupping' as it parses the page.

I recommend anyone relying on CAB's validator to use validation services as well. I use Doctor HTML in conjunction with the W3C's validator (http://validator.w3.org/), one that takes exception to some things that Doctor HTML doesn't (both have their own merits). The W3C's validator is buggy, though: My main TOS page validates as 4.0 Transitional, yet it shouldn't because in one case I use a percentage value to specify a table cell's width (that's not allowed according to the W3C's own specification).

Another validator worth mentioning is Website Garage:

http://www.websitegarage.com/

Run their free Tune-up, then click 'HTML Design' to see the error reports in detail.

All this is just friendly advice <g>. Validation is especially important if one does their HTML by hand. CAB's validator alone simply can't be

relied upon.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2346. Atari Online News, Etc. #0121

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <BJTcB-U.dpj@delphi.com>
Source record: 75408

```
A-ONE #0121 07/23/99

~ People Are Talking! ~ Apple's iBook A Hit! ~ CG Expo News!
~ SETI@home - Team Atari ~ JagFest Video Is Ready ~ NFL Xtreme 2
~ UVK 2000 Support Site! ~ MS Offers Mac Browser! ~ Tellme Networks
~ 'Lara Croft' To Return ~ DVD Takes Spotlight! ~ Bristol Layoffs

-* AOL Offers Free Access To UK *-
-* Anti-spam Group Steps Up Campaign! *-
-* Bristol Loses Antitrust Suit to Microsoft *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2347. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <379A22FF.E257F2FD@earthlink.net>
Source record: 75409
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

Edward Franks wrote:

> My glass typewriter shows sheercon@earthlink.net typing...
> [Snip]
> > Just out of curiosity, how do you you come up with prices for some of the games you
> > are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> > wondering how you came up with it being worth $150...
>
> That's the current market value for Ultima][(big box version).
>
> --

Well my question is how does one come up with a "market value"?

Some people go by prices on Ebay as being "market value" and those prices are usually ridiculous. I use Ebay myself but am the first to acknowledge that items often go for more that they should.

If $150 is the "market value" for Ultima II for the Apple, anyone wanna buy mine off me? ;)

Brian

2348. Re: Falcon rgb adapter

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <379A9A1D.C096A552@jps.net>
Source record: 75410

Hi Sasa,

I have a spare one. It's the same as the Falcon VGA adaptor, but it accepts an ST color monitor jack. The Falcon has a separate RCA jack on the back to run to your TV (RF signal, channel 2 and 3, or 3 and 4 as I recall).

John Kolak

Sasa Andrijasevic wrote:
>
> Hello!
>
> does someone know what the rgb adapter is and for what can be used on
> Falcon?
> Is it the similar thing as vga adapter and can I connect my tv over it
> to the Falcon?
>
> does someone have spare one...;))) ?
>
> sasa
>
> --
> Sasa Andrijasevic
> E-mail: sandrija@pravo.hr
> proud owner of: Atari 1040 STe, STBook & Falcon 030
>
> _____ __
> _____|) ____.---'--`---.____
> || \----._____.----/
> || / / `--'
> __||_____/ /_
> |___ \
> `---------'
>
>
> --

2349. Atari ST 520 for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: "M.J." <mikej@web-access.net>
Message-ID: <379a94d3.0@news.wcc.net>
Source record: 75411

I have the following for sale:
1. Atari ST 520 Keyboard (has 1 meg ram upgrade) No power supply I lost
it.
2. SC 1224 Colored Monitor
3. Two SF 354 Floppies w/ power supply
4. I have the manuals and some assorted programs like:
VIP Professional Business program
Superbase Professional
Habla Writer
Wishbringer
Degas (art program)
80 diskettes of assorted Shareware programs and backups
A few assorted Atari Books

The 1st reasonable offer gets it all.

Thanks
Mike Jackson
On Ebay my name is Kingnick and I have a excellet rating of a 64 basiclly
meaning I"m good to do business with. All of this stuff worked the last
time I hooked it all up. I"m selling it as is. And I offer a full refund if
you not happy with it after 7 days. Please make best offer.

2350. [ACH] logiciel de gestion commerciale

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <7nmghu$s46$1@wanadoo.fr>
Source record: 75412

Achete Logiciel de gestion commerciale pour Atari St

'Solution' de
Upgrade Editions

ou tout autre logiciel de gestion commerciale performant
(Gestion commerciale ? , Gestock ?, AeraCompta ?)

vcorneillie@wanadoo.fr
(Region Nord de la France)

2351. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <932779926.27127.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 75516

Martin-Eric Racine wrote in message ...

>In real life, Magic users prefer I-Connect

I seriously doubt this. I would have thought STinG was much more popular as
I-Connect is way too restricted in terms of clients.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2352. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <37991D88.CD4668C8@home.com>
Source record: 75517

Paul Nurminen wrote:

> On 19 Jul 1999 02:02:30 , Frank W. Lawrence wrote:
>
> >I am not aware of a program to read .WMF files however there is a program called
> >XCHANGE that will convert to .CVG, OL,etc from FastClub.
>
> Thanks for the info. I'll take a look at it. However, I recently discovered
> that the 3 CD ROMs I aquired (it's a "clip art" collection for PCs), also have
> all the WMF images duplicated as TIFFs - hidden in a folder on disk 2. So no
> need to convert these WMFs at least! :^)
>
> And thanks to the others who responded to my question too.

Paul, you may want to reconsider that choice depending on your final output decisions. A WMF file is a vector file, not bitmap. You can use the TIF files but if you wanted to resize a graphic 1,000% you wouldn't be able to do that with the TIF and retain the resolution. A WMF can be resized infinitely just as a GEM or CVG file can be handled, up to the limits of memory!

Keith

2353. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37990589@news2.vip.uk.com>
Source record: 75518

Hi,
I'm using METADOS 2.74 in conjunction with SPIN /SD 0.34. This was the
only combination I came across that allowed me to even access my Apple CDROM
drive - and from which the problem arises.
The XFS references bothers me though. As far as I can recall, none was
supplied in the SPIN archive I downloaded. I successfully accessed the CD
drive via MiNT using the XFS that was supplied with the LINKII SCSI s/w as
supplied by ICD. Could you expand on how the SPIN_CD.BOS file I am using
might use a XFS extention.

Thanks.

Simon Osborne <simon@polarbear.swinternet.co.uk> wrote in message
news:7n9j2c$q79$1@news4.svr.pol.co.uk...
>
> Gordy <tesla1@zetnet.co.uk> wrote in message
> news:37971b71$0$158@news.zetnet.co.uk...
> > Hiya,
> >
> > On 22 Jul 1999 00:14:23 , "omelette" wrote:
> >
> > > I have a 4meg STE running Magic but have experienced problems.
> > >
> > >1) The Sebra mono emulator causes the system to bomb with Magic.
> >
> > I could never get the Sebra mono emulator to work so I think the only
> > solution for this is to go out and get a cheep mono hi res monitor.
> >
> > >2) Magdesk doesn't see my CD ROM as a drive.
> >
> > Which CDROM driver are you using?
> >
>
> I reccomend using the excellent SPIN driver. It has a special XFS driver
> than you just throw into your Xtensions folder, and forget about it.
>
> Simon
>
>
>

2354. Nurmix Web Central - Updated

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7nbjh0$2pe3@enews3.newsguy.com>
Source record: 75519

I just thought I'd let everyone know that I've been doing a lot of work on my web site recently:

(Nurmix Web Central) http://www.tsotech.com/nurmix/home.htm

There have been some small updates to the Atari section, but in addition to that, the pages on my studio (Red Light 6 Studio) and my electronic music project (NURVIS) have received major updates. And the reason I'm posting it here is because I thought some of my fellow Atarians might want to check out the pages. And yes, it is completely CAB-friendly, as I code all the HTML in QED, and view the results in CAB 2.7 myself.

I've made several song clips of my electronic music available for download (.WAV format) - and of course, it was all sequenced and recorded on my Falcon. And there are also some pictures of my Falcon and studio for your viewing pleasure.

And of course I still have quite a few Atari downloads available (with a lot more on the way soon - including 8-bit stuff). And if you have a warped sense of humor like me, you should enjoy the ZARSISIPAN FILES and DEEP THOUGHTS pages as well.

Anyway, check it out! (if you feel you deserve it) ;^P

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2355. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nbv1r$3l5$2@news6.svr.pol.co.uk>
Source record: 75520

On 22 Jul 1999 11:27:22 , Martin "Nightowl" Byttebier wrote:
>Hello,
>I'm looking for the right URL of Fire News and Fire Call.

I'm impressed with FireNews, but I haven't been able to contact the author
to register it. Development seems to have come to a stop :-(

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2356. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nbv1u$3l5$4@news6.svr.pol.co.uk>
Source record: 75521

On 23 Jul 1999 10:36:44 , "Oe.Trollsaas" wrote:
>HELLO!
>Robert Schaffner wrote that it could be problem just moving the HDDRIVER.sys
>to the trashbox. What is happenig and Can you explain what to do to solve
>this mistake?

The proper way to deinstall HDDriver is to load its utility program and use the "deinstall HHDriver" menu item.

If you're having problems getting your drives to boot I advise first switching your Atari on, then once it has booted to the desktop, switch your drives on. Then take your HDDriver master disk and run the prog that is in the AUTO folder. That should log all the connected drives. Then you can run the HDDRiver utility prog and install the booter on whatever drive you like.

In theory there is no need to deinstall any other driver that might be on the drive.

Robert pointed out that some drives can't be booted from (but you could use the prog in the AUTO folder copied to the AUTO folder of another floppy disk and boot from this IIRC), and that CAF needed its own driver anyway. I can't comment further on either of these two scenarios.

HTH.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2357. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7nbsh3$mm4$1@SOLAIR2.EUnet.yu>
Source record: 75522

On 23 Jul 1999 11:11:45 , Derryck Croker wrote:

>>Shortcomings: it uses only its own file-selector, it is rather picky about
>>display resolution: on a ST works only in monochrome and not with overscan
>>(there is a version 6 that works with overscan but not everything is ok).
>
>It's been some time since I used my overscan equipped ST, but I've had great
>success with my Falcon if I make sure that the Videlity-supplied horizontal
>resolution could be divided by 32 without a remainder.

On my Mega ST with Lacescan "Megapaint version 6.00 - The Final" ALMOST
works: everything is OK when the horizontal resolution is set to 672
(divisible by 32, that is) BUT the magnifying glass function which creates
a skewed grid on screen.

>>I have heard once that there is, after all, a colour version of Megapaint.
>
>It's possible to assign a different colour to each layer.

In which display mode(s) is this operational? I have tried to use Megapaint 4
in 800x600x16 on a PC with an emulator, but succeeded only in geting the
"Wrong resolution or not monochrome" message.

And how are these layer colours set? Is it under the "Assign print colours"
menu entry? Does this print (?) function affect the screen display also?

>Perhaps a later version was released but I have no knowledge of it I'm
>afraid. Anyone know what the last version was?

The last I know of is the above-mentioned V6.00 -"The Final". Is there
anything after that?

Regards;

Djordje.

2358. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nbv1p$3l5$1@news6.svr.pol.co.uk>
Source record: 75523

On 22 Jul 1999 22:44:50 , Vassilis Papathanassiou wrote:
>Hi Derryck
>
>on Thu 22-07-1999 06:59 Derryck Croker wrote:
>
>>Don't tell anyone but I bought Systran's personal translator for my notebook

>Ok, I'll not tell anyone beyond the borders of mother earth ;-) But due
>to SETI project, it's possible that some ETs will know it! Don't trust
>them saying that they're only listening :-)

No, I hear them saying that every day, but I always ignore them! :-))

>>I'd have assumed that Olivier (and Dan for that matter) would already have
>>tried to make overlays that would empower us to access more of the internet,

>For a start I've talked to Olivier about it, he told me that he will do it
>if he had the sources so I've pointed him to the sources and relevant info.

Thanks! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2359. Re: Falcon modem question

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932802070.875.93@news.remarQ.com>
Source record: 75524

On 4 Jul 1999 12:36:49 G, Chris Crosskey wrote:
>On 2 Jul 1999 18:19:15 , Steve Sweet wrote:
>>On 17 Jun 1999 09:05:37 , Nicholas Bales wrote:
>>:>
>>:>
>>:>guitarra@afn.org a crit :

```
>>Really, mine is happy to throtlle up to 230400, and is currently
>>being used at 115200 bps
>>
>
>Reaklly....How did you get 230k4?...I've managed 115k2 quite happily, but a
>56k modem should really be running a DTE of 230k4 if possible....I've seen
>DTE limited download speeds sometimes....

True, with HSModem installed, the port can be set up to 230KDTE. Peter
Rotengattler said however that the port would have to be arbatrated to
use it at that speed. I asked what he MiNT by that, but he never
replied. Anyway, mine wouldn't run at 230K DTE.

Mike
```

2360. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nbv1s$3l5$3@news6.svr.pol.co.uk>
Source record: 75525

On 22 Jul 1999 22:27:04 , Vassilis Papathanassiou wrote:
>on Thu 22-07-1999 07:00 Derryck Croker wrote:

>>Brilliant. This will be a great help. Take a look at Bengy's MagiC support
>>web site for some examples of translation work, which will be greatly eased

>Yep, I've seen them and I'll be glad if it helps. You can start making
>..TXTs out of these already translated RSCs, subsequent versions will be
>much easier to translate!

Exactly! The utility works extremely well too - but you should add Dennis
Vermeire's name to the readme if you can! :-))

>>>Btw: Since painting took more that I had expected(!)
>>>
>>Doesn't it always? :-)
>>
>It does, now I'm thinking of using my camera and Expose and take some
>pictures of my computer room, who knows in how many years it will be
>that organized again :-)

Can you send me a copy (g)

I'm struggling to find the floor ATM and a photo would definitely help! ;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2361. Re: News connection time out

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932802300.632.70@news.remarQ.com>
Source record: 75526

On 11 Jul 1999 11:03:07 , "John Whalley" wrote:
>Mikey wrote in message <931631740.273.102@news.remarQ.com>...

>Ah. Kind of precludes offline reading, I admit. What about changing ISP to
>one which has its own news servers, with a longer timeout? It's about the
>only thing I can think of to get round the problem.

I did try another ISP. No problems there, but they host their own
NNTP. The other is farmed out to Super News somehow. Pain is I have
trouble keeping a connection with the new ISP. I just now logged on to
the old ISP and everything is ok with the connection, but I am having
to type pretty fast:).
BTW, it's an Afterburner with plenty of ram:).

Mike

2362. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932802593.850.26@news.remarQ.com>
Source record: 75527

On 12 Jul 1999 09:58:40 , Joergen Bak wrote:
>>From: mgrove@iwvisp.com (Mikey)
>>Date: Mon, 12 Jul 1999 06:53:45 GMT
>>
>>Oh, yea, Chronos 3D. Take a look at what the pro's are using on SGI's
>>now. It's much more refined, but it still looks like Chronos 3D :).
>
>Do you say, that the Chronos programmer now works for SGI?

I think that sometime ago, Lexicor changed the company name and began
to publish workstation software. I reread the Phoenix manual, and it
looks like Lexicor only distrubited that product. The authors name
wasn't familar to me. Wish the protection could be elimated.....Its a
bitch.
>
>Something like when 3D Studio was released from AutoDesk, it looks exactly like
>Tom Hudsons CAD-3D, and indeed it was.

I remember feeling "proud" when I was using Autodesk animator and
seen his name years ago:).
>

Mike

2363. Re: 3D for ATARI? Like LightWave 3D, Re

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932802980.635.7@news.remarQ.com>
Source record: 75528

On 14 Jul 1999 10:20:02 , hz37@xs4all.nl wrote:

>On Mon, 5 Jul 1999 22:35:12 +0200, "BIOHAZARD" <marcogb@cistron.nl>
>wrote:
>
>>Does AtariOS have any Third-Party 3D packages like LightWave 3D, SOFTIMAGE|3D,
RenderMan?
>
>Well.. 'back then' you had the Tom Hudson Cyber-stuff (the same Tom
>who was involved with AutoDesk 3DStudio, now MAX) and of course a POV
>port for the ST.
>
>Is this what you mean?

It was an interesting thread while it lasted, but I think it was
somebody trolling. Hell, I don't even think you can get a current
version of LightWave 3D for the Amiga anymore, at least not as current
as the SGI,DEC,NT, (sic)Mac versions.

Mike

>
>
>Hens Zimmerman

2364. Re: Bragging

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932803310.374.37@news.remarQ.com>
Source record: 75529

On 20 Jul 1999 08:19:54 , Charles Silver wrote:
>On 19 Jul 1999 23:26:19 , magicmac@my-deja.com wrote:
>>In article <7mvv48$5vh$1@nnrp1.deja.com>,
>> magicmac@my-deja.com wrote:
>>> A guy just gave me an A4000 (Desktop) with Video Toaster included.
>>> I don't know a damn thing about the machine, just carried it to my
>>> office.
>>> I guess some may actually feel sorry for me.....:).
>>> I do know my Falcon is going to be really pissed!
>
>>It turns out that the machine is only a 2000. I popped it open. Looks
>>like a CSA 040 card is installed with 32mb of fast ram. It has a SCSI
>>card by Commodore. The Toaster sits on the far right of the machine. I
>>have no idea which version it is. There are two time-base cards (i am
>>told) as well. Two floppys, a maxtor HD. It has a video toaster sticker
>>attached on the left side of the front case.
>>And I thought Ataris were weird :).
>
>Yo Mike,
>
>You can get all the info on that freebie @ http://www.amiga.com/ Ahhh, I had
>a video toaster once, but it kept burning my pop tarts. I didn't mind that so
>much. What ticked me off was the toaster would then show a video of David Byrne
>singing "Burning down the House".
>---
>CU,
>
>Charles

Hey dude, I sent you a where the hell are you email a couple of months
ago, but didn't get an answer.
I fired up the Amiga today. Looks like one of the hard disk, one with
all the goodies on it, was removed sometime ago. It comes up to the
workbench and there are a lot of disk utilites and a couple of graphic
apps, but all the videotoaster stuff is gone. I don't know if that is
freely available because it needs the hardware or not. That is all I
really want it for. It's pretty quick, but damn, who the hell designed
the O/S? Gimmie MiNT and NAES/Thing/BoxKite ANY DAY! :) Weird shit
there.

Mike

2365. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37995f002f7845e0@holleman.demon.nl>
Source record: 75530

on Fri 23-07-1999 20:40 Martin "Nightowl" Byttebier wrote:

>Uch, I don't have probs with that but your are right. Lots of people has
>troubles to read low contrast stuff. I guess I must change my UTSI pages
>also:-)). Every web designer should be aware of that.
>The fontsize looked alright for me though. I using a resolution of
>1152x864x256 on a 17" screen. In Cab I'm using Baskerville as font for
>normal text with a default font size of 12 points.
>I must admit however that it looks much better if I use a font size of 14
>points.
>Maybe you could set the default size of the font a little bit higher.

Hi Martin,

nope, coz' the font is more than adequate for any decent page. I don't
need excessive scrolling. BTW, I'm using CG Omega 11 or 12 size, I used to
use Verdana 11 before. Good enough as long as there is CONTRAST.
I wanna bet that the body text on his pages has a font size setting too!
>
>>BTW, I just wonder how this site looks like in B&W: probably even crappier
>>than in 24 bit rez! Poor monochrome websurfers :-(
>
>You'd better say poor 24b rez surfers. I'm monochrome it looks good. The
>pictures ofcourse looks awful but the text is very good visible, black
>background, white text.;-)

Actually, I started checking it out myself in mono mode, even with bg
piccies switched off: plain crap. I got a black background and no text at
all, except for the white links (I recall there were two of them on one of
the pages). It means the text is dithered to black here too. So it doesn't
show up. And he definitely issued a BGCOLOR="black" command, he didn't use
tiles, so switching bg piccies off has no effect. Kinda strange that you
get a black background and white letters... but lucky for you! Well,
perhaps that is changeable with CAB's settings for display, dunno. Anyway,
I set up CAB to display to my own liking, which is good enough for any
page, except for the ones created by people not knowing about "contrast".

Talking about "information": did you notice the counter on his page too?
Couldn't make out how many visitors he'd had: the damn' thing continued to
display changing numbers, like a slot machine... :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |

```
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|
```

2366. aMail v1.2b

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nbom9vn1@news.campuscwix.net>
Source record: 75531

Well, I just upgraded to the latest version of aMail (1.2b)
and I'm having some problems. It logs on to my ISP with no
problems, tells me how many E-mails are there (and size),
downloads them, says the operation was successfully completed,
(complete with bugle/trumpet sound), then nothing. No message
subject ever shows up on the top screen...

Any ideas? Thanks...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2367. Re: ISDN and Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7nc0vl$j5j@newstoo.ericsson.se>
Source record: 75532

In article <932296254-883045AEicMi@post3.tele.dk>, Joergen Bak <prunus@post3.tele.dk> writes:
>I have 2 options from my IP. The IP recommend a EICON Diva T/A with 2 analog ports for >connecting phones an 1 port for the computer or a Lasat T/A. The person I spoke to stated >that the EICON was the most stable?
>According to the tech/spec page on www.eicon.com it support connection from 56 kbsec >and up.

I am using EICON Diva to my Hades and it works very well.

/Erik Hall

2368. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvfp4c.1mnyol2t49gqwN@pm-d30.rhein-main.de>
Source record: 75533

> Where can Videlity be downloaded? Is it better than the software
> that comes with ScreenBlaster?

Get videlity from the titan/cortex web page.

Not sure if itï¿½s better. I mean the SB software use a smarter gui and
had more feeling for fine tuning.

Both working perfektly. (Falcon)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2369. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: a9109372@unet.univie.ac.+NOSPAM+.at
Message-ID: <7874730652@uvo1-110.univie.ac.at>
Source record: 75534
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

> Just out of curiosity, how do you you come up with prices for some of the games you
> are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> wondering how you came up with it being worth $150...
>
> I also have Legacy of the Ancients in the box for my Apple II, what do you think
> that is worth?

as much as any1 is stupid enough to pay :-).
still, legacy was a great game, once. i played it for weeks.

wolfgang

2370. Re: What kind of cable to hook Zip to Falco

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3799ac6d$0$163@news.zetnet.co.uk>
Source record: 75535

On 22 Jul 1999 12:58:53 , "Brian T. Hutchinson" wrote:
>I have a Zip Plus and would like to hook it up to the Falcon SCSI port.
>Zip manual says not to use gender changers on the cable but I know it
>can be done because I have seen people talking about using Zips with
>their Falcons and other Atari machines.
>
>At Best Buy I saw a 50pin mini to DB25 cable. Would this work?

Hi Brian!

Yeah, should be fine. Assuming you don't have other hard drives on the
Falcon, you'll need software. HD Driver is the best software for Zips, as
it supports the special options such as password protection of cartridges.

Cheers!

James

+--+--------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+--------------------------------+

2371. Re: [PUB]: New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7nce6d$9nk$1@news5.svr.pol.co.uk>
Source record: 75536
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Stabylo/The Removers <benjamin.gandon@mines.u-nancy.fr> wrote in message news:3797CD4F.71E7A15C@mines.u-nancy.fr...
>
>
> Terry May a ï¿½crit :
> >
> > OIC.
> ^^^
> C'est quoi donc, ca, OIC ?

"Oh, I see" - phonetic! "Ah, je vois"

2372. Re: Adamas (was: Wensuite 3 problems)

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3799da701171ca0@ping.be>
Source record: 75537

on Thu 22-07-1999 23:58 Pascal Ricard wrote:

>Hello,
>
> in article <37976a5e69f69c1@ping.be> (comp.sys.atari.st)
> Martin "Nightowl" Byttebier wrote on Thu 22-07-1999 18:59 (+0200):
>
>
>> If it runs! On my Hades Adamas Pro (registrated version) is just useless.
>> No TC support, crashes all the time. Lots of important HTML-tags are
>> missing, rendering of the colors is very bad, etc...
>
>It seams to have tags missing in Cab.
>What about the JavaScript support ? Did you have un chance to test it,
>even offline ? Or someone else ?

Nope, I haven't tested JavaScript yet.
>
>> Due the extremely high instability I still haven't use Adamas online.
>
>I did try Adamas demo this afternoon (not the last one, just 1.6 pl 1).
>I was surprised not to have a crash like it used to be with previous
>versions. I even got connected to my ISP. But it's slooow on my
>Falcon, much more than Cab, at the first load. A lot better after the
>pages are cached. Colours ? Well, not so bad in 16 colours mode. But
>the layout is not so good. Previous/next works rather well with
>frames.

I must say after I've posted my complains I upgraded my version to
1.6 pl 2. This version seems to be better. I could resize the window
without the risk of a crash. But still the same problems with some colors.
For instance:
"#D4EBF9" This code give a nice pale blue when viewed with Cab 2.70
and Wensuite 3.12, but with Adamas I get something complete
different. It looks more like "#089394" . Some kind of a
blue-green.
Strange enough when I use "#CCFFFF", which is almost the same
pale blue as "#D4EBF9", the three browsers displays exact the
same pale blue.

and "#F8F7D9" This code give me a nice pale yellow but Adamas shows me a
greenish yellow.

Futhermore Adamas certainly doesn't like progressive JPG. It will
show you the pages but without the pciture. Also Adamas doesn't know a tag
like this: <A TARGET="_blank" HREF="bla_bla.htm"> bla bla</A>.

This one should load the page into a new window but Adamas loads it in the same window as where the links is situated. Wensuite however does understand this tag.

Finaly, it's not quicker the Cab.
CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2373. Re: Wensuite 3 problems

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3799da701171ca2@ping.be>
Source record: 75538

on Fri 23-07-1999 17:34 Bengy Collins wrote:

>
>> You're using a Mac, right? I just tested the latest Wen.Suite, and it
>> crashes with a bus-error just when the menubar is displayed. This on my
>> Falcon with Afterburner, and it occurs regardless of cache-mode under both
>> MiNT/N.AES and TOS.
>
>Hi Jo,
>Yep that's on a mac, both winsuite and draconis work fine. I was talking to
>Ozk on IRC not too long ago, and I remember him saying that the latest
>Win.Suite did not work under mint (on his Hades060).....
>

Wrong. On my Hades 060 with or without 'copy back' on and with freeMinT
1.15.2b/N_AES 1.2.0/Thing 1.27/NVDI 5.02 etc. Wensuite 3.12 doesn't have any
prob.
Even in 24b color mode it works.
Oke let me do some tests. As test page I use one with three progessive
jpg's. For your information I'm doing this on a Hades 060 equiped with a
Mach 64 4 MB graphic card and with novaVDI 2.67 as card driver.

1) 32b color mode: -Cab 2.70e: Superb. Only it loads progressive jpg's
very slow. This is a know problem.

-Wensuite 3.12b: Picture are displayed in a wrong color
palette: e.g. brown -->blue
blue --->brown
-Adamas 1.16 pl 2: With the test page: Adamas tooks down
the AES (Illegal instruction) and
so the whole system.
With another page with (smaller)
prog. jpg's I got a 'General device
error'. If I click on 'cancel' the
system hangs (even the keyboard). I
played around with the settings but
nothing helped.
A page with normal jpg's and gif's
didn't crash the system but I got
rubbish

2) 24b color mode: -Cab: Superb, same remark as above.
-Wensuite: Good and damned fast.
-Adamas: The same prob as in test 1

3) 16b color mode (64k): -Cab: idem as test 1
-Wensuite: Oke
-Adamas: complete garbage. As Adamas doesn't
understand prog. jpg's I've used
another page.

4) 16b color mode (32K): -Cab: impeccable
-Wensuite: Complete wrong color palette.
-Adamas: Complete garbage again.

5) 256K color mode: -Cab: Excellent
-Wensuite: Damned fast but the pictures are badly
dithered.
-Adamas: slow, some 'BGCOLOR' aren't displayed as I
should be.

Again, on other machines Adamas maybe works but here on my machine it's
more or the less a disaster. Only in 256K color mode it runs reasonable
well.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2374. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3799DC88.173E@ooc.de>
Source record: 75539

Oe.Trollsaas wrote:
>
> HELLO!
> Robert Schaffner wrote that it could be problem just moving the HDDRIVER.sys
> to the trashbox. What is happenig and Can you explain what to do to solve
> this mistake?

Simply install HDDRIVER once again according to the manual in this case.
Also note that after installing HDDRIVER AHDI or other drivers are
completely disabled. This is normal for any hard disk driver if it is
installed as a bootable driver: The former driver is automatically
disabled in this case.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2375. Re: HDDRIVER/FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <jMlm3.4395$ip4.7809@nntpserver.swip.net>
Source record: 75540

Hello,

> > Robert Schaffner wrote that it could be problem just moving the
HDDRIVER.sys
> > to the trashbox. What is happenig and Can you explain what to do to
solve
> > this mistake?
>
> Simply install HDDRIVER once again according to the manual in this
case.
> Also note that after installing HDDRIVER AHDI or other drivers are
> completely disabled. This is normal for any hard disk driver if it is
> installed as a bootable driver: The former driver is automatically
> disabled in this case.

Don't forget to remove any harddisk driver you've put in the
AUTO-folder. They don't belong there - and they don't get disabled if
you re-install HDDriver...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2376. J.A.T.O

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: Bumzyman <bumzy@home.com>
Message-ID: <3799ED6A.2C49CBF@home.com>
Source record: 75541

I have a Mega ST4 that I bought used. It has a micro switch mounted to the front of the case and wires running to an addon board inside. The board says J.A.T.O. on it, does anyone have any idea what it could be for?

Thanks

2377. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1203a9b5c1ef0e9e989cf0@news.alt.net>
Source record: 75542
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

```
My glass typewriter shows sheercon@earthlink.net typing...
[Snip]
> Just out of curiosity, how do you you come up with prices for some of the games you
> are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> wondering how you came up with it being worth $150...

That's the current market value for Ultima ][ (big box version).

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>
```

2378. Re: aMail v1.2b

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <379a1d4a45af490@ping.be>
Source record: 75543

on Sat 24-07-1999 07:06 DarkChyld wrote:

> Well, I just upgraded to the latest version of aMail (1.2b)
> and I'm having some problems. It logs on to my ISP with no
> problems, tells me how many E-mails are there (and size),
> downloads them, says the operation was successfully completed,
> (complete with bugle/trumpet sound), then nothing. No message
> subject ever shows up on the top screen...
>
Any change that you first have retrieved your mail with popwatch?
If so I think Popwatch marks these mails as readed (of something like
that). If you now download the mails again with Amail then Amail sees
there are mails in the box and retrieves then but as they are marked as
readed (of something like that) Amail will not display then _if_ you've
set in 'global' the 'get' option to *new only*. In the case you've
downloaded your mail with Popwatch before you try with Amail you must set
this option to *all*

Capito?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2379. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-24 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3799a496ad5e8c03@lvdi.net>
Source record: 75544

On Sat 24-07-1999 12:05, Robert Schaffner TOS'd the following:

>Get videlity from the titan/cortex web page.
>
>Not sure if itï¿½s better. I mean the SB software use a smarter gui and
>had more feeling for fine tuning.
>
>Both working perfektly. (Falcon)

Thanks for the info. I'll check it out.
--

2380. ST <> PC transfer problem.

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <379a4df1@news1.vip.uk.com>
Source record: 75413

Hi,
Can anyone tell me where I can download a good parallel transfer program - PARC(something) springs to mind. Is there any better? something with a GUI. Also, what are the best ST FTP download sites? A 2 hour search revealed nothing special.

Thanks in advance.

2381. ScanX/ScanX PRO update: More scanners supported

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Nima Montaser <nima@canada.com>
Message-ID: <379A59B4.98F71C05@canada.com>
Source record: 75414

Hi,
I just wanted to let people know that ScanX/ScanX PRO has been
updated to support the new:
UMAX Astra 2400S
Microtek ScanMaker X6 SCSI

For more information, please contact Homa Systems House at:
http://www.magma.ca/~nima
homa@canada.com

--
Best regards,
Nima Montaser

/\/\/\ Nima Montaser Hardware and Software Specialists /\/\/\
/\/\ Homa Systems House ATARI Graphics and Multimedia /\/\
/\/\ P.O. Box 52127 homa@canada.com /\/\
/\/\ Ottawa, ON K1N 5S0 /\/\
/\/\ Canada Tel:(613)722-0901 Fax:(613)722-9061 /\/\
/\/\ URL: http://www.magma.ca/~nima /\/\
/\/\/\ /\/\/\

2382. FS: Microtek ScanMaker X6 + ScanX PRO -> great deal

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Nima Montaser <nima@canada.com>
Message-ID: <379A5C67.A2F61CD6@canada.com>
Source record: 75415

Hi,
We are bundling one Microtek Scanmaker SCSI X6 + ScanX PRO for the
ultimate low price of $189 US$. The forth mentioned scanner has
been used only for a few hours just to test ScanX with it and insure
full functionality.
Also, you are eligible for a $30 US$ rebate from Microtek. (US & Canada
only)
This bundle will save you about $50 US$ from the cost of ScanX PRO +
the scanner itself, and with the rebate, it is the icing on the cake.

Shipping + applicable taxes are extra.

Anyhow, please contact Homa Systems House for more detail.
homa@canada.com

--
Best regards,
Nima Montaser

/\/\/\ Nima Montaser Hardware and Software Specialists /\/\/\
/\/\ Homa Systems House ATARI Graphics and Multimedia /\/\
/\/\ P.O. Box 52127 homa@canada.com /\/\
/\/\ Ottawa, ON K1N 5S0 /\/\
/\/\ Canada Tel:(613)722-0901 Fax:(613)722-9061 /\/\
/\/\ URL: http://www.magma.ca/~nima /\/\
/\/\/\ /\/\/\

2383. website visitors...

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <vSsm3.4633$ip4.8967@nntpserver.swip.net>
Source record: 75416

Hello everyone!
I'm very proud to say that the number of visitors at my site has reached the number of 10000 - something I didn't even dream of when I started making the pages from the start.
I hope everyone's found interesting reading there - I've focused mainly on Falcon and music issues and it seems like I've contributed with some useful info to the Atari community, judging from the e-mails of appreciation I've received :) Of course, I'll try to develop the site even more and make it even better - little by little...
Go there and take a look - so I can brag about having even more visitors... ;)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2384. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <379A9DA8.C616A999@portone.com>
Source record: 75417

"starlord@ qnet.com (Slc.Dennis Bishop)" wrote:

> To bad they don't have an ST program, I've got an 1040ST that I have
> for backup but doesn't get used a lot, I could just leave it run.

Dennis,

I agree that it would be great to be able to use our machines for this project. especially machines like our 1040s that don't get a lot of use at the moment.

The problem is that the project is looking for a one week maximum turnaround of data. It would take a stock 1040 quite a bit longer than that to complete a block of data even if it was dedicated to this task alone.

It would still be nice to participate on our own machines though.

Take care,

Joe Mirando

2385. Woohoo! Woohoo! Woohoo! Woohoo!

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7ne63c$ml7@james.hwcn.org>
Source record: 75418

Yesterday I went to the local goodwill and picked up an NEC Multisync II.
Today I built an interface to hook it up to the ST and "WOOHOO!" it
works perfectly.

It's so neat being able to get all three video modes on a single monitor.
Not to mention how neat it is to play games and work on the larger monitor.
I built an external sound jack into the interface too.

Now I've mothballed the 1040ST I had set up on a monochrome monitor hooked
up to my midi rig and I'm using the Mega 2ST that I used to have hooked
up to a colour monitor.

Now if only I had a real Mega ST keyboard instead of the crappy one that
I hacked together from an old 1040ST keyboard that sometimes works and
sometimes doesn't (when it works and when it doesn't is a complete mystery).
Oh well, one will turn up at the Goodwill eventually.

Oh, and the NEC MS-II cost me a whopping $5. Gotta love it!

CRACKERS
(Happy camper from hell!!!!!!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

2386. Falcon sounds

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7ne7b9$23b$1@nnrp03.primenet.com>
Source record: 75419

Does anyone know of a auto program or some type of program that allows sounds to be replaced in the falcon system. I hate this key click that it makes. If there is anything of the sort please let me know.

Gene

2387. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bed664$3dc5cf00$645e0fcb@default>
Source record: 75420

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in article
<7mpoll$d7l$1@snipp.uninett.no>...
> Steve <Steve@mguk.enterprise-plc.com> wrote:
>
> >> Why? A cheap PC will run the same software but a lot faster.
>
> > That's not the point. My MaciC Mac runs 20/30 times faster than my
> > Falcon and ST, but do I bin the real Atari's... er, no.
>
> But why spend $$$ on a (admittedly cool) machine just to run a boring OS
> (Linux) which is identical to the OS you can run much faster on a much
> cheaper machine?

They are only using the Linux kernel. You probably wouldn't know it was
Linux unless someone had told you.

Regards,

Clockmeister.

2388. Re: transfer Mac toward Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: mherzig@indiana.edu
Message-ID: <mherzig-2507990106310001@dial-126-36.dial.indiana.edu>
Source record: 75421

Hi

I use both a PowerMac 6500 and a MEGA STe. I have to constantly shuffle files back and forth - PostScript files that is. I have found that it is much more reliable to create a null modem connection using the Mac's serial port and the ST's serial. The cable should be available in every electronics store.

For software I use Zterm on the Mac side (shareware) and STalker 3 on the ST side. Especially good for large files. And on both computers the transfer takes place in the background so you can do other things while it's going on.

Peter

> I have a macintosh power PC and an atari 1040 ste. On the atari, i have the
> very good music software Cubase. I have found a lot of midi files during my
> surf on internet with my Macintosh. I'd like to use theses files on my atari
> with cubase and my synthetiser. So I'd like to know if it was possible to
> transfer theses files on a floppy disk from my Mac and then to use them with
> my atari.
>
> Best Regards.

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

2389. Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: FMatzen <fmatzen@uswest.net>
Message-ID: <379AB9AE.3FF0FEE4@uswest.net>
Source record: 75422

I remember seeing (and actually having it) an app that will let the Falcon network with the PC through the parallel port using a bi-parallel cable.

Does anyone know the name and maybe where I might get it?

2390. Re: website visitors...

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7nejhr$oh8$1@plutonium.compulink.co.uk>
Source record: 75423

Claes Holmerup <claes.holmerup@swipnet.se> wrote in message
news:vSsm3.4633$ip4.8967@nntpserver.swip.net...
> I'm very proud to say that the number of visitors at my site has reached
> the number of 10000
Congratulations.
We also feature a review of your pages in Atari Computing Issue 14 (now at
printers) so hopefully that will send a few more people your way :-)

--
Regards

Joe
joe@inactive.cix.co.uk

2391. Re: .WMF (image format files)

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7nejhr$oh8$2@plutonium.compulink.co.uk>
Source record: 75424

```
Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote in message
news:7nafid$22fo@enews1.newsguy.com...
> On 19 Jul 1999 02:02:30 , Frank W. Lawrence wrote:
>
> >I am not aware of a program to read .WMF files however there is a program
called
> >XCHANGE that will convert to .CVG, OL,etc from FastClub.

>So no need to convert these WMFs at least! :^)
Just for completeness ArtWorx can load these fine.

--
Regards

Joe
joe@inactive.cix.co.uk
```

2392. Re: Falcon rgb adapter

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvhils.w37uw9j7juoqN@pm-d25.rhein-main.de>
Source record: 75425

> does someone know what the rgb adapter is and for what can be used on
> Falcon?
> Is it the similar thing as vga adapter and can I connect my tv over it
> to the Falcon?

Same as VGA, but for SCART. (Long square connector backside TV)
Good for games, demos..

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2393. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nem5e$213$1@news6.svr.pol.co.uk>
Source record: 75426

On 24 Jul 1999 08:12:19 , Djordje Vukovic wrote:
>
>On 23 Jul 1999 11:11:45 , Derryck Croker wrote:

>>It's been some time since I used my overscan equipped ST, but I've had great
>>success with my Falcon if I make sure that the Videlity-supplied horizontal
>>resolution could be divided by 32 without a remainder.
>
>On my Mega ST with Lacescan "Megapaint version 6.00 - The Final" ALMOST
>works: everything is OK when the horizontal resolution is set to 672
>(divisible by 32, that is) BUT the magnifying glass function which creates
>a skewed grid on screen.

Hmm. I can't get MegaPaint to load ATM, crashes out with the dreaded "Error
69". Used to work!

Seems that the magnifying function is one that reveals any flaws tho', the
version of TouchUp that I have here crashes out when that tool is activated
but is otherwise OK.

>>It's possible to assign a different colour to each layer.
>
>In which display mode(s) is this operational? I have tried to use Megapaint 4
>in 800x600x16 on a PC with an emulator, but succeeded only in geting the
>"Wrong resolution or not monochrome" message.

No, it wants to run in mono only.

>And how are these layer colours set? Is it under the "Assign print colours"
>menu entry? Does this print (?) function affect the screen display also?

That's it - you set the print colours as you state, but it doesn't (cannot)
alter the screen display, unforunately :-((

>>afraid. Anyone know what the last version was?
>
>The last I know of is the above-mentioned V6.00 -"The Final". Is there
>anything after that?

Mine is 4.00.

If anyone has a copy of V6.00 (preferably in English) I would be pleased to
hear from them. It's a great prog.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /

/ http://www.cix.co.uk/~derryck/index.htm /
/---------------------------------------/

2394. Re: ST <> PC transfer problem.

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7nfb7vhlm1@news6.svr.pol.co.uk>
Source record: 75427

omelette <bonfieldd@breathemail.net> wrote in message
news:379a4df1@news1.vip.uk.com...
> Hi,
> Can anyone tell me where I can download a good parallel transfer
> program - PARC(something) springs to mind. Is there any better? something
> with a GUI. Also, what are the best ST FTP download sites? A 2 hour
search
> revealed nothing special.

I think PARPC is the name. Try ftp.funet.fi.

2395. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: russ_j@raiden.demon.co.uk
Message-ID: <379ae9c3.3370446@news.demon.co.uk>
Source record: 75428
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

On Fri, 23 Jul 1999 23:41:26 +0100, The Starglider
<starglider@thespian.d.c.u> scribed:

>In article <7nabgs$rp9@dfw-ixnews7.ix.netcom.com>, Caye Silverlight
><nnjacir@ix.netcom.com> writes
>>if this goes on, it could be our longest thread yet
>>
>>
>If I have anything to do with it, it will!
>
>How about some flamebait...
>
>Macs are shite.
>N64's are underpowered low-res pieces of crap.
>Atari Jaguar? Oh pleeeeaaaaasssseeee!

Hey! I have a Jag! And it's great.

How're things over in alt.atari anyway? Haven't been there in a
while.

Outta here,

Russ Juckes - Atari Jaguar, Jamma Cabinet & Sinclair ZX Spectrum Owner
--
"Do you *really* want to play?" http://www.raiden.demon.co.uk

2396. Re: NOS<->KA9Q

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8741_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75429

In uno strano messaggio del 23 Jul 99 saka@village.uunet.be (2:333/608.1)
scrisse al povero Mike De.Petris:

s> I have a question?
s> Could you axplain me once the difference between NOS (your product) and
s> KA9Q?
s> Is there a difference between them?

No, it's just history. This software was born as a Tcp/ip stack for radio
packet users. It is free so many people contributed adding functions and
changing the code, so there were also many names, the main definition is:

NOS = Network Operating System

but the radio packet users called it Ka9q as NOS is not a proper name but a
definition of what it does. There are many variations around mostly for the
PC, the are called JNOS, TNOS, JANOS, WNOS and so on, our is just:

Atari NOS

Atari NOS derived from original Ka9q (see David Nash comments in the
documentation, particularly NOS 0.42. I am now adding, fixing, changing
taking often inspiration from other PC versions, mostly JNOS that is still an
updated project. It is to say that NOS multitasking kernel is mostly the same
between platforms and versions, but other parts are modular and change a lot,
even on the PC you find the "same" NOS compiled with many different
combination of modules. I keep only one version for Atari, as it would be
much more complicated to create each time versions with or without certain
modules. The sources are available anyway, so une can exclude and include to
meet his needs changing the definitions in the project and recompiling.

I've just made some changes, mostly to make my sessions more automatic, it's
still under test here but these are the news:

- nntp bug fixed, posting article worked only if nntp trace>=3

- added multiple serial ports support, specify BIOS number:

```
# if port 0 type dev buff MTU baud
# --- ---- - ---- --- ---- --- -----
# AUX:
#attach asy 1 0 ppp pp0 32767 1500 57600
# modem 2
attach asy 7 0 ppp pp1 32767 1500 38400
# serial 2
attach asy 9 0 ppp pp0 32767 1500 57600
# modem 1
attach asy 6 0 ppp pp2 32767 1500 19200
```

BIOS numbers for port are for a TT, for some reason to investigate
this does not work if you specify the modem1 port as the first device.

- bugfix: domain cache list bombed (ARGV1 instead of ARGV0)

- added domain cache dump to reset cache

- bugfix: this was a very OLD bug, detaching of asy interfaces didn't
work as the asy pointer was not set to NULLIF in st_asy.c

- add http support, new commands:
cab directory <path>: to specify where CAB.APP can be found
cab head <url>: to get header informations on a url
cab get <url> <filename>: to get and url and save it to file !!!
cab start: !!!!!!!!!!!!!! yes this starts the browser ad then you can
navigate, cache is supported, POST is still NOT supported, sorry, no search
engines !

- change in ftp server, directory listing is now unix-like, so
that you can use graphic ftp clients
the change is made to the dir listing routing, so all commands using
the dir() function are affected, i.e. "dir", "ls", etc.

- bugfix: it was impossible to set the INLINE dialing on

- bugfix: telnet to a wrong port passed by name now works
the resolve routine to find the port number can be used
keeping in mind a wrong name makes it return -1, but
fsocket->sin_port is unsigned short

- new SEND command to send strings to any port:
send <host> <port> <strings>...
port can be specified by name as telnet

... so my AUTO.NOS script is:

```
cd d:\nos
source startup.nos
ppp pp0 idle 60 exit
# Next line tells NOS to go ahead and make the connection
inline on
dia pp0 dial.txt
at now+0001 "smtp kick"
at now+0001 "nntp kick"
at now+0001 "ping mail"
at now+0001 "send #### here I send special commands to activate something on
the remote server ####"
smtp kick
nntp kick
ping mail
at
# An example of the send command:
send mail.tin.it smtp HELP "THREE WORDS COMMAND" QUIT
```

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2397. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379ae1864257d840@holleman.demon.nl>
Source record: 75430

on Sat 24-07-1999 16:20 Neil Roughley wrote:

>Louis <louis@holleman.demon.nl> wrote:
>
>> I'm sorry to say, but this new one is IMO another perfect example of how
>> one should NOT create a website:
>
>Although nothing to do with navigation, color schemes, or intense
>inlines, along the same lines try validating your HTML, Louis. You'll be
>amazed at what you find, as I was validating my own pages. CAB's
>validator is missing some errors on your home page, notably with table
>structures.
>
>Doctor HTML will point out all fourteen of your extra open TD tags.
>However, it ignores the redundant use of the rowspan attribute, which
>just adds to the extra processing time (no TRs are defined in the first
>place, which probably doesn't help either). On my TT, I can see CAB
>'hiccupping' as it parses the page.

>All this is just friendly advice <g>. Validation is especially important
>if one does their HTML by hand. CAB's validator alone simply can't be
>relied upon.

Hi Neil,

good thing to know about... I know I've been wrestling around to get it
done "OK", adding/deleting stuff until the smiley had gone.
I'm gonna check sometime today, see what it comes up with.

Tks for the pointer!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2398. [NEW] 2VDI image convertor

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <7nfeqjron1@front5.grolier.fr>
Source record: 75431

Bonjour :)

For GEM game creation or others manipulation of image for Atari compatibles, I coded an image convertor and a .VDI format.
The GFA source is given and it's public domain. the small doku is in the source.

On my homepage at http://www.multimania.org/nef/ or at rajah.atari.org

NB: Joe 1.45 is now on this page, some people made bugreports on MagiC 6.1 so I'll try to release a corrected version (1.45R2) next week.

bye :)

Rajah Lone / Queen Meka

2399. Been having trouble posting here

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Kim Hoard <lady-aramis@geocities.com>
Message-ID: <379B48D2.6EC8@geocities.com>
Source record: 75432

This is a test to find out why I can't post here. If the newsgroup administrator gets this, please respond.

Thanks!

2400. Improving rez for a ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7nev45$k2l$1@news4.svr.pol.co.uk>
Source record: 75433

Hi ,

My ST is all setup now exactly how I want it , except that it all
takes place on a rather dull mono monitor.

What are the options nowadays for improving the graphical capabilitys
of my 4mb STe?

If possible I'd like to combine such an option with an accelerator.

The veloce from TUS looks excellent , I especially like the extra ram
but of course there is no improvement in resolution.

any help would be much appreciated

cheers ,

Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

2401. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FFFtxE.rt@cix.compulink.co.uk>
Source record: 75434

This article was probably generated by a buggy news reader.

2402. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379afd7643b514c0@holleman.demon.nl>
Source record: 75435

Hi Neil again,

well, just checked my 1st page. Nice what this Doctor comes up with!
Only thing is I can't figure out its line count: it gives me line numbers
that don't correspond with my own counting.

Nevertheless, I changed the tables and table setup on both my pages, now I
transfered them to my site and will check a little later again. This one
comes from an official HTML doc, I figure I've done it right this time.
Again, no smileys in CAB, but that isn't proof any longer :-)

And, according to the spell checker, I changed "apologise" into
"apologize" :-)
The nice part was that it suggested to replace "Godfried Cobben" to God
fried... or something. ROTF!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2403. Re: ST to PC null modeming

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7neq6g$32m@usenet.pa.dec.com>
Source record: 75436

In article <eNSfX1z0#GA.231@nih2naae.prod2.compuserve.com>, Rick D
<74766.1561@CompuServe.COM> wrote:
>
>Does anyone know of a PC program that actually does allow a PC
>and an ST to send files both ways connected to a com port?

Give my webpage a visit http://probehouse.atari.org
there is a simple write up on how to connect up a null modem between a falc &
PC. It even tells you what software to use and the settings to use.

HTH
William

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \P2-450/64MB/6GB/Win95

2404. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379b3b3846b905e0@holleman.demon.nl>
Source record: 75437
Body handling: HTML body converted to readable text

on Sun 25-07-1999 13:05 Louis wrote:

>Nevertheless, I changed the tables and table setup on both my pages, now I
>transfered them to my site and will check a little later again. This one
>comes from an official HTML doc, I figure I've done it right this time.
>Again, no smileys in CAB, but that isn't proof any longer :-)

Hohum...!

this second version was adapted from "example" html pages, I seem to
recall from CAB itself...

Checked this one in the Doctor, I had much more "wrong" table commands.
Next I dived into Unix Unleashed, which has a chapter on HTML coding and
found that in CAB's example of tables, lines opening with
end with
, which should be
...

I fixed the stuff again, next is check nr. 3 on my page...

And God fried Cobb en even more :-))))

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2405. test

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Kim Goodwin <lady-aramis@geocities.com>
Message-ID: <379B6280.4059@geocities.com>
Source record: 75438

```
test, please ignore.
```

2406. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <379B62C5.CAEBA593@portone.com>
Source record: 75439

Mark,

I'm running SETI@home on a 366 MHz Pentium II / WIN98 / 128 Meg Micron laptop.

SETI@home v1.06 is running all the time, screensaver is set to activate after 5 minutes with the 'blank' option set to 1 minute.

Take care,

Joe Mirando

2407. Re: Falcon sounds

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nfom6$6d3$1@news.campuscwix.net>
Source record: 75440

On 25 Jul 1999 05:29:13 , broncos@primenet.com wrote:
->Does anyone know of a auto program or some type of program that allows
->sounds to be replaced in the falcon system. I hate this key click that
->it makes. If there is anything of the sort please let me know.
->
-> Gene
->
->.

Hi Gene. Both SAM (the System Audio Manager) and GEMSound will do this, replacing many system events with sounds of your choice...

However, if all you want to do is turn off the keyclick, then you can do that from the X-Control CPX. Drop it down, (it says control panel), then dbl-click the "General" CPX. You'll see a key icon (of the leter C) that you can click to turn keyclicks off and on.

Hope this helps! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2408. Falcon Ethernet network

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dvil55.reiw1d1ixeguiN@tnt-9-166.easynet.co.uk>
Source record: 75441

Is there any way to connect my Falcon030 to my AppleTalk ethernet
network?
I've got a Power Mac and an iMac running AppleTalk with File Sharing
enabled on the 'server' - the hub has three ports free and I would love
to get my Falcon connected! ATM I need to keep swaping files across
using zip discs and while this is excellent I would love to get live! :)

So how can I do this? What hardware and software will I need?

Thanks

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2409. Re: Been having trouble posting here

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nfosr$6d3$2@news.campuscwix.net>
Source record: 75442

```
On 25 Jul 1999 12:26:42 , Kim Hoard wrote:
->This is a test to find out why I can't post here. If the newsgroup
->administrator gets this, please respond.
->
-> Thanks!
->.

Hi Kim! Well, I'm not a SysAdmin, but your posting came through
just fine! ;-)

Catch ya later...

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2410. Having troubles posting

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379B70E5.35F2@geocities.com>
Source record: 75443

Been working with my wife on figuring out why my messages aren't making it to the Atari newsgroups. Again, if the system administrator of this newsgroup get this, please reply to me.

Thanks in advance,

Doctor Clu

2411. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: MeNoThere <metnothere@bigfoot.com>
Message-ID: <379b767b@news.vphos.net>
Source record: 75444
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

I think the jag is the second best game system in the world. The playstation in my opinion is the best.

-- MeNoThere
PS: I bought my jag in '95 and I still play it. Although I spend much time playing FF8

2412. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1205323da459201989cf4@news.alt.net>
Source record: 75445
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

My glass typewriter shows sheercon@earthlink.net typing...
[Snip]
> Well my question is how does one come up with a "market value"?

By watching what people are willing to pay for items in a free
market over time?

> Some people go by prices on Ebay as being "market value" and those prices are usually
> ridiculous. I use Ebay myself but am the first to acknowledge that items often go for
> more that they should.

Yeah, eBay can have its "ridiculous" prices (that can happen
anywhere though), but enough Ultima][s have been sold there to
stabilize the prices. $150 is a medium price for the average big box
Ultima][. The later ones go for slightly less and the rare big boxes
(first editions, shrinkwrapped ones, etc.) tend to go for a bit more.

At the moment there are two big boxes on eBay so they might go for
a lower price (which is what you would expect) because the bidders have
a bigger supply to choose from.

> If $150 is the "market value" for Ultima II for the Apple, anyone wanna buy mine off me?
> ;)

Put it up for auction on eBay and see what happens...

One thing, though, don't think your Ultima][will always bring
$150. Auctions can show you an average price, but they never guarantee
a specific price will be reached.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

2413. Re: Been having trouble posting here

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FFG1sz.1Ho@cix.compulink.co.uk>
Source record: 75446

This article was probably generated by a buggy news reader.

2414. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <379b9364$0$163@news.zetnet.co.uk>
Source record: 75447

On 23 Jul 1999 20:40:08 , Martin "Nightowl" Byttebier wrote:
>on Fri 23-07-1999 11:19 Louis wrote:
>
>
>>I'm sorry to say, but this new one is IMO another perfect example of how
>>one should NOT create a website:
>>

clipped

>>3. The classic example of one person not knowing/understanding about
>> reading contrast: black background, red text. Fontsize average, folks,
>> *THIS COMBO MAKES YOUR STUFF UNREADABLE!!!*
>
>Uch, I don't have probs with that but your are right. Lots of people has
>troubles to read low contrast stuff.

'Fraid so, there are still some of us surfing with an STe and unless you
are in low res to use colour (and even then it's pretty awful)youI just
give up and move elsewhere. It is the downside to surfing with an STe as
many sites now have low contrast between background a print.
Unfortunately it's pushing me towards a PC.

clipped

>You'd better say poor 24b rez surfers. I'm monochrome it looks good. The
>pictures ofcourse looks awful but the text is very good visible, black
>background, white text.;-)
>

Unless you're using a MicroVitech Multisynch in which case it's black and
light purple which I didn't know until after I had bought it! So far I've
not found a way to alter it to black/white.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2415. CAB Validation (was Re: Looking for the URL of Firenews)

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dvi3jw.qwoywi1t3kfsgN@srry01m01-30.bctel.ca>
Source record: 75448
Body handling: HTML body converted to readable text

Louis wrote:

> Checked this one in the Doctor, I had much more "wrong" table commands.
> Next I dived into Unix Unleashed, which has a chapter on HTML coding and
> found that in CAB's example of tables, lines opening with
end with
> , which should be
...

The tables are much better, Louis :-)

It's good practice to close all table elements, not just rows. This is
especially important if you get into nested tables.

There are still some problems in your main table. An example row (the
others share the same pattern):

THIN127N.ZIP34.268Dutch resources for Thing 1.27, by Godfried
Cobben

This should be written as:

THIN127N.ZIP34.268Dutch resources for Thing
1.27, by Godfried Cobben

Here the value of attribute "HREF" for element was enclosed in
quotes, and the closing anchor tag was added.

One step further, use of the FONT tag to define a size of "3" is
redundant in this case, since that's your default anyway. Also, defining
different font sizes -- and other font attributes -- in table cells
requires that each new cell begin with its own FONT tag, otherwise most
browsers will ignore what styling was defined in the previous cell,
using defaults instead.

So, all things considered, your table row should look like this:

THIN127N.ZIP34.268Dutch resources for
Thing 1.27, by Godfried Cobben

One other table needs some work:

This page was created by Web Page Creator
2.0
.... at least, it assisted in the main items ! © Rob
Mahlert

Delete the rowspan attribute -- it's not needed since there's only one row.

Add the TR tag.

Close all tags: Here you've got two cells defined but close only one of them.

Correct the closing tag.

Enclose attribute values that use special characters in quotes (e.g. "100%", "#FF0000").

So, all things considered, your table should look like this:

This page was created by Web Page
Creator 2.0
.... at least, it assisted in the main items ! © Rob
Mahlert

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2416. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dvigc5.1w9wfbf1alf52eN@srry01m05-73.bctel.ca>
Source record: 75449

Phantomm <phantomm@kih.net> wrote:

> What I was really looking for was a program that would cut out text of any
> program that was being displayed even Text editors displaying Text files
> ;)

I'm not sure I understand what you're saying.

There existed an Atari program -- can't remember the name of it -- that dumped the contents of your screen to a text file. For instance, let's say you're running a program and have text on your screen that can't otherwise be saved (no buffer or other copying facilities). This special program, summoned via a key-combination, dumped whatever system text was on your screen directly to a text file. The only requirement was that the default system font (the one in ROM) had to be in use.

> Lets say I am viewing a .GIF picture that has quite abit of text in
> it with a program such as ImageCopy or TruePaint.
> I would like to be able to cut out just the text in the Image and
> save it as a ASCII file. A ACCessory that would do this would be great
> or at least I could make good use of it.
> However, being able to do this with Cab is also useful.

This is asking too much. If the graphical text is consistent, you could use OCR to do the conversions. When I say OCR, I mean Alexander Clauss' wonderful program. (It's better than the commercial OCR package that Migraph used to sell.)

Some time ago I needed to dump the contents of various screens to text files. The special program I mentioned wouldn't run on the TT, plus I was using the Monaco system font anyway, so the only way I could do this was to do screen grabs, then train OCR to convert the images to text. Afterwards, using a saved OCR font library specific to Monaco, I could easily convert any screen grab containing system text.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2417. Re: Cutting out Text to a File

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dvij08.1stlnkrbdiapsN@srry01m05-73.bctel.ca>
Source record: 75450

Doctor Clu <clu-da-bard@geocities.com> wrote:

> I'm starting to wonder about that myself when it comes to the Atari
> realm. I've been trying my usual clipboard tricks of block copy, paste,
> etc... moving a line of text (cut and paste) between documents.
> However, in the rather simple and elegant TOS that our machines have,
> this feature does not seem to be innate.

Install and configure the CLIPBRD.CPX.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2418. FA: TT030

Newsgroup: comp.sys.atari.st
Date: 1999-07-25 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <379BD401.111A4DF8@qnet.com>
Source record: 75451

Im selling of another of my TT030s. Hate to see it go but, I have to
much Atari STuff. This item may be found at the link below.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=137196835

Don Schoengarth

2419. Taskbar and MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nilu1nhq1@snipp.uninett.no>
Source record: 75345

```
The next Taskbar-release will be MagiC-compatible. Read about the current
beta here...

http://atari.nvg.org/Taskbar/MagiC.html

...and don't hesitate to mail me if you want to be a betatester.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2420. Re: WTB:Supercharger

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <379CDE7D.E050A07A@home.com>
Source record: 75346

Jos Vlietstra wrote:

> Hi
> Does anyone has a supercharger ??This thing was used for emulation of
> a PC. I will try to hook it on a TT in order to work with some PC
> software ?Does anyone has experience with it.
> Can I emulate a 386 or 486 ??
> Please react !
> A personal email would be appreciated !
> Jos

I have one, had it working on my TT many moons ago. I don't know that I can put my hands on the software that easily, or at least the latest drivers. The Supercharger emulates a 286 at best if I remember correctly. I had Windows 286 running on it but never tried Windows 3.11

Keith

2421. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FFI0rw.EAG@cix.compulink.co.uk>
Source record: 75347

This article was probably generated by a buggy news reader.

2422. Re: WTB Word processing software

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FFI0s3.EBE@cix.compulink.co.uk>
Source record: 75348

This article was probably generated by a buggy news reader.

2423. Re: Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <379CE852.7CDAD803@portone.com>
Source record: 75349

Randy wrote:

> Greetings fellow Atari or possibly Ex-Atari users such as myself. I am curious
> about
> the process times for the project. I remember my ST would fly if the software
> was
> written correctly. Is everyone using Linux yet? Just checking because i use a
> P233mmx
> and under NT it takes approx. 48 hours to process 1 field but under Linux the
> time is
> reduced to about 24 hours.
>
> I still have the ST in the closet, should I plug it in too?
>
> Please reply to e-mail if possible and don't flame me too badly ;)

Randy,

I'm not using Linux... yet.

I've got a 366 MHz Pentium II running <gack> WIN '98.

It completes a block of data in about 18 hours, give or take.

I'm looking at Linux carefully at the moment, but baby steps are the key for me right now... Dealing with all the little Intel/Microsoft idiosyncrasies is enough for the time being. <G>

There is no Atari version of SETI@home, if that's why you were asking about taking the ST out of the closet. But there's always a chance. The ST is still good for lots of things, including internet work. I still prefer CAB (the most popular Atari browser) to either Communicator or Explorer. Sometimes less really IS more. The bells and whistles that Netscape and Microsoft provide are nice, but they don't really add a lot of functionality for me.

But, then again, sometimes MORE is more.... CAB's modules are a BIG help. Being able to view, copy, and move entire 'folders' of web pages, automatically block advertisements, and encrypt messages into HTML code are all nice touches that add functionality for me.

By the way, my TT still gets a daily workout, so this PeeCee can take a breather and get over itself. <g>

Take care,

Joe Mirando

2424. Re: Taskbar and MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7niqju$s85$1@news1.xs4all.nl>
Source record: 75350

On 26 Jul 1999 22:02:41 , Jo Even Skarstein wrote:
well Jo
I got MagiC 6.1 and Jinnee and NVDI 5.2
So I wanna be a betatester for the taskbar, if you can guarantee me
that this testing won't ruin my setup !
Jos

2425. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <FFI3G5.Kt7@cix.compulink.co.uk>
Source record: 75351

This article was probably generated by a buggy news reader.

2426. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <379cad00d34750f1@lvdi.net>
Source record: 75352

Try using the CAB.OVL that comes with 2.7. I've found that it does a
better job of supporting cookies than Dan Ackerman's version. And
I've had very little luck at all with Olivier Booklage's, as far as
cookies are concerned. I've found several sites that I can't get to
with anything other than CAB's own CAB.OVL. (Unfortunately, there
are many sites I still can't get to, for one reason or another.)

Of course, you'll need to use I-Connect with the CAB.OVL that comes
with CAB, as STinG/STiK won't work with it.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

2427. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: MeNoThere <metnothere@bigfoot.com>
Message-ID: <379d2ad6@news.vphos.net>
Source record: 75353
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Jag games are alot cheaper than N64 games.

2428. FS: New Syquest 200mb disks

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Lynn Sturgeon <lynn.sturgeon@juno.com>
Message-ID: <19990725.095013.5071.62.lynn.sturgeon@juno.com>
Source record: 75354

16 Verbatim 200mb disks for Syquest 5.25" drives, brand new, Mac
formatted (but this can easily be changed). $20 apiece plus shipping from
Colorado.

lynn.sturgeon@juno.com

Get the Internet just the way you want it.
Free software, free e-mail, and free Internet access for a month!
Try Juno Web: http://dl.www.juno.com/dynoget/tagj.

2429. Cubase audio falcon wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <379BA3E6.6B22B062@catvomit.u-net.com>
Source record: 75452

Cubase audio falcon wanted. Any clues???

Hugh

2430. Re: Atari Mega Ste for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <379bacd4$0$156@news.zetnet.co.uk>
Source record: 75453

Slick <kerryw@sympatico.ca> wrote in message
news:HQyj3.29131$ga.43674@news21.bellglobal.com...
> you can not be serious

I think he is and why not?

2431. Re: Atari Mega Ste for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932964786.188.16@news.remarQ.com>
Source record: 75454

On 26 Jul 1999 01:26:28 , "kevin dermott" wrote:
>
>Slick <kerryw@sympatico.ca> wrote in message
>news:HQyj3.29131$ga.43674@news21.bellglobal.com...
>> you can not be serious
>
>I think he is and why not?
>
>.

You know Kevin, I think that there are a lot of lukers in this group. Domains and email ID's I have never seen come up at the strangest of times:). I know most here, at least by their posting, but advertise one thing for sale way less than what it is worth, and I get replys from people that have never posted here. I guess it's like garage sales, you have people that buy things at bargin prices, and try to sell them somewhere else to make a living. Hell, I thought this place was for fun?:).
Hey, sell it for what you think it's worth. Anyone want an Atari Falcon 040/Afterburner/Nemesis/Expose/Wizztronics Rack/dual 6gig IDE's/EZ135/Cyberdirve 24X SCSI CDROM/Yamaha 4x4 CDWR/NOVA-ATI Mach 64 for $5000.00?

On second thought, it's not for sale:)

Mike

2432. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Nick Schimek <imnick@ync.net>
Message-ID: <7dSm3.71$IE.3055@typ21b.nn.bcandid.com>
Source record: 75455
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

MeNoThere <metnothere@bigfoot.com> wrote in message
news:379b767b@news.vphos.net...
> I think the jag is the second best game system in the world. The
playstation
> in my opinion is the best.
>
> -- MeNoThere
> PS: I bought my jag in '95 and I still play it. Although I spend much time
> playing FF8
>

I think I got Jaguar at about the same time (I can't even remember it seems
so long ago!) I never play it anymore. Even before I had the N64 I used
the PC for most of my gaming. Jag games are just too expensive and they
aren't even that good. It just isn't worth it...I buy N64 games now.

-Nick-

2433. Re: MagiC Documentation Prj

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7nh7c4$365$1@nnrp1.deja.com>
Source record: 75456

In article <Pine.MNT.4.10.9907230341080.124-100000@milan>,
Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:

> > Why?
> >
> > - It adds non-kernel functionality to the kernel,
>
> For the library this is correct, a library is always part of user
space.
>
> For the TCP/IP stack itself it's much better then it's really
integrated
> into the kernel.
>
> > - it makes updates much harder,
> >
> > - we need another set of precompiled kernels for those people who
don't
> > need networking.
>
> Integration don't mean that it's all linked into one file.

Frank,

your comment is extremely confusing. What do you mean by "integration"
into the kernel, if we are not talking about a larger mint.prg? MiNT
currently has loadable devices, which are already used for MiNTNet.
MiNT also has loadable filesystems, which are used for NFS. The only
missing part is a way to enable sharing of the socket library, correct?

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2434. Re: MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: d.e.cohen@qmw.nospam.ac.please.uk
Message-ID: <1dvik5h.18jexbbgoazkeN@tnt-1-142.easynet.co.uk>
Source record: 75457

Steven Kaleita <sak01@chorus.net> wrote:

> IT works for me. You need to specify how much ram you want to be set for
> Magic. I've gotten mine set to 64 megs.
>
>
> SAK
>
> "Mr.G" wrote:
> >
> > Hi,
> >
> > Anyone got MMv6 to work on Mac OS8.5 or 8.6? I've only got the demo and
> > it keeps saying I haven't got enough ST-Ram when I've got 128Mb! This is
> > with VM on and off.
> >
> > Chris

This is a weird situation. I've just tried the demo, and for me it works
with virtual memory on, but not with it off. And Ash claim (in an e-mail
to me) that it works with virtual memory off. MM 2.1.5 with OS 8.5 or
8.6 shows the same behaviour - ok with VM on (or with Ram Doubler on)
not with VM off.

The erro message IIRC is "not enough system memory for ST-RAM" - but if
one starts with extensions off, one doesn't get that message, just a
crash which forces a restart of the computer.

My machine is a Power Tower Pro - a clone. When I first installed MM it
said something about not being able toaccess a certain address. Whatever
that was about I've never had any trouble with MM except for this issue,
which I would like to solve.
--
Remove "nospam" and "please" for a correct address

2435. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <379bf4e3$0$159@news.zetnet.co.uk>
Source record: 75458

In a former life as an exotic dancer, sandcat@ridgenet.net (Mikey) wrote:

> Is the Nemesis grounded to the rail the runs on the outside edge of the
motherboard with leads coming from the "e" pads on the Nemesis?

It couldn't get much more grounded if I attached it to a copper pipe in the earth ;) My falcon is tower cased, so I've got plenty of room and went for the "hang it off the eartch strip at the front edge using several lengths of paperclip" approach. I think I made 4, maybe 5 connections.

> Are you sure the oscillator in the second socket is making good contact?

Yes, I double checked that as one of the first tests after I got the low speed working but not the higher one.

> Did you try different caps, or even a resistor (~75-100 Ohm) for the DMA
mod?

I honestly can't remember. I've been installing it in fits and spurts for about a year now! If it was suggested in the manual, I probably tried it, but I'll double check that just in case. What's the best recommendation here?

> If you have an FPU, is the clock in pin (you'll never find the trace:)
for the 68882 line seperated from the motherboard and fed by its own wire
either from the Nemesis (bad idea) or with its own oscillator?

I pulled the FPU before starting the installation, as it's only a 16MHz one. I had intended to get a faster one once the main Nemesis was working.

> Is this one of the "new" 50 mhz Nemesis or the older "48Mhz" version?
A lot of users have had problems with the new units, at least as far as the documentation goes concerning traces that should (must?) me modified on the newer versions.

It's the "new" one. Which bit causes confusion? I followed the manual okay, though admittedly I did have to read it a couple of times (and write extra notes, etc. on it) before I started. I'm 99% certain that I've done everything the way they intended, but if you can point me to the source of the confusion, I'll double check my interpretation.

Thanks for the help. Whilst I'm sure it can be made to work with enough effort, if I don't get it going soon, I'm giving up one it. While I keep working on it, I can't practially set the Falcon up so that I can _use_ it. I'd rather be using a less than perfect one, than letting it gather dust while I continually try to fix it ;)

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

2436. Experience with SoundPool AudioTracker wanted !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <OWSm3.18$Wu4.100@news.get2net.dk>
Source record: 75459

```
Experience with SoundPool AudioTracker wanted !!!
Have you been - or are you using - the 8 track HardDisk
Recording software from SoundPool called AudioTracker
running on the Atari Falcon 030 then .... please ...... let me know.

Thanks
Preben Sloth, Denmark

psloth@post2.tele.dk
```

2437. Re: CAB Validation (was Re: Looking for the URL of Firenews)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379bf1ee4fa4f340@holleman.demon.nl>
Source record: 75460
Body handling: HTML body converted to readable text

on Sun 25-07-1999 17:25 Neil Roughley wrote:

>The tables are much better, Louis :-)

Neil, yes, at least IMO they LOOK better now... :-) I'm gradually trying to improve stuff. The pointers you're giving make sense. Sometimes I wonder how the stuff even *shows up* right with all the bloody mistakes, like commands... :-) I never noticed until I saw it in your example... and I've been looking thru' it for God knows how many times!

I recall I've been using examples for the first page, not knowing anything about HTML... adapting them to "show up OK without a smiley". Obviously I made a few mistakes.

All in all, this Doctor Page is a great one!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2438. Seeing if this work... test

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379BF6FE.146F@geocities.com>
Source record: 75461

Test.. ya'll...

2439. Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379BF7E5.69B4@geocities.com>
Source record: 75462

[Been trying for FOUR DAYS to get this question out. After rebuilding my desktop and re-installing my browser software... I'm back!][This was on the Macintosh... which till now had worked fine.]

Recently went and bought CAB 2.7 from Systems for Tomorrow, and the installation went great. It reminded me of the easy install applications of the Macintosh world.

I've noticed many improvements with CAB 2.7 over 1.5.. :) and even my
PC oriented brother-in-law was impressed that the Atari could surf the internet as well as it does.

But I noticed a problem when I started trying to access "Atari Advantage" on Delphi and check my E-mail (HTML/website based) on Yahoo. In both cases I would enter my name and password, and in both cases, the information was "redirected". At which point it would give me the option to "get this", "repost" or "cancel".

I found out that my browser was not accepting cookies. So what I did
was change the browser so that it would accept cookies. (option in CAB).

I also tried to update my system clock to current (or as much as current with my 1040 STE without battery backup), and made sure I had CAB.OVL 1.3016, which is the latest overlay and was the one that came with Cab 2.7.

Dispite all this, I am still not able to convince these websites that
my browser accepts cookies. I am curious what else I can try?

Thanks in advance,

Doctor Clu

PS: Just to give you some more info....

System:

Atari 1040STE with 2 megs of ram (confirmed)
(Installed 2 more megs of ram but I'm not sure if they are working. Anyone know of a program to test system ram?)

Single TOS running latest version of STIK from anthill productions website.

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2440. Re: Please HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0A92.398D28F2@online.TAKE.THIS.OUT.fr>
Source record: 75463

```
Tony Martin a ï¿½crit :
>
> Hello all!
>
> I am writing an article for an online magazine and need your help. The
> article is about writing in a limited budget. I am focusing on two
> machines. The Atari 800XL and Commodore 64.

Then this is the wrong newsgroup. You should look at
comp.sys.atari.8bit. This group is for the ST/Falcon/TT/etc... series.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2441. Re: ST <> PC transfer problem.

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0CC5.BD5A2101@online.TAKE.THIS.OUT.fr>
Source record: 75464

omelette a ï¿½crit :
>
> Hi,
> Can anyone tell me where I can download a good parallel transfer
> program - PARC(something) springs to mind.

You want PARCP or Paralink. Both need a special cable to be built. It's
a straight parallel cable with 2 wires crossed over, you can build it
yourself or get it built.

> Is there any better? something
> with a GUI.

Parcp has a "Norton Commander for MS-DOS" type of GUI, which is better
that nothing. I don't know about Paralink, as I never got it to run.

If you can go with serial port speed, then try Ghostlink, which "mounts"
the PC to the ST's desktop, just like a normal drive.

> Also, what are the best ST FTP download sites? A 2 hour search
> revealed nothing special.

Check out the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2442. Re: Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0D0A.446F2E6C@online.TAKE.THIS.OUT.fr>
Source record: 75465

```
FMatzen a ï¿½crit :
>
> I remember seeing (and actually having it) an app that will let the
> Falcon network with the PC through the parallel port using a bi-parallel
> cable.

Parcp. It's in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2443. Re: Been having trouble posting here

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0EB6.F45675BB@online.TAKE.THIS.OUT.fr>
Source record: 75466

```
Kim Hoard a ï¿½crit :
>
> This is a test to find out why I can't post here. If the newsgroup
> administrator gets this, please respond.

There is no such thing as a newsgroup administrator on non-moderated
groups such as this one. Usenet is a completely decentralized system, so
if there is anything wrong it is probably a misconfiguration either in
your newsreading software or your news server.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2444. Re: Improving rez for a ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0DC8.2E05508E@online.TAKE.THIS.OUT.fr>
Source record: 75467

Paul Mac a ï¿½crit :
>
> Hi ,
>
> My ST is all setup now exactly how I want it , except that it all
> takes place on a rather dull mono monitor.
>
> What are the options nowadays for improving the graphical capabilitys
> of my 4mb STe?

There aren't really any modern practical solutions for this. You could adapt an old Mega ST video board, but this will be a lot of hacking, and a lot of trouble just finding such a board. ST high-res is quite comfortable to work with IMO.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2445. Re: Falcon Ethernet network

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C0F03.B2712858@online.TAKE.THIS.OUT.fr>
Source record: 75468

```
Steve a ï¿½crit :
>
> Is there any way to connect my Falcon030 to my AppleTalk ethernet
> network?

Check out the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2446. Re: Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Randy <rsr@theoffice.net>
Message-ID: <B143500C00FB7296.A425EF02266549FB.C17FA4CA6CC1759C@lp.airnews.net>
Source record: 75469

Joe Mirando wrote:

> Jean,
>
> I did post the info already in comp.sys.atari.st, but thank you for posting in
> the french group!
>
> GO TEAM!
> <g>
>
> Thanks again,
>
> Joe Mirando

Greetings fellow Atari or possibly Ex-Atari users such as myself. I am curious about
the process times for the project. I remember my ST would fly if the software was
written correctly. Is everyone using Linux yet? Just checking because i use a P233mmx
and under NT it takes approx. 48 hours to process 1 field but under Linux the time is
reduced to about 24 hours.

I still have the ST in the closet, should I plug it in too?

Please reply to e-mail if possible and don't flame me too badly ;)

randy.

2447. Re: TransAction opens/InterActive finally closes!

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990726124147.17727C-100000@hal.fishpool.fi>
Source record: 75470

> join me and Didier Briel in the french part of TransAction ;-)

Count me in. I can do:
french<->english, french<->finnish, english<->finnish.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2448. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990726124401.17727D-100000@hal.fishpool.fi>
Source record: 75471

> MagiC doesn't trash the STacy's disk as well, as it has done on the Falcon
> and TT...

If I remember, the solution was to _disable_ boot logging.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2449. WTB Word processing software

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <932985531.369557@Chaos.es.co.nz>
Source record: 75472

I want a wp program which will run on an STE with a colour monitor. Hopefully, one which will read MS Word files but I'm not too optimistic on that point. I have a 300 page thesis written in the eighties on 1st Word plus which I want to rework. Using 1st Word + after about seven years using Wordperfect and Word for Windows makes me wonder how I did it on a program as crude as Ist Word. I would like to use the old Atari on this project (don't ask me why. Nuts I suppose) but I need a modern ST WP program. Any ideas where I can find such a thing? What are peoples opinions on the various WP programs around? Will I need to find a mono monitor somewhere?

Oh, and another thing. The monitor I have has a switch on the back which allows it to change modes from RGB to green screen and some sort of monochrome video mode. Is there anyway I could run the ST in hi-rez through it?

2450. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7nhpg9edn1@nnrp1.deja.com>
Source record: 75473

In article <Pine.LNX.3.96.990726124401.17727D-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:
> > MagiC doesn't trash the STacy's disk as well, as it has done on the
Falcon
> > and TT...
>
> If I remember, the solution was to _disable_ boot logging.

Have done so a long time ago, but that didn't prevent MagiC from
corrupting my Thing-folder several times this weekend. I'm usually
running MiNT+N.AES on this TT (networked with my Falcon), but I've been
running MagiC now for a few days since I'm debugging Taskbar. Every
time I tried to boot MiNT+N.AES after having used MagiC, Thing was
corrupted. Odd...

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2451. Re: WTB Word processing software

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379C5569.486D6238@online.TAKE.THIS.OUT.fr>
Source record: 75474

Kelvin Wright a ï¿½crit :
>
> I want a wp program which will run on an STE with a colour monitor.
> Hopefully, one which will read MS Word files but I'm not too optimistic on
> that point.

Papyrus reads Word files, but I'm not sure if it runs in med-res.

> I have a 300 page thesis written in the eighties on 1st Word
> plus which I want to rework. Using 1st Word + after about seven years using
> Wordperfect and Word for Windows makes me wonder how I did it on a program
> as crude as Ist Word. I would like to use the old Atari on this project
> (don't ask me why. Nuts I suppose) but I need a modern ST WP program. Any
> ideas where I can find such a thing? What are peoples opinions on the
> various WP programs around? Will I need to find a mono monitor somewhere?

Papyrus is said to be the best one around. The problem will be
availability, depending on where in the world you live.

A mono monitor definitely makes things like WP more comfortable.

> Oh, and another thing. The monitor I have has a switch on the back which
> allows it to change modes from RGB to green screen and some sort of
> monochrome video mode. Is there anyway I could run the ST in hi-rez through

What type of monitor is it ? You probably won't lose much by trying to
toggle that switch and rebooting.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2452. Re: full framerate video?

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7nhtu4$hj0$1@nnrp1.deja.com>
Source record: 75475

In article <379A370D.7B883F1F@catvomit.u-net.com>,
Hugh Lutley <spewy@catvomit.u-net.com> wrote:
> Is there any way of getting full frame rate video (ie 25fps in PAL) on
> the Falcon???
>
>

Sure, at 160*100:).
The best my Falcon can manage is about 12fps at 320*240 using Expose.
This is not a stock Falcon. If you have a high quality VCR, and a Falcon
of reasonable speed, you can playback at 1/2 speed and the Expose will
keep up fairly well. There is no timebase, so editing of duplicate
frames is necessary. If you don't have fast ram, you'll probably not
make it even at half speed, and if you only have 14mb or ST RAM, you
won't get much video. Playback is another thing.

Mike

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2453. Re: Looking for the URL of Firenews

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379C6815.501939B2@patent.gov.uk>
Source record: 75476

Hi just a note on the use of white text on a black background -- it's sometimes, if not always, impossible to print out such on Netscape, even by 'using my own colours' option, the preview and printed sheet are just blank! The message is please don't think of just the instant visual impact, but also of the hard copier. I haven't tried downloading the page at home on my CAB 2.7 Falcon, combo, but have saved a hell of a lot of time by using the 'autosurf' module in CAB and viewing off-line, espec. for pages found to be very graphic on Netscape and therefor slow on CAB, real-time.

Bob_King

Martin Nightowl Byttebier wrote:
>
> on Fri 23-07-1999 11:19 Louis wrote:
>
> >I'm sorry to say, but this new one is IMO another perfect example of how
> >one should NOT create a website:
> >
> >1. It takes far too much time loading/decompression all the bloody piccies,
> > which IMO don't add to the attractiveness of the site at all. Of
> > course, one can always discuss what does and what does not... :-)
>
> Fully agree with you. I started downloading the page and then I went
> downstairs to make coffee. I was just in time upstairs again to see Cab
> converting the last image.
>
> >3. The classic example of one person not knowing/understanding about
> > reading contrast: black background, red text. Fontsize average, folks,
> > *THIS COMBO MAKES YOUR STUFF UNREADABLE!!!*
>
> Uch, I don't have probs with that but your are right. Lots of people has
> troubles to read low contrast stuff. I guess I must change my UTSI pages
> also:-)). Every web designer should be aware of that.
> The fontsize looked alright for me though. I using a resolution of
> 1152x864x256 on a 17" screen. In Cab I'm using Baskerville as font for
> normal text with a default font size of 12 points.
> I must admit however that it looks much better if I use a font size of 14
> points.
> Maybe you could set the default size of the font a little bit higher.
>
> >BTW, I just wonder how this site looks like in B&W: probably even crappier
> >than in 24 bit rez! Poor monochrome websurfers :-(
>
> You'd better say poor 24b rez surfers. I'm monochrome it looks good. The

> pictures ofcourse looks awful but the text is very good visible, black
> background, white text.;-)
>
> CU
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2454. simple question about my atari 800

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: conljr01@holmes.ipfw.edu
Message-ID: <379C8586.4852B4B4@holmes.ipfw.edu>
Source record: 75477

It's been awhile but I've got out my atari 800. I can't remember what to do. I have a problem when I put a disk in the 810 disk drive nothing happens the screen just stays on atari memo pad. I can't remember if I have to have a cartgrige in the comp. to play a game. the only cartrige i have is atari word and when I put it in a get a list of options, I try pressing the load option of the index of files to try and see if it will get my game from the disk drive but it always says device not ready. I wonder if the parallell cord is bad between my comp. and disk drive. There are two places to plug this cord in on the disk drive. I believe I've tried both ones and still same results. Well that should give you the just of what's going on. Any ideas out there?

2455. Calling !ynoT

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7ni14a$nt6$1@news.asu.edu>
Source record: 75478

Hopefully Tony Greenwood will read this and drop me a line.
I've a favour to ask, and all my addresses for him are old
(why do people move around so much?).

--

2456. Re: Calling !ynoT

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <379c99be@newnews.gemsoft.net>
Source record: 75479

tony@webscripts.org

Cheers,

Rich
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote in message
news:7ni14a$nt6$1@news.asu.edu...
>
> Hopefully Tony Greenwood will read this and drop me a line.
> I've a favour to ask, and all my addresses for him are old
> (why do people move around so much?).
>
> --

2457. Re: simple question about my atari 800

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379C8FDA.1F06@geocities.com>
Source record: 75480

Welcome back to the Atari world! I personally love the Atari 8-bit
scene, and probably when things slow down on the ST scene I'll got back
to making the 8-bit Ataris (in particular the 800) my hobby machine.
But for now I'm shooting for a TT or Milan. :)

As for that 800... the only question I'd have would be the following:

1) Is your drive drive spinning up or lighting up? The drive
seems to be the major issue since your computer SEEMS to be
fine. See if your drive is powering up alright and that
you have it properly connected and we can take it from there.

2) Do you have a DOS disk in the disk drive? For about 95% of
Atari 8-bit software that's dick related, the DOS is on the
disk. The way you will know the computer notices the drive
but there is no seeable disk by the Atari OS is you will
get a "boot error".

Again, welcome back, and check out the exclusive 8-bit newsgroup as
well...

comp.sys.atari.8bit

Talk soon!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2458. MOD/music players

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379C909F.67E@geocities.com>
Source record: 75481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Fellow Atarians, lend me your ears!

Especially those musical loving ears. I have found some websites out there that seem to know all about Amiga, Acorn, Macintosh, and PC having MODplayers, MidiPlayers, and so forth.

But no Atari! Blastphemy!! :)

So, please, in this thread, place the URL of all music and MOD related players and I will get the word out to all websites I run into and make the Atari name known! This goes for both ST and 8bit Atari.

Thanks!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2459. Re: english translation of .rsc

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ni7nrcaa1@news5.svr.pol.co.uk>
Source record: 75482

On 20 Jul 1999 06:52:34 , Derryck Croker wrote:
:>On 19 Jul 1999 12:31:24 , Vassilis Papathanassiou wrote:
:>>on Sun 18-07-1999 17:36 John Banbury wrote:
:>>
:>>> Hi all
:>>>
:>>> There was a post in this group about translation RSC files and I
:>>> have lost it already. (a .gtp file)
:>
:>>Anyway, I've written a small tool that _helps_ in RSC translations

Brilliant idea dude, that and GEMTRADE should make life very simple
from now on..

:>>I was wondering if we have such a utility, in case we don't, I'll put
:>>it in my homepage and anyone can try it.

:>Please, please, please! :-))

You aint grovvelin enough man, get the head lower, keep eye contact
and whimper some more..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2460. Re: Falcon/HDDriver

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ni7nvcaa2@news5.svr.pol.co.uk>
Source record: 75483

On 18 Jul 1999 21:53:41 , "Oe.Trollsaas" wrote:
:>Here are some serious problems with my ATARI FALCON, I can not use it at the
:>moment!!!!
:>
:>
:>I have used AHDI on my FALCON with Quantum Lightning HD, but now I have
:>bought HD Driver. I have done something which messed up my computer, I don't
:>know what I have done wrong. When I turn on my computer with the HDDriver
:>floppy disc as boot disc (without the hardisc on or off) two bombs shows up
:>and and noise-picture in about one second and it will not find my HD.

Does HD-Driver talk to you at all, what does it say?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2461. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ni9mt$ju3$1@news.campuscwix.net>
Source record: 75484

On 26 Jul 1999 01:53:41 , Doctor Clu wrote:

<snip>

->System:
->
->Atari 1040STE with 2 megs of ram (confirmed)
-> (Installed 2 more megs of ram but I'm not sure if they are
-> working. Anyone know of a program to test system ram?)

<snip>

Hi Greg. Can't help with the cookies but Ram is easy to check. I'm assuming you are using X-Control, right? Just goto the control panel, drop it down, pick the "General" CPX, and then click on Status. It will show you various things, including Free ST Ram and TOS version.

Later... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2462. Re: MOD/music players

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nia4j$ju3$2@news.campuscwix.net>
Source record: 75485

On 26 Jul 1999 12:45:19 , Doctor Clu wrote:

-> So, please, in this thread, place the URL of all music and MOD related
->players and I will get the word out to all websites I run into and make
->the Atari name known! This goes for both ST and 8bit Atari.
->
-> Thanks!
->
-> Doctor Clu

Not so sure about URL's, but geez, there are a kazillion and 1 (anybody ever truly define this number yet? <grin>) MOD players for Atari ST's, STe's and the Falcon...try any of the popular ftp sites or the CD-ROM collections.

Oh, here is one:

http://www.astrasoft.ml.org/

This is a very cool MOD player that works on just about any TOS machine. Only problem I have with it is that it doesn't like the Audio.dev under MiNT... Other than that, I really like it. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2463. TT-Digger V6

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <379CBE31.A80232A8@cable.A2000.nl>
Source record: 75486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everybody.

1: This version is a better one than V5.4 :-)

2: At last I put in the few special 040 & 060 instructions.

Visit my web site:

http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.

Henk Robbers.

2464. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379CB379.7DE@geocities.com>
Source record: 75487

Hmmm, no actually, I'm not using X-Control. Where can you find that?
:)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2465. Re: Falcon Ethernet network

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dvkj1r.1714qhpyuecgiN@tnt-10-204.easynet.co.uk>
Source record: 75488

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote:

> > Is there any way to connect my Falcon030 to my AppleTalk ethernet
> > network?
>
> Check out the Quick FAQ

What's that? <sorry> :-{

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2466. Re: Experience with SoundPool AudioTracker

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <379cc7b8$0$157@news.zetnet.co.uk>
Source record: 75489

On 26 Jul 1999 08:06:26, <psloth@post2.tele.dk> wrote:
>Experience with SoundPool AudioTracker wanted !!!
>Have you been - or are you using - the 8 track HardDisk
>Recording software from SoundPool called AudioTracker
>running on the Atari Falcon 030 then .... please ..... let me know.

I use it in my studio, with an ST plugged into it running Cubase...it works, after a couple of hours reading the manuals you'll prolly never need them again...one word of warning...you want a gigantic hard-drive....I've got a 4Gb 3.5" unit crammed into my standard case using an ASP IDE_Burster (Shameless plug there...I am ASP)...that gives me a load of 500Mb partitions to use as <Tape>....you have to install tape files into partitions that you want to use for recording and they pretty much take over the whole partition...recording is easy, effex and mix-down are easy, it syncs to MIDI, it uses external clock happily, though as it also does very good sample-rate conversion you xcan always record at 50 kHz, mix etc at 50kHz and then convert the final file to 44kHz for pputting onto CD...that's what I've done, though as 44kHz clocks are cheap now I might invest in one....it would only ever pick up my Clarity 16 dongle as 48kHz...works well...looks good,

chrisc

2467. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nij8aile1@news1.xs4all.nl>
Source record: 75490

On 22 Jul 1999 20:14:08 , Jo Even Skarstein wrote:
Hello,
With a portable harddisk (no brand, got it with one of my 30 Atari
1040's.....) I managed to install NVDI 5.1 and MagiC 6.1 .It works
very well, haven't tried Jinnee yet , but MagiCdesk will do also.
it's like sitting in a Mercedes with a 2CV motor......
Jos
PS.Cannot emphasize enough the brilliant SWEET 16 sequencer, runs
without stupid dongles or masterdisks, runs under Multitasking MagiC,
whatever, registration just some pounds !

2468. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <379CD276.C1417732@home.com>
Source record: 75491

Jos Vlietstra wrote:

> On 22 Jul 1999 20:14:08 , Jo Even Skarstein wrote:
> Hello,
> With a portable harddisk (no brand, got it with one of my 30 Atari
> 1040's.....) I managed to install NVDI 5.1 and MagiC 6.1 .It works
> very well, haven't tried Jinnee yet , but MagiCdesk will do also.
> it's like sitting in a Mercedes with a 2CV motor......
> Jos
> PS.Cannot emphasize enough the brilliant SWEET 16 sequencer, runs
> without stupid dongles or masterdisks, runs under Multitasking MagiC,
> whatever, registration just some pounds !

Where can I get a line on Sweet 16?

Keith

2469. G3 Printing

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <379CD2FE.255A24B2@home.com>
Source record: 75492

Well, I can get NVDI to print simply by putting the MACPRN.SYS as device 21. Calamus would not print until I downloaded the demo of SL99 and MacPrint. Now it prints but I have to spend 100DM on MacPrint and about 600DM to upgrade my SL98 to include all the modules I now have and paid for from MGI/DMC. Is it time to migrate completely to Illustrator and for that matter, Office 98 on my Mac?????

Keith

2470. Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Message-ID: <fHIGgAAMKCn3Iwnu@shaw1.freeserve.co.uk>
Source record: 75493

I've not received an issue of AC since the last show in Stafford (where
I re-subscribed). Should this be right?

--
Clair D. Shaw | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
Student + Atari/PC Programmer| New email address coming at September
---
Paramount UK has stopped showing the Letterman Show! IT'S UNFORGIVABLE!

2471. WTB:Supercharger

Newsgroup: comp.sys.atari.st
Date: 1999-07-26 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nilre$ma2$1@news1.xs4all.nl>
Source record: 75494

Hi
Does anyone has a supercharger ??This thing was used for emulation of
a PC. I will try to hook it on a TT in order to work with some PC
software ?Does anyone has experience with it.
Can I emulate a 386 or 486 ??
Please react !
A personal email would be appreciated !
Jos

2472. Re: Cubase audio falcon wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <WX6n3.6445$ip4.10404@nntpserver.swip.net>
Source record: 75355

Hi,

> Cubase audio falcon wanted. Any clues???

Since many have made a sidegrade to VST for Mac or PC (I'm sorry to
say...) and by doing so, they've traded in their Atari version, CAF
should be available without any problems from your retailer or national
distributor.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2473. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: csh@agate.net
Message-ID: <rpq2o5$0$37nsp8d$7gc@news.supernews.com>
Source record: 75356

I've tried for hours to get CAB 2.7 to work with Yahoo Mail and have been
so far unsuccessful. Has anybody had any luck?

On 26 Jul 1999 01:53:41 , Doctor Clu wrote:
: [Been trying for FOUR DAYS to get this question out. After rebuilding
: my desktop and re-installing my browser software... I'm back![This was
: on the Macintosh... which till now had worked fine.]
:
: Recently went and bought CAB 2.7 from Systems for Tomorrow, and the
: installation went great. It reminded me of the easy install
: applications of the Macintosh world.
:
: I've noticed many improvements with CAB 2.7 over 1.5.. :) and
: even my
: PC oriented brother-in-law was impressed that the Atari could surf the
: internet as well as it does.
:
: But I noticed a problem when I started trying to access "Atari
: Advantage" on Delphi and check my E-mail (HTML/website based) on
: Yahoo. In both cases I would enter my name and password, and in both
: cases, the information was "redirected". At which point it would give
: me the option to "get this", "repost" or "cancel".
:
: I found out that my browser was not accepting cookies. So what
: I did
: was change the browser so that it would accept cookies. (option in
: CAB).
:
: I also tried to update my system clock to current (or as much as
: current with my 1040 STE without battery backup), and made sure I had
: CAB.OVL 1.3016, which is the latest overlay and was the one that came
: with Cab 2.7.
:
: Dispite all this, I am still not able to convince these websites
: that
: my browser accepts cookies. I am curious what else I can try?
:
: Thanks in advance,
:
: Doctor Clu
:
:
: PS: Just to give you some more info....
:

: System:
:
: Atari 1040STE with 2 megs of ram (confirmed)
: (Installed 2 more megs of ram but I'm not sure if they are
: working. Anyone know of a program to test system ram?)
:
: Single TOS running latest version of STIK from anthill productions
: website.
:
:
: --
: ||| ATARI USERS OF NORTH TEXAS
:)|(http://www.atariusers.com/AUNT
: / | \ Read the News, Join the Chats, Share the Meyhem!
: .

2474. Re: Taskbar and MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7njl8n$lr4$1@nnrp1.deja.com>
Source record: 75357

In article <7niqju$s85$1@news1.xs4all.nl>,
jovlie@xs4all.nl (Jos Vlietstra) wrote:

> So I wanna be a betatester for the taskbar, if you can guarantee me
> that this testing won't ruin my setup !

Hehe, ofcourse I can't *guarantee* that (that's why you see all those
legal disclaimers in software), but it hasn't done any damage yet ;-)
Can you mail me some details about your hard- and software? I will
distribute the beta tonight.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2475. Re: Cubase audio falcon wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: hereat@home.com
Message-ID: <35c14f8a.6312946@news>
Source record: 75358

On Mon, 26 Jul 1999 00:55:18 +0100, Hugh Lutley
<spewy@catvomit.u-net.com> wrote:

>Cubase audio falcon wanted. Any clues???
>
>Hugh

Hi Hugh,I've got a registerd copy of Cubase Audio
Falcon,dongle,manuals,box and the Falcon Digital Interface which has
coax and optical ins and outs (a must have for serious recording).
I'm open to offers but I can't give it away .
Oh, I'm in Canada if that matters.
Thanks!
Darrell (hereat at home dot com)

2476. FS/T: Atari ST games [07/27/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: use.Reply-To.address@nls.net
Message-ID: <379e36fd.180649@news.nls.net>
Source record: 75359

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/26/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 4.00 Alcon (Taito)
$ 4.00 All Aboard! (Terrific Software)
$ 4.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 4.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 4.00 Battleship (Epyx)
$ 4.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 4.00 Blockout (California Dreams)
$ 4.00 Bobo (Terrific Software)
$ 5.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 4.00 Championship Wrestling (Epyx)

$ 4.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 4.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 4.00 Dynasty Wars (Capcom)
$ 4.00 East vs. West Berlin 1948 (Time Warp)
$ 4.00 Eliminator (Hewson)
$ 4.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 4.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 4.00 Golden Path (Firebird)
$ 4.00 Goldrunner II (Microdeal)
$ 4.00 Hyperdome (Exocet)
$ 4.00 Jupiter Probe (Microdeal)
$ 4.00 Keith Van Eron's Pro Soccer (Microplay)
$ 4.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 4.00 Last Duel (Capcom)
$ 4.00 Leander (Psygnosis)
$ 4.00 Major Motion (MichTron)
$ 4.00 Man Hunter: New York (Sierra)
$ 4.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 4.00 Phantasm (Exocet)
$ 4.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 4.00 Professor Craps (Scorpio Systems)
$ 4.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 4.00 Rambo III (Taito)
$ 4.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 4.00 Rick Dangerous (Microplay)
$ 4.00 RVF Honda (Microplay)
$ 4.00 Savage (Microplay)
$ 4.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 4.00 Space School Simulator (CRL Group)
$ 4.00 Star Quake (Terrific Software)
$ 4.00 Starglider (Rainbird)
$ 4.00 StarRay (Logotron Recreation)
$ 4.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 The Advanced OCP Art Studio (Rainbird)
$ 4.00 The Games (Epyx)
$ 4.00 The Sentry (Firebird)

$ 4.00 The Viking Child, Prophecy 1 (Imagitec)
$ 4.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 4.00 Transputor (CRL Group)
$ 4.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 4.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 4.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 4.00 Zero Gravity (Microdeal)
$ 4.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2477. Re: Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7njdk5$cg2$1@plutonium.compulink.co.uk>
Source record: 75360

Clair D. Shaw <Clair@shaw1.changeme.co.uk> wrote in message
news:fHIGgAAMKCn3Iwnu@shaw1.freeserve.co.uk...
> I've not received an issue of AC since the last show in Stafford (where
> I re-subscribed). Should this be right?
It's not good, but it is right.

AC14 is currently at the printers and should be dispatched to all our
subscribers within the next couple of weeks.

--
Regards

Joe
(editor Atari Computing)
joe@inactive.cix.co.uk

2478. Re: STacy and NVDI/MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7njrf1$qg6$1@nnrp1.deja.com>
Source record: 75361

In article <7nij8aile1@news1.xs4all.nl>,
jovlie@xs4all.nl (Jos Vlietstra) wrote:

> PS.Cannot emphasize enough the brilliant SWEET 16 sequencer, runs
> without stupid dongles or masterdisks, runs under Multitasking MagiC,

Have to agree with you :-) I only use it for playing back MIDI-files
though, as it's the only piece of software I've found that's capable of
playing MIDI-files in the background under MiNT/N.AES or MagiC.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2479. Disappearing Postings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7njbqp$r2h1@news.ajou.ac.kr>
Source record: 75362

Experiencing a small annoying problem with postings from a Atari User
in CSAST.

When Using Newsie to get a OverView of CSAST, sometimes I'll fetch a
few postings while in the Overview mode while Online.
This works fine except for one persons postings, If I grab a posting
from this person while in Overview mode, then go ahead and download
all the available news in CSAST, This persons posting that I just took
a quick look at will not be downloaded. This happens all the time but
only with this persons postings. This Guy is using Atari software and
Hardware AFAIK. I'm not trying to start trouble or offend anyone but it
is a small annoying problem. I think this also causes Newsie to hang
when downloading News from CSAST. It's like Newsie is trying to get a
posting but it isn't there anymore if I take a look at it first in
OverView Mode. And this only happens with one persons postings.
Works fine with everyone elses.

Has anyone else noticed this?

Anyone know why this happens?

phantomm@kih.net

2480. Re: Alright... CAB 2.7 and Cookies :)

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379D5764.7BD5B4B9@online.TAKE.THIS.OUT.fr>
Source record: 75363

```
Doctor Clu a ï¿½crit :
>
> Hmmm, no actually, I'm not using X-Control. Where can you find that?
> :)
>

Hmm... Not using Xcontrol ? You should be. Get it from the quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2481. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379D57D1.E732EB7F@online.TAKE.THIS.OUT.fr>
Source record: 75364

kaitxo@cix.compulink.co.uk a ï¿½crit :
>
> This article was probably generated by a buggy news reader.

Am I the only one getting this from every post coming out of cix ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2482. Re: Falcon Ethernet network

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379D585F.C4774514@online.TAKE.THIS.OUT.fr>
Source record: 75365

```
Steve a ï¿½crit :
>
> Nicholas Bales (please edit email addressto reply)
> <bales@online.TAKE.THIS.OUT.fr> wrote:
>
> > > Is there any way to connect my Falcon030 to my AppleTalk ethernet
> > > network?
> >
> > Check out the Quick FAQ
>
> What's that? <sorry> :-{
>

http://quickfaq.atari.org

It's also in my .sig below...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2483. Re: Disappearing Postings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379d518260cf9021@holleman.demon.nl>
Source record: 75366

on Tue 27-07-1999 04:16 Phantomm wrote:

>Experiencing a small annoying problem with postings from a Atari User
>in CSAST.
>
>When Using Newsie to get a OverView of CSAST, sometimes I'll fetch a
>few postings while in the Overview mode while Online.
>This works fine except for one persons postings, If I grab a posting
>from this person while in Overview mode, then go ahead and download
>all the available news in CSAST, This persons posting that I just took
>a quick look at will not be downloaded. This happens all the time but
>only with this persons postings. This Guy is using Atari software and
>Hardware AFAIK. I'm not trying to start trouble or offend anyone but it
>is a small annoying problem. I think this also causes Newsie to hang
>when downloading News from CSAST. It's like Newsie is trying to get a
>posting but it isn't there anymore if I take a look at it first in
>OverView Mode. And this only happens with one persons postings.
>Works fine with everyone elses.
>
>Has anyone else noticed this?
>
>Anyone know why this happens?

Hi Phantomm,

just wildguessing, but any chance "this guy's" somewhere in a killfilter?

You can't check that right now, but if you state from whom these items are
we might check on his software... The headers should state at least what
s/w he's using.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2484. Re: MOD/music players

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <379D604C.50E8DC0E@cnet.francetelecom.fr>
Source record: 75367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi !

> So, please, in this thread, place the URL of all music and MOD related
> players and I will get the word out to all websites I run into and make
> the Atari name known! This goes for both ST and 8bit Atari.

You can have a look at http://www.multimania.com/falkweb/p-audio.htm
:-)

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

2485. Re: Disappearing Postings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7njqu4$r3i1@news.ajou.ac.kr>
Source record: 75368

On 27 Jul 1999 07:22:30 , Louis wrote:

<edited>

Hi Louis,

No I don't have anyone in a killfile and have never used a killfile before, be lucky and never had to I guess.

I almost sure the person is using Newsie also. So maybe its a bug or something.

But it is abit strange, when requesing to view the article posted while in Overview I do get the posting. But when I go back to download all the News, The article from the person that I viewed is now gone. Only seems to happen with that one person.

2486. Eureka : 2D Graph Describer 3D Modeller

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <379D77C1.F8145FAE@ief.u-psud.fr>
Source record: 75369

Hello Everyone,

I placed on my home page the August revision of Eureka software.
Eureka is useful to design all sorts of mathematical shapes.
In 2 dimentions (plane) you can plot graphs, and do some numerical
analysis on series, sounds, images, fractals. In 3 dimesions (space)
it is a modeller that allows to design shapes. In 3D, many
export formats are allowed, from vectorial graphical formats,
to 3D image synthesis like Persistence Of Vision, and Virtual
Reality Modeling Language (VRML). There's also
animated shapes thanks to a "time" parameter extending
to 4D evolutive shapes. These object animations have
an equivalent in POV script format. Some examples can
be found on my home page.

Eureka is a complete package, including attached
programs and accessories that have been tested
on many ATARI platforms also including MAGIC, clones etc ...
It is a shareware, but has no limitation in its use.
I expect some feedback from you. It has a French
and English documentation and ressources. It
use MESA 3D (OPEN/GL clone by Brian Paul) to
render. I would eventually need you help to
extend the documentation, taking account of your
own experience. It is distributed under Cyberstrider
scheme.

So any comment would be welcome ... You can
also find the program on RMA ftp site at
ftp://chapelie.rma.ac.be on mathematics
folder.

Regards,

-- Francois LE COAT
Author of Eureka 2.12
http://eureka.atari.org or http://www.ief.u-psud.fr/~lecoat
mailto:lecoat@atari.org or mailto:lecoat@ief.u-psud.fr

2487. Re: full framerate video?

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <379D9442.4608600B@catvomit.u-net.com>
Source record: 75370

magicmac@my-deja.com wrote:

> In article <379A370D.7B883F1F@catvomit.u-net.com>,
> Hugh Lutley <spewy@catvomit.u-net.com> wrote:
> > Is there any way of getting full frame rate video (ie 25fps in PAL) on
> > the Falcon???
> >
> >
>
> Sure, at 160*100:).
> The best my Falcon can manage is about 12fps at 320*240 using Expose.
> This is not a stock Falcon. If you have a high quality VCR, and a Falcon
> of reasonable speed, you can playback at 1/2 speed and the Expose will
> keep up fairly well. There is no timebase, so editing of duplicate
> frames is necessary. If you don't have fast ram, you'll probably not
> make it even at half speed, and if you only have 14mb or ST RAM, you
> won't get much video. Playback is another thing.
>
> Mike
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

So basically, no.

2488. Re: MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <1dvkixt.3zi693l7oj9qN@ppp010.uio.no>
Source record: 75371

Daniel Cohen <d.e.cohen@qmw.nospam.ac.please.uk> wrote:

> This is a weird situation. I've just tried the demo, and for me it works
> with virtual memory on, but not with it off. And Ash claim (in an e-mail
> to me) that it works with virtual memory off. MM 2.1.5 with OS 8.5 or
> 8.6 shows the same behaviour - ok with VM on (or with Ram Doubler on)
> not with VM off.
>
> The erro message IIRC is "not enough system memory for ST-RAM" - but if
> one starts with extensions off, one doesn't get that message, just a
> crash which forces a restart of the computer.

The trick is to set up MM with 0 kB ST-ram.

Cheers,

- Petter -

2489. Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: atomic@wirethebastardsforelectrocutionforspamweb.net
Message-ID: <933096311.444.27@news.remarQ.com>
Source record: 75372

Hello! I have a Gemulator card with TOS 2.6 and I have lost the documentation.

I need the dip switch settings so I may correctly set the memory address of the card so I can avoid conflicts in the PC.

Could someone post them or post a jpg of the page describing the settings?

Thanks in advance.

Marc

2490. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Dave Homenuck <homenuck@canoemail.com>
Message-ID: <lFmn3.38713$jl.28095558@newscontent-01.sprint.ca>
Source record: 75373
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

MeNoThere wrote in message <379b767b@news.vphos.net>...
>I think the jag is the second best game system in the world. The
playstation
>in my opinion is the best.

The Jag is second only to the TurboDuo. The Playstation comes in at an easy
3rd, though. Wait, I forgot the Lynx... PSX is fourth. Definitely.

But it's a strong fourth!

Dave

--
The Temple of Dave
http://www.geocities.com/Hollywood/8702/index.html

2491. Re: Falcon Ethernet network

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dvm94q.i1hlmklelwf0N@tnt-10-123.easynet.co.uk>
Source record: 75374

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote:

> http://quickfaq.atari.org

Thanks

> It's also in my .sig below...

DOH! :-}

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2492. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: peter.slegg@DELETE_MEzetnet.co.uk
Message-ID: <379e0069$0$7840@znews.zetnet.co.uk>
Source record: 75375

On 24 Jul 1999 21:43:13 , Sasa Andrijasevic wrote:
>well, it's a long one definitely...
>
>i'd just say that my CT2 Falcon was not more expensive than Pentium
>133 or so....It takes some time to find but it is wortwhile since
>Atari definitely works better and safer and easier than pc (especially
>CT2)...I am heavy user of pc at work so I lerned to respect some
>really nice things...True, pc at 450 mhz is fast but is sometimes very
>unstable (when running windoes) and not easy to use...
>and just why would ou need such a machine? most of the people need
>computer for usual stuff - reading mail, browsng or preparing
>document- all of it can be done even with a ST...
>for enhanced graphics buy a Silicon Graphics...;))
>
>sasa

I couldn't agree more. Why do people buy a 450MHz PC just to read
mail or write the odd letter. It's like buying a McLaren F1 just
to do the shopping with. Fine, if you are trying to impress
someone but is it really necessary ?

A Milan40 or Falcon CT2 is fast enough and capable enough for
99% of users and 99% of uses.

PETER

2493. PCMCIA memory cards on Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379DFE5F.C91@geocities.com>
Source record: 75376

I just got through replacing a cabinet on the club's hard drive. Good old 45 meg hard drive. You know, it was the 1990-1996 era of hard drives that I learned to loath. I think for that reason even the most recent hard drives, which are more reliable and tend to last longer, are still on my loathing list.

Thus the reason why when I looked at a PCMCIA card laying around (granted only 10 meg) I looked at it and said... hmmm..

You have a computer where the operating system is ROM based. Make the memory FlashRam based... and you have a dream machine in my book!

So... I know on the PC you can add a PCMCIA card drive and it acts like another disk drive. Has anyone tried getting one of these card docks to work on the Atari ST platform?

Thanks in advance!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2494. Power supply for external drive B

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Chris Nordberg <chris.nordberg@virgin.net>
Message-ID: <379E097F.A36C1EC8@virgin.net>
Source record: 75377

Does anyone know what the voltage should be for an adapter for an external floppy drive for the Atari ST520FM ?
Maybe they weren't a standard make, but does anyone have any idea? I think it was a Sony mechanism.

Thanks,

Chris N.

2495. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <379dffca6951da20@holleman.demon.nl>
Source record: 75378

on Tue 27-07-1999 18:54 Peter Slegg wrote:

>I couldn't agree more. Why do people buy a 450MHz PC just to read
>mail or write the odd letter. It's like buying a McLaren F1 just
>to do the shopping with. Fine, if you are trying to impress
>someone but is it really necessary ?
>
>A Milan40 or Falcon CT2 is fast enough and capable enough for
>99% of users and 99% of uses.

Hi Peter,

agreed and not agreed: I've got a TT, which for most use is fast enough. Except for graphics: it's simply slow. Like I said a little earlier, a Falcon is probably better because of the DSP.

For text editting, processing, lotsa stuff it's more than good enough. Even Internetting. Again, here with webbrowsing the graphics slow stuff down. But I can live with that.

Now I bought a P=III 450 MHz too: not to do the average wordprocessing etc, I have a TT for that. BTW, if one can buy a 450 MHz one why would one buy slower? The bloody MS stuff is inefficient, my TT beats a P-133 on booting alone. Well, again, graphics is another story.

This new PC is destined to run Linux. Know that? Run X11 on a slow machine, you know what I mean. So I deliberately choose for a 450 MHz type plus plenty of RAM, 128 megs for now. You know what adding RAM to a MS bunch means, don't you? On my TT it makes no difference, except for that my 64 megs are faster types than the old 16 megs. Split-second work. But the idea is to exploit multitasking fully on that machine. So I need power and RAM, that's for sure.

But again, there's limits: I could buy a 500 MHz type for another 300 bucks or a 550 type for another 600 or so... No thanks.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2496. Re: Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <7nl41d$4i2$1@rockall.cc.strath.ac.uk>
Source record: 75379

On 27 Jul 1999 05:49:19 , "Joe Connor" wrote:
>Clair D. Shaw <Clair@shaw1.changeme.co.uk> wrote in message
>news:fHIGgAAMKCn3Iwnu@shaw1.freeserve.co.uk...
>> I've not received an issue of AC since the last show in Stafford (where
>> I re-subscribed). Should this be right?
>It's not good, but it is right.
>
>AC14 is currently at the printers and should be dispatched to all our
>subscribers within the next couple of weeks.
>
>
>--
>Regards
>
>Joe
>(editor Atari Computing)
>joe@inactive.cix.co.uk
>
>
>.
whoo hoo!! Can't wait. I've been getting withdrawl symptoms......

2497. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7nl74n$4tb$1@epos.tesco.net>
Source record: 75380

Well I couldn't be beaten so I went and bought a new motherboard, AMD K6-2 450Mhz and 128Mb RAM just to catch up on SETI@home...

(and it helps with some games) :-))

Mark

Joe Mirando <jmirando@portone.com> wrote in message news:379B62C5.CAEBA593@portone.com...
>
>
> Mark,
>
> I'm running SETI@home on a 366 MHz Pentium II / WIN98 / 128 Meg Micron laptop.
>
> SETI@home v1.06 is running all the time, screensaver is set to activate after 5
> minutes with the 'blank' option set to 1 minute.
>
> Take care,
>
> Joe Mirando
>
>

2498. Re: Disappearing Postings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933111939.19313.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 75381

Phantomm wrote in message <7njbqp$r2h1@news.ajou.ac.kr>...
>Experiencing a small annoying problem with postings from a Atari User
>in CSAST.
>
>When Using Newsie to get a OverView of CSAST, sometimes I'll fetch a
>few postings while in the Overview mode while Online.
>This works fine except for one persons postings, If I grab a posting
>from this person while in Overview mode, then go ahead and download
>all the available news in CSAST, This persons posting that I just took
>a quick look at will not be downloaded. This happens all the time but
>only with this persons postings. This Guy is using Atari software and
>Hardware AFAIK. I'm not trying to start trouble or offend anyone but it
>is a small annoying problem. I think this also causes Newsie to hang
>when downloading News from CSAST. It's like Newsie is trying to get a
>posting but it isn't there anymore if I take a look at it first in
>OverView Mode. And this only happens with one persons postings.
>Works fine with everyone elses.
>
>Has anyone else noticed this?
>
>Anyone know why this happens?

Haven't got the exact same problem as I'm using (*whisper mode ON*) a PC,
but I have noticed over the last few days several postings which are coming
in with the body replaced by:

"This article was probably generated by a buggy news reader."

Don't know if this message is created by OE or by the news server.

I thought it was just affecting one person, but the same has happened to
another poster today. Unifying factor is they are posting from CIX using
CIXread/CIXcomm. In one message, if you examine the source, part of the
message has been mixed up with the header, which may be part of the problem.

Has this software been updated recently and is producing duff messages? Or
have CIX changed something to stop it working? This has only started to
happen in the past few days.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2499. Giveaway

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <379E29A9.50DF@ix.netcom.com>
Source record: 75382

I have found a copy of Express Letter Processor for the Atari 520ST. I have no way to test it, so I am offering it to anyone who wants it. All I ask is the cost of shipping from NY. The manual is a little water stained. Email me if you want it.

Thanks, Jack

2500. Re: WTB:Supercharger

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990727184438.03572.00001570@ngol01.aol.com>
Source record: 75383

Jos Vlietstra wrote:

> Hi
> Does anyone has a supercharger ??This thing was used for emulation of
> a PC. I will try to hook it on a TT in order to work with some PC
> software ?Does anyone has experience with it.
> Can I emulate a 386 or 486 ??
> Please react !
> A personal email would be appreciated !
> Jos

Unless your PC software is really old, a SuperCharger won't help you. The first version was PC-XT. I don't know about later ones, but I seem to remember a 286 version.

With any luck, you can get an entire working 386 system for $50.00 at a garage sale. It will work better than any plug-in emulator that I've seen. I even recently came across a complete Acer system with a Pentium CPU for $50.00. I don't like Windows, but I've never been very satisfied with any type of emulation software/hardware either.

Gail

2501. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <379E3747.36CE99FF@portone.com>
Source record: 75384

Mark Davies wrote:

> Well I couldn't be beaten so I went and bought a new motherboard, AMD K6-2
> 450Mhz and 128Mb RAM just to catch up on SETI@home...
>
> (and it helps with some games) :-))

Mark,

Don't you remember what your mother told you??? ..."Don't advertise it if you don't have enough for everyone".

Well... DO YOU?? <LOL>

Sounds like a kickin' setup. I'll be very interested to hear about how long it takes to complete a block of data.

Betcha that K6 would run GEMulator pretty well too. <g>

Take care,

Joe Mirando

2502. Re: Disappearing Postings

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7nlddp$r7p3@news.ajou.ac.kr>
Source record: 75385

On 27 Jul 1999 07:42:48 , "John Whalley" wrote:
><edited>

Thanks for the info John.

I have also noticed a few postings with the message you mentioned.
Maybe the problem I am having has something to do with the News Server that the
person is using.

I'll just avoid looking at the guys postings until I have downloaded
all the News. That will be the easiest fix. But I do enjoy reading
some postings while online. ;)
phantomm@kih.net

2503. Classic computer article

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <379E7AC4.819E498F@midamer.net>
Source record: 75386
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Anyone who would like to read an article on classic computers, please click the address below. The editor was looking for an alternative to writing with an IBM/Mac. So, being a writer, and a fan of classic computers, I felt it might be interesting to submit an article about classic computers. He liked the idea, so I have written an article titled "Powerful writing on a limited budget!". I hope it is of interest to everyone. It is not too detailed, because the idea was to present an "alternative" and not get too technical.

I hope you enjoy.
Sincerely,
Michael A. martin

http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml

2504. swap & sale, Columbus, OH, US, September 18, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <8Run3.800$w6.40984@news.oh.voyager.net>
Source record: 75387

ttp://www.icwhen.com/index1.html but then you need a little more info:

go to "site features"

go to "ic news"

we're listed down the page a bit "swap & sale, Columbus, Ohio"

The Atari Computer Enthusiasts of Columbus are pleased to announce their next annual swap to be held 9 a.m. to 3 p.m. September 18, 1999, at the Oakland Park Community Center in Columbus, OHIO, USA. Sellers of any type (commercial vendor or private) may obtain tables at $5 each, and each $5 table fee will also admit one person (sorry, if no extra person in your party, the table is still $5 ... after all, folks, we're trying to keep this thing going, ya know). Otherwise, it is a $3 admission per person.

A .bmp map will be available from rwarenz@infinet.com.

2505. ST>New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <270719992044081992%tos4ever@ping.be>
Source record: 75388
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**

ftp://193.190.204.128/atari/audio-video/aviplayer_030.zip (63.784 bytes)

**mint**

ftp://193.190.204.128/atari/mint/net/net-1.04b.tgz (370.411 bytes)
ftp://193.190.204.128/atari/mint/net/net-1.04s.tgz (437.546 bytes)

ftp://193.190.204.128/atari/mint/filesys/ext2/ext2fs-0.56.tar.gz (74.505 bytes)
ftp://193.190.204.128/atari/mint/filesys/ext2/ext2fs-0.56.lzh (93.262 bytes)

ftp://193.190.204.128/atari/mint/programming/shoe-0.17.2.tar.gz (7.343 bytes)

**www**

ftp://193.190.204.128/atari/www/amail/asst12b.lzh (STik/STing socket for Amail) (31.481
bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2506. ST>TT-Digger V6 interactive disassembler released

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <270719992051067121%H.Robbers@cable.A2000.nl>
Source record: 75389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.announce

The new version is a better one than V5.4 :-)

At last I put in the few special 040 & 060 instructions.

new since 5.3: (Forget V5.4 That one was a bit premature :-)
Marking of jumptables for label generating.
Find jmp's and jsr's with indirect operand.
Give names to absolute word addresses.
Options in the config file related to the above.
Give names to standard labels.
Attach a short comment to an address.
More flexible index file.
At last! Full 68040 & 68060 support.

Visit my web site:
http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.
Henk Robbers.

2507. Re: WTB:Supercharger

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <379E827C.2499CBCA@jps.net>
Source record: 75390

My Supercharger was also Nec V-20 or V-30. A 286 hack was done by the
southern Calif importer, and a 386 vaporware was supposedly under
development, but never saw the light of day. The only TT compatible
hardware emulator. Only did CGA or herc mono though. You might be better
off with soft PC.

GWestndrf wrote:
>
> Jos Vlietstra wrote:
>
> > Hi
> > Does anyone has a supercharger ??This thing was used for emulation of
> > a PC. I will try to hook it on a TT in order to work with some PC
> > software ?Does anyone has experience with it.
> > Can I emulate a 386 or 486 ??
> > Please react !
> > A personal email would be appreciated !
> > Jos
>
> Unless your PC software is really old, a SuperCharger won't help you. The
> first version was PC-XT. I don't know about later ones, but I seem to remember
> a 286 version.
>
> With any luck, you can get an entire working 386 system for $50.00 at a garage
> sale. It will work better than any plug-in emulator that I've seen. I even
> recently came across a complete Acer system with a Pentium CPU for $50.00. I
> don't like Windows, but I've never been very satisfied with any type of
> emulation software/hardware either.
>
> Gail

2508. Re: Blow Up / Screen Blaster 2

Newsgroup: comp.sys.atari.st
Date: 1999-07-27 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933283353.12026.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 75391

Nicholas Bales (please edit email addressto reply) wrote in message
<379D57D1.E732EB7F@online.TAKE.THIS.OUT.fr>...
>
>
>kaitxo@cix.compulink.co.uk a crit :
>>
>> This article was probably generated by a buggy news reader.
>
>Am I the only one getting this from every post coming out of cix ?

Nope: see my post in the "Disappearing postings" thread.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2509. Re: Power supply for external drive B

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nli16$ia6$2@news1.xs4all.nl>
Source record: 75295

On 27 Jul 1999 20:33:19 , Chris Nordberg wrote:

Hi
You mean that black box, that ugly little box ? You want one ??
please react with a personal email !
Jos

2510. CAC?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <379E5388.FF6448D6@catvomit.u-net.com>
Source record: 75296

What is the Cubase Audio Clock that comes with CAF? Is it the digital audio interface or something?

Intrigued.

Hugh

2511. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <379e5006@news2.vip.uk.com>
Source record: 75297

Hi,
Yeah, had another look in the SPIN archive and there it was! Works a
treat too. My only grumble now is that in order to have a dual-booting
system (TOS & MagiC) both METADOS and METAXBS need to be in the auto folder
and depending which OS I require with the CDROM, one METAxxx manually
disabled. Shouldn't grumble though :) Thanks.

Later.
>
> Last time I downloaded Spin, which was about October last year, there was
a
> Mint/MagiC XFS driver in the archive. The documents should have more
> information about it.
>
> I havent used spin since Feb, as I moved to pc (hiss hiss, yeh yeh LP) so
I
> really cant comment on newer versions.
>
> Might be worth emailing the author, or getting hold of Extendos Pro. It's
> well worth the money in my opinion.
>
> Simon
>
>

2512. Re: ST <> PC transfer problem.

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <379e4ffc@news2.vip.uk.com>
Source record: 75298

Hi,
Thanks for the info all, managed to get PARCP 3.71 Also made up the lead and... nothing! doesn't work :((I get the error msg 'other side isn't a server' and debug info 'received $4843 expected $4853'. Any ideas??? I'm using a Toshiba Sat. Pro notebook with the STE and I'm sure the lead is made up right. All help appreciated.

Later.

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:379C0CC5.BD5A2101@online.TAKE.THIS.OUT.fr...
>
>
> omelette a crit :
> >
> > Hi,
> > Can anyone tell me where I can download a good parallel transfer
> > program - PARC(something) springs to mind.
>
> You want PARCP or Paralink. Both need a special cable to be built. It's
> a straight parallel cable with 2 wires crossed over, you can build it
> yourself or get it built.
>
> > Is there any better? something
> > with a GUI.
>
> Parcp has a "Norton Commander for MS-DOS" type of GUI, which is better
> that nothing. I don't know about Paralink, as I never got it to run.
>
> If you can go with serial port speed, then try Ghostlink, which "mounts"
> the PC to the ST's desktop, just like a normal drive.
>
> > Also, what are the best ST FTP download sites? A 2 hour search
> > revealed nothing special.
>
> Check out the Quick FAQ.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

2513. Falcon 030 - what's it worth?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <379e5009@news2.vip.uk.com>
Source record: 75299

Hi,
I've seen an unexpanded, monitorless Falcon being sold for £165. Is this a bargain or is it overpriced? Also, does anyone know where/if I can buy Diamond Back. Got the Db3demo and think its cool.

Thanks in advance.

2514. Re: MM/OS8.5/6

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: d.e.cohen@qmw.nospam.ac.please.uk
Message-ID: <1dvm79r.9x6yc11g2laa2N@tnt-6-179.easynet.co.uk>
Source record: 75300

Petter Toneff <pettert@notam.uio.no> wrote:

> Daniel Cohen <d.e.cohen@qmw.nospam.ac.please.uk> wrote:
>
> > This is a weird situation. I've just tried the demo, and for me it works
> > with virtual memory on, but not with it off. And Ash claim (in an e-mail
> > to me) that it works with virtual memory off. MM 2.1.5 with OS 8.5 or
> > 8.6 shows the same behaviour - ok with VM on (or with Ram Doubler on)
> > not with VM off.
> >
> > The erro message IIRC is "not enough system memory for ST-RAM" - but if
> > one starts with extensions off, one doesn't get that message, just a
> > crash which forces a restart of the computer.
>
> The trick is to set up MM with 0 kB ST-ram.
>
> Cheers,
>
> - Petter -

What version of MagicMac are you using? This doesn't work with MM 2.1.5
or with the demo of MM6, as far as my setup is concerned.

That might perhaps be expected. Ash seemed to be saying, in their
message to me, that I would need version 6, so your suggestion may well
not work on 2.1.5. And quite possibly the settings aren't saved in the
demo version. Even so, Ash could have mentioned this (or is it mentioned
in the manual?).
--
Remove "nospam" and "please" for a correct address

2515. Re: CAC?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379EBB6D.9704FC0C@online.TAKE.THIS.OUT.fr>
Source record: 75301

```
Hugh Lutley a ï¿½crit :
>
> What is the Cubase Audio Clock that comes with CAF? Is it the digital
> audio interface or something?

It's a clock that adds sample frequencies to the Falcon's DSP. Without
it, the Falcon is limited to a 49 KHz sampling rate, which is nice, but
not compatible with industry standards (CDs, etc...). The CAC adds a
44.1 KHz sample rate, which is the same as audio CDs, and used
throughout the music industry.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2516. Re: Falcon 030 - what's it worth?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379EBC8A.44C42B2B@online.TAKE.THIS.OUT.fr>
Source record: 75302

```
omelette a ï¿½crit :
>
> Hi,
> I've seen an unexpanded, monitorless Falcon being sold for ï¿½165. Is
> this a bargain or is it overpriced?

Sounds like a regular price to me. What RAM and HD configuration ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2517. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: "/\\ndy |<avanagh" <AndyKavanagh@piehouse.freeuk.com>
Message-ID: <1Mzn3.9259$ts3.267674@nnrp4.clara.net>
Source record: 75303
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Yep. I saw a box of them in a carboot sale selling Alien Vs Predator and
Tempest 2000 (about 20 of each) for 50p a piece.

much cheaper than N64 games!

--
/\ndy

AndyKavanagh@_nospamplease_PieHouse.FreeUK.com

MeNoThere <metnothere@bigfoot.com> wrote in message
news:379d2ad6@news.vphos.net...
> Jag games are alot cheaper than N64 games.
>
>

2518. Country of posting.

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379EDAEA.68219D9@patent.gov.uk>
Source record: 75304

Can I make a plee for every one to make their country clear some where in their postings, espec. those offering for sale or wanting to buy. I put out a request for an SM124 to Falcon adapter and got a very helpful reply. I asked how much and was told the answer in $. US, Canada, certainly not UK. A bit nit-picking I know, but I think this point has been raised before. My office address and home address rking@zetnet.co.uk, both show UK and some of the US addresses show the State, but this is rare.

Bob-King.

2519. Re: Classic computer article

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379ED757.67F2272E@patent.gov.uk>
Source record: 75305
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Congrats. on a very interesting article. I used an 800XL and then 130XE
at work for writing all my reports using a PD (not the commercial
version) program called Textpro. It was very, very powerful, very much
like Protext in feel - command driven. I have never seen it referred to
elsewhere. My work output was also on an 8-bit PD database program.
For 3 years I was the only patent examiner using a computer for day to
day use and it was an Atari!!!!!!
The ease with which I could set up a question and answer type template
in Protext and print straight onto our pre-printed forms was the envy of
all. What a wonderful program.
When we were first PC'd, I went over to Protext 4.3 on the PC and First
Choice (for the data base) and this was purely for the better display.
Now we are all using Windows NT, WordPerfect, Netscape etc etc and its
soooooo dull!!!

Bob King

Tony Martin wrote:
>
> Anyone who would like to read an article on classic computers, please
> click the address below. The editor was looking for an alternative to
> writing with an IBM/Mac. So, being a writer, and a fan of classic
> computers, I felt it might be interesting to submit an article about
> classic computers. He liked the idea, so I have written an article
> titled "Powerful writing on a limited budget!". I hope it is of interest
> to everyone. It is not too detailed, because the idea was to present an
> "alternative" and not get too technical.
>
> I hope you enjoy.
> Sincerely,
> Michael A. martin
>
> http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml

2520. Re: Falcon 030 - what's it worth?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Simon Osborne <simon@polarbear.swinternet.co.uk>
Message-ID: <7nmoa4$7fm$1@news8.svr.pol.co.uk>
Source record: 75306

omelette <bonfieldd@breathemail.net> wrote in message
news:379e5009@news2.vip.uk.com...
> Hi,
> I've seen an unexpanded, monitorless Falcon being sold for £165. Is
> this a bargain or is it overpriced? Also, does anyone know where/if I can
> buy Diamond Back. Got the Db3demo and think its cool.
>
> Thanks in advance.
>
>

Well, I've seen 2 4meg Falcons for sale around that price in the past year
or so, and I bought them both!
Normally, its like £300 for a Falcon, so if I were you grab it!

Simon

2521. Re: Power supply for external drive B

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379f00ec11bc610@mail.otenet.gr>
Source record: 75307

on Tue 27-07-1999 20:33 Chris Nordberg wrote:

>Does anyone know what the voltage should be for an adapter for an
>external floppy drive for the Atari ST520FM ?
>Maybe they weren't a standard make, but does anyone have any idea? I
>think it was a Sony mechanism.
>
I have an original ATARI SF314 external, the power supply has these
values: 5V 0.72A and 12V 0.21A and yes, they're standard PC drives,
I've changed mine to a 1.44MB (Sony, Epson and others are OK).

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2522. Re: Help tool for translating RSCs

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <379f06ea8fd4d0@mail.otenet.gr>
Source record: 75308

Hi Derryck,

on Sat 24-07-1999 08:55 Derryck Croker wrote:

>Exactly! The utility works extremely well too -
>
I'm glad for that. Going for the next version which will let you know
where (if) any line overflows are.

>but you should add Dennis
>Vermeire's name to the readme if you can! :-))
>
Sure I'll do it!

<snip : Computer room organized! >

>Can you send me a copy (g)
>
>I'm struggling to find the floor ATM and a photo would definitely help! ;-))
>
He he, even the old carpet has been washed and I can see part of the
floor now ;-))

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2523. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Heeeeeeeez back! <spike1@news.freenet.co.uk>
Message-ID: <nejmn7.fg2.ln@bursar.freenet.co.uk>
Source record: 75309
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In comp.sys.sinclair Dave Homenuck <homenuck@canoemail.com> wrote:
> MeNoThere wrote in message <379b767b@news.vphos.net>...
>>I think the jag is the second best game system in the world. The
> playstation
>>in my opinion is the best.

> The Jag is second only to the TurboDuo. The Playstation comes in at an easy
> 3rd, though. Wait, I forgot the Lynx... PSX is fourth. Definitely.

> But it's a strong fourth!

sigh
These people. eh.
Thinking a crappy console could beat the Spectrum...

--
	What to do if you find yourself stuck in a crack
spike1@mail.freenet.co.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell BSc	Consider how lucky you are that life has been
in	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e++ h/h+ !r!| Space for hire |

2524. Multiple booting

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <379EF8A1.38E469E0@cable.A2000.nl>
Source record: 75310

Hi,

I have on my TT 4 autofolders.
1: AUTO.TM TOS on TTM194
2: AUTO.TC TOS on NEC3D via NOVA card
3: AUTO.MM Magic on TTM194
4: AUTO.MC Magic on NEC3D via NOVA card

Each autofolder contains its own CPX folder and its own set of programs and inf files.
I devised a little TTP program that accepts a autofolder name by dropping on its
icon. This name must have one of the above extensions. That determines what
it is gonna be. The current autofolder (no extension) is renemed to what
it was before, then the passed autofolder is changed to AUTO.
Each autofolder has a information to determine its original extension and its
validity.
The program is also able to change the name of the NVDISYS folder.
So changing set up is only 2 actions: dropping the autofolder and do a cold start.

If anybody interested, I can put the source (Pure C) on my homepage.
(The program is so small, its easier to change it and recompile, than write
cumbersome configuration stuff. :-)

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2525. Re: stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Tinky <tinkywinky@postoffice.co.uk>
Message-ID: <01bed8f8$cb53ac20$21cb340a@swcfa72980>
Source record: 75311

> I `m german, my english is not so good. I search a game
for ATARI ST.
> The name of this is Stunt Car Racing. I would be glad if
I find this
> game.
>
> Bye, Alfons

I remember this game it was called "Stunt Car Racer" where
you drove round a raised circus type track with jumps and
loop the loops etc. This was a great game where you raced
against your computer or could play multiplayer via a null
modem connection with another ST. Fantastic. Unfortunately
I have recently given away my ST and all my games , still
it's nice to reminisce. If I can get hold of a copy I'll
let you know.

--
"How about some Dom Perinon ' 76 ?"
"How about some Colt ..... '45 ?"

2526. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990728163703.22038B-100000@hal.fishpool.fi>
Source record: 75312

Hi Louis!

> agreed and not agreed: I've got a TT, which for most use is fast enough.
> Except for graphics: it's simply slow. Like I said a little earlier, a
> Falcon is probably better because of the DSP.

Not really. As the experience with the Brainstorm JPEG decoder
prooves, the DSP alone doesn't make much of a difference, _BUT_
a combination of DSP _and_ FPU might make a slight difference.

Pitty the Falcon doesn't include the FPU by standard and most
users are procrastinating the upgrade too...

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2527. GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379F0F93.A7827E5D@patent.gov.uk>
Source record: 75313

I will be getting a GT5000 scanner for my Falcon very soon. It is from an ex Atarian, now Power Mac. bod, who is giving me horrendous tales about the need to use the correct SCSI2 cable, SCSI input/output boxes, etc, 'otherwise the interference will be too much for the scanner to work'. I know some of you have GT5000s, so what connection problems are there? I already use a SCSI2 to 50 way block ribbon cable connector lead for my CD ROM, wont want to daisy chain the CD ROM and scanner and have a spare ribbon cable connector of the above type. This of course is not shielded, so I assume I will have to buy one. The scanner is as new at ï¿½50, so I can afford a bit on cables!! I will use GTLOOK 2.

Bob-King

2528. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nn4e1hgb2@delphi.ridgenet.net>
Source record: 75314

I just had a piece of bailing wire connected. :)
Really, I have an ES1200 and use GTLOOK2. I have had no problems using a normal (50 pin centeronics) out the back of my last SCSI device. The scanner is 5th in the chain.

Mike

On 28 Jul 1999 15:11:31 , Bob King wrote:
>I will be getting a GT5000 scanner for my Falcon very soon. It is from
>an ex Atarian, now Power Mac. bod, who is giving me horrendous tales
>about the need to use the correct SCSI2 cable, SCSI input/output boxes,
>etc, 'otherwise the interference will be too much for the scanner to
>work'. I know some of you have GT5000s, so what connection problems are
>there? I already use a SCSI2 to 50 way block ribbon cable connector lead
>for my CD ROM, wont want to daisy chain the CD ROM and scanner and have
>a spare ribbon cable connector of the above type. This of course is not
>shielded, so I assume I will have to buy one. The scanner is as new at
>>�50, so I can afford a bit on cables!! I will use GTLOOK 2.
>
>
>Bob-King

2529. Re: Eureka : 2D Graph Describer 3D Modeller

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nn455hgb1@delphi.ridgenet.net>
Source record: 75315

On 27 Jul 1999 11:11:29 , LE COAT Francois wrote:
>Hello Everyone,
>
>I placed on my home page the August revision of Eureka software.
>Eureka is useful to design all sorts of mathematical shapes.

Thank you, thank you, thank you! :).

Mike

2530. Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Balog Jozsef <jasper@eunet.yu>
Message-ID: <379F15F1.2F0FAEEA@eunet.yu>
Source record: 75316

Hello everyone!

I bought an old Atari 1040 STE for peanuts, because I found that some
midi
software was very fun to use. I would also
like to code something on it, so I was wondering if anyone could help me
to
find a C compiler for this machine. Are there free C compilers for
Atari?
Have you got some basic libraries with it? (graphics, standard runtime
library... and so on.) Documentation ....

I would be very happy, if someone could help me.

Thank you very much, in advance

Balog Jozsef.

2531. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <379F200B.F1FE76FD@online.TAKE.THIS.OUT.fr>
Source record: 75317

```
Balog Jozsef a ï¿½crit :
>
> Hello everyone!
>
> I bought an old Atari 1040 STE for peanuts, because I found that some
> midi
> software was very fun to use. I would also
> like to code something on it, so I was wondering if anyone could help me
> to
> find a C compiler for this machine. Are there free C compilers for
> Atari?

GCC is available for the Atari, but the most popular C flavour is Pure C
which is commercial.
Have a look at any of the Atari FTP servers.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2532. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379F2A18.46DC38B@patent.gov.uk>
Source record: 75318

I have a copy of Sozobon somewhere. If you were in the UK you could have
HiSoft C - not bad manual. Sozobon comes with all libraries and was/is
well supported and liked.

Give me a yell if you want Sozobon.

Bob King.

Balog Jozsef wrote:
>
> Hello everyone!
>
> I bought an old Atari 1040 STE for peanuts, because I found that some
> midi
> software was very fun to use. I would also
> like to code something on it, so I was wondering if anyone could help me
> to
> find a C compiler for this machine. Are there free C compilers for
> Atari?
> Have you got some basic libraries with it? (graphics, standard runtime
> library... and so on.) Documentation ....
>
> I would be very happy, if someone could help me.
>
> Thank you very much, in advance
>
> Balog Jozsef.

2533. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7nnac4cqe1@cubacola.tninet.se>
Source record: 75319

On 28 Jul 1999 00:09:06 , Jos Vlietstra wrote:
>Hi,
>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not
>for that ugly Imac, a computer which is bound to drop of the store
>shelves within a few months......
>So let's visit his homepage and send him an email.
>his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
>If we all react, he cannot ignore our wish and of course we want to
>pay for it, cause good work has to be paid.
>So react in this newsgroup and to Alexander in person.
>Let's hope he'll do it !
>Jos
>
>.
Hi Jos

Well spoken couldn't agree more. I'll definitly send an e-mail to Alexander.
And as you said if we all do it maybe he'll react.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

2534. Re: FFT Software; alt.binaries.atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379F2CC4.E54B4A9B@patent.gov.uk>
Source record: 75320

Had a look at alt.binaries.atari, but seems empty. Two groups 'dead'
groups also. What's up.

Bob King

Mikey wrote:
>
> On 17 Jul 1999 03:46:56 , Mikey wrote:
> >On 14 Jul 1999 05:41:07 , Xav wrote:
> >>In a former life as an exotic dancer, Dennis McGuire <sagedm@erie.net> wrote:
> >>> Is there any software to do Fast Fourier Transforms on an Atari TT?
>
> >I have some math stuff for FFT. It's on my other Falcon, ATM. I'll
> >find it tonight sometime and post it in the binaries group.
> >
>
> I posted the file to alt.binaries.atari, but never seen it come up. Is
> this group moderated or something?
>
> Mike

2535. Gemulator 98

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Stephen Blow <Eeynsjb@hermes.nottingham.ac.uk>
Message-ID: <379F2F50.897CEF0A@hermes.nottingham.ac.uk>
Source record: 75321

I've just found Gemulator 98 but am having trouble ruuning it with Magic 5. It refuses to recognize my Magx.inf file when first booting, although I can load it in manually afterwards.

Any suggestions?

2536. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nnbm0$id2$2@snipp.uninett.no>
Source record: 75322

```
Bob King <robert.king@patent.gov.uk> wrote:
> I have a copy of Sozobon somewhere. If you were in the UK you could have
> HiSoft C - not bad manual. Sozobon comes with all libraries and was/is

HiSoft C is actually an interpreter, so it's not very useful. You're
probably thinking of Lattice C (which indeed has rather good, but outdated
manuals.).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2537. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379F371E.86B62C48@patent.gov.uk>
Source record: 75323

You're correct of course. Comes of writing at work and not waiting to
check my facts at home. Sorry. BTW the offer of Sozobon still holds.

Bob-King.

Jo Even Skarstein wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote:
> > I have a copy of Sozobon somewhere. If you were in the UK you could have
> > HiSoft C - not bad manual. Sozobon comes with all libraries and was/is
>
> HiSoft C is actually an interpreter, so it's not very useful. You're
> probably thinking of Lattice C (which indeed has rather good, but outdated
> manuals.).
>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

2538. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <379f36fc$0$155@news.zetnet.co.uk>
Source record: 75324

On 28 Jul 1999 16:16:04 , J�rgen Nyberg wrote:
>On 28 Jul 1999 00:09:06 , Jos Vlietstra wrote:
>>Hi,
>>I want to buy Cab 3.0 , the superfast version of the only neat
>>browser for Atari. It only has to be programmed by alexander Clauss
>>I cannot imagine i'm the only one who wants it, so come on guys,
>>let's give alex a signal that we want his update for atari and not
>>for that ugly Imac, a computer which is bound to drop of the store
>>shelves within a few months.....

<snip>

>Hi Jos
>
>Well spoken couldn't agree more. I'll definitly send an e-mail to Alexander.
>And as you said if we all do it maybe he'll react.
>
>Cheer's J�rgen

It seemed a good idea to me as well - I sent Alexander an e-mail this afternoon.

Cheers

Paul

2539. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <379F5980.AA2C0070@cfc.dnd.ca>
Source record: 75325

Steve Allinson wrote:
> Hey Bardo,
> Don't want to brag :) but I got my 520STfm at a school fete for ï¿½1.00 with
> assorted disks and manuals.
> Need a mouse though so if you find where they are available please let me
> know.
> Cheers,
>
> Steve
> But I need a mouse
> Bardo wrote in message <7mv1lv$4mm$1@lure.pipex.net>...
> >After visiting my local car boot sale, I managed to pick up an Atari
> 520STFM
> >for a very reasonable ï¿½3 (I kid you not! He did want a fiver but I
> haggled!)
> >but unfortunately the mouse is knackered. Anyone know where I can get an
> >original Atari mouse cheap? Failing that, anyone got one that they no
> longer want? ;-)
> >Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to work)
> >Cheers!

check out:
http://www.ak.planet.gen.nz/~mario/hardware/mouse.html

2540. FS: 400MB SCSI drive $35

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: midigear@gis.net
Message-ID: <379f6854.5902007@news.gis.net>
Source record: 75326
Cross-posted to:
comp.sys.amiga.marketplace,comp.sys.mac.wanted,comp.sys.computers.misc.forsale,ne.forsale,comp.sys.atari.st

FS: 400MB Fujitsu SCSI drive
model: M2623SA

3.25 inch, half height
can include free 50 pin ribbon cable for internal connection
if needed

$35 + shipping from zip 02144

2541. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Katherine Ellis <kellis@leading.net>
Message-ID: <Pine.BSI.4.05L.9907281628170.13786-100000@users.southeast.net>
Source record: 75327

On Wed, 28 Jul 1999, Martin-Eric Racine wrote:

> Hi Louis!
>
> > agreed and not agreed: I've got a TT, which for most use is fast enough.
> > Except for graphics: it's simply slow. Like I said a little earlier, a
> > Falcon is probably better because of the DSP.
>
> Not really. As the experience with the Brainstorm JPEG decoder
> prooves, the DSP alone doesn't make much of a difference, _BUT_
> a combination of DSP _and_ FPU might make a slight difference.

Hello Martin, I am afraid I don't understand..
To load a JPG picture of 100Kb (average compression of 75%) to display in
TC color takes less than 4 sec on falcon using the DSP.
I don't think using CPU only will be that fast, but again, last time I
used a TT was 3 years ago. So.. I might be wrong, but it felt MUCH slower.
I think we should take 1 picture (the same) and we time it.

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

2542. FA: Cubase Audio/Falcon stuff, FDI, ADAT interface, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379F74AC.FC6EEC2E@earthlink.net>
Source record: 75328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,rec.music.makers.marketplace

I still haven't sold this stuff.. and I noticed a few people are asking about some of this gear, so I am willing to part this stuff out. See the urls below for more info if you're interested. Reserve is very fair, but if reserve is not met I may still sell to high bidder.

-Steinberg (SoundPool) FDI, Falcon Digital Interface.. this one has been upgraded to greater then 16 bit capability.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138493756

-SoundPool ADAT interface.. allows transferring audio to/from ADAT to Falcon.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138498464

-Steinberg ST-MIDI 3.. adds 3 MIDI outputs and 1 MIDI input to Falcon.. useable only with MROS programs (like Cubase Audio Falcon)... $100
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138503090

-Cubase Audio Falcon.. with dongle, CAC (clock), manuals, etc.. I also have the Studio Module, Cue Trax, Style Trax package that I found invaluable..
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138507447

I will also sell the entire package above for a good package price if you're interested..

I will have a 14 meg Falcon for sale, with Screenblaster II, NVDI 3, HDDRiver 5, VGA adapter, tos 4.04, Diamond Edge/Back, etc when I get my jaz drives cleared and copied to my Mac.. make offer if you're interested.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2543. Re: What's the best vector/bitmap drawi

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7nnv7d$88a$1@SOLAIR2.EUnet.yu>
Source record: 75329

On 25 Jul 1999 09:42:06 , Derryck Croker wrote:

>Hmm. I can't get MegaPaint to load ATM, crashes out with the dreaded "Error
>69". Used to work!

Btw. I never succeeded running Megapaint in MultiTOS-like environment
(TOS+MiNT+AES4.1). In Magic and N.AES/Thing it is willing to work
in "single" mode. Any suggestions how to make it run with AES4.1?

>>The last I know of is the above-mentioned V6.00 -"The Final". Is there
>>anything after that?
>
>Mine is 4.00.
>
>If anyone has a copy of V6.00 (preferably in English) I would be pleased to
>hear from them. It's a great prog.

As far as I can notice there is no practically no difference between
V4 and V6- except that V6 is (almost) willing to work with overscan
and the docs say the way some functions operate has been slightly changed.
But I did not see any difference.

And wherever I have asked, no-one used an English-language V6 (has anyuone
seen versions 3 or 5, or have just the even-numbered ones been released?)

Regards;

2544. FS: USA: ATARI STE/MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7no13j$sr02@news.ajou.ac.kr>
Source record: 75330

I have a very Good Atari STE TOS 1.62 with 4Megs and a Atari MegaFile
30 Hard Drive System For Sale.

If you are interested in purchasing a Good working STE, then
e-mail me and I'll send you the details on the complete system
with Price.

I wouldn't sell this system, but with the other Atari Machines
I have up, I just don't have the room for this one anymore.
If interested contact me at:
phantomm@kih.net

2545. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <379f9538$0$160@news.zetnet.co.uk>
Source record: 75331

On 25 Jul 1999 21:10:14 , Peter Slegg wrote:
>On 19 Jul 1999 23:09:10 , Trevor Spencer wrote:
>
>>Where can I get .FNT fonts, any ideas?
>>
>
>Inside your GEMSYS folder you should have bitmap fonts files for each
>font and point size. The screen font has a corresponding printer font
>with the same name and a different extension. I think that TW calls
>them .CGA for the screen and the printer font has a name to match the
>chosen printer. I have a Canon BJ10 so they were called .BJ1 or
>something like that. All these names are entered in the ASSIGN.SYS
>file.
>
Clips

Thanks for that Peter, .vga and .eps are the ones in my assygn.sys file.

>Don't blame me if it all goes horribly wrong, it is ages since I did
>this.

No way otherwise no one would ever offer advice! I always back up
every file that could be remotely connected to any changes I do before
going ahead so if it goes wrong and can't be sorted its my fault.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2546. Re: Classic computer article

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7no62q$9tj$1@autumn.news.rcn.net>
Source record: 75332
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Nice article, nice page, nice site!

The New York Times recently did a feature on classic computers and focused on the C=64. If Atari was mentioned at all, I missed it, although I scanned for it. They should have seen your article first!

Alan
Tony Martin <lmartin@midamer.net> wrote in message news:379E7AC4.819E498F@midamer.net...
> Anyone who would like to read an article on classic computers, please
> click the address below. The editor was looking for an alternative to
> writing with an IBM/Mac. So, being a writer, and a fan of classic
> computers, I felt it might be interesting to submit an article about
> classic computers. He liked the idea, so I have written an article
> titled "Powerful writing on a limited budget!". I hope it is of interest
> to everyone. It is not too detailed, because the idea was to present an
> "alternative" and not get too technical.
>
> I hope you enjoy.
> Sincerely,
> Michael A. martin
>
> http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml
>
>
>

2547. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907282254.a56646@su2.maus.de>
Source record: 75333

Hi Jos,

JV>It only has to be programmed by alexander Clauss
Alex is very busy with iCAB, his mac browser.

And in the recent interview he gave to STC/AI he said would not spend much time to the development of (Atari) CAB...

A bit sorry,

Peter

2548. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a3555a1d7cb60@mail.otenet.gr>
Source record: 75334

on Wed 28-07-1999 16:38 Jo Even Skarstein wrote:

>Bob King <robert.king@patent.gov.uk> wrote:
>> I have a copy of Sozobon somewhere. If you were in the UK you could have
>> HiSoft C - not bad manual. Sozobon comes with all libraries and was/is
>
>HiSoft C is actually an interpreter, so it's not very useful. You're
>probably thinking of Lattice C (which indeed has rather good, but outdated
>manuals.).
>
Hmm, my Lattice 5.6 contains 3 manuals in the big box with up to Falcon
TOS support plus another book called 'Modern Atari System Software' which
covers the DSP, Atari's MiNT, AES 4.0, SpeedoGDOS etc. Not exactly up to
date but sure not so outdated :-) Still use them as a reference since
Pure C's manuals are in German.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2549. Help the Thalion Webshrine!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Alex Holland <a1exh@hotmail.com>
Message-ID: <7nlmov$1k3$1@nnrp1.deja.com>
Source record: 75392
Cross-posted to: alt.emulators.amiga,comp.sys.atari.st

Hi, for almost I year now I have been running the Thalion Webshrine.
For those who didn't know of it

http://Thalion.amiga.tm

It's a website dedicated to the creators of some classic 16bit games,
including one of the best RPG's on the Amiga - Ambermoon!

"Why Is he writing?"

Well I have a problem, I have most of the games BUT in Atari ST
format!! And I have a lot of the Amiga games but they are either not
boxed, or are beta versions!

I am asking the Amiga community to sell/donate/lend me some of the
missing titles so I can complete the games database.

"What does he mean complete? I was there the other day and they were
all available for download!"

That is true there is an Amiga version of all the games in one form or
another, but a lot are NOT the original game but a crack (It was easier
at the time to disk image them, and the lack of copy protection makes
them easier to use with emulators!)

Now I have some time, and my A4000 is up and running I want to convert
all the ORIGINALS to WARP images!

The games I am most eager to get are

Ghost Battle
A Prehistoric Tale
The Seven Gates of Jambala
Leavin' Teramis

Even if you dont want to part with your game you could learn how to
disk image the original, and scan in the Documentation/box covers!

Any help appreciated

Cheers

Alex Holland
Webmaster of the Thalion Webshrine

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2550. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <jlrn3.7317$ip4.12141@nntpserver.swip.net>
Source record: 75393

Hi,

> After looking at the Team Atari group stats, I was wondering what
computers
> us Atariarians are using to process the SETI*Home info.

> 1) 233Mhz K6
> 2) 166Mhz Intel Pentium
> 3) HP 7000/712
>
> What about the rest?

I use my old (when it comes to PC's, everything's old a week after you
bought it...) PIII450 with 256 MB SDRAM, 5.2GB EIDE, 9.1GB SCSI, 8MB AGP
graphics card etc...
After my vacation, I'll install the program at work too - on a slooow
Pentium 166...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2551. WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-28 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nlhn2$ia6$1@news1.xs4all.nl>
Source record: 75394

Hi,
I want to buy Cab 3.0 , the superfast version of the only neat
browser for Atari. It only has to be programmed by alexander Clauss
I cannot imagine i'm the only one who wants it, so come on guys,
let's give alex a signal that we want his update for atari and not
for that ugly Imac, a computer which is bound to drop of the store
shelves within a few months......
So let's visit his homepage and send him an email.
his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
If we all react, he cannot ignore our wish and of course we want to
pay for it, cause good work has to be paid.
So react in this newsgroup and to Alexander in person.
Let's hope he'll do it !
Jos

2552. Re: 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37A069C2.CD41EEE0@online.TAKE.THIS.OUT.fr>
Source record: 75245

```
Akegata a ï¿½crit :
>
> After many years of playing on my atari st 520 fm I no longer have enough
> space to keep it.
> I am thinking of selling it and I would like to know roughly how much I
> should sell it for.
> I live in england
> Thanx in advance chris

5 quid ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2553. Re: 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A07B48.EA6CDF3F@patent.gov.uk>
Source record: 75246

Have a look at http://www.loot.com
Click on 'Computers & business' in the classifications and enter atari
as your search word. Many, many hits, so aim low.

Bob_king

Akegata wrote:
>
> After many years of playing on my atari st 520 fm I no longer have enough
> space to keep it.
> I am thinking of selling it and I would like to know roughly how much I
> should sell it for.
> I live in england
> Thanx in advance chris

2554. Interesting prob with MiNT/NAES/Thing/STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37a08c2c2d4be10@ping.be>
Source record: 75247

Hello world,

I normaly uses MiNTnet for my Internet connection but I do have a working
STiNG v1.2 too.

In order to test a few things I had to delete the proxy entries in STiNG's
'default.cfg'. So far no problem until I realised that I had also set the
proxies in 'mint.cnf' (setenv http_proxy http://proxy.ping.be:80/, etc.)
So I deleted these lines too but now I got this warning when the system
tried to load Thing 1.27:

pid 22 (thing) ILLEGAL INSTRUCTION: User PC=26B6D46

At first I really hadn't any clue why Thing refused to load.
I tried it with the Jinnee desktop too but everything was normal.
I was already blaming Thing for this until I noticed that my Thing setup
and Jinnee setup wasn't the same.
With Thing I was using 'Schon_Me' as screensaver whereas with Jinnee I was
using Twilight.

I rebooted my Hades but this time without the Schon_Me screensaver.
Bingo, everything worked without any problem.

I do know now what caused the problem but I really don't understand why a
thing like 'setenv http_proxy http://proxy.ping.be:80/' in 'mint.cnf' can
crash Thing.
For me this doesn't make any sence at all.

BTW: I can use Schon_Me with my freeMiNT 1.15.2b/N.AES 1.2.0/Thing 1.27/STiNG
setup if I start STiNG from mint.cnf.

Weird problem isn't it?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2555. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37A06FB7.D91BB0E8@ping.be>
Source record: 75248

Mikey a *crit :

> I agree with Lonny. My Quadra is a pain to setup with multiple drives.
> The termination scheme on a lot of Apples are a pain.

No pain at all her with Quadra 650 and Quadra 800; they both four scsi
devices connected to them with absolutely no problem ....
The only thing I had to be carefull was to put the scanner in first place
with the Quadra 650, but it was documented in the scanner owner's manual.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2556. Test

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <37A0894F.5778A7EA@excite.com>
Source record: 75249

Testing, testing....

2557. new NOS out 0.47a3

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8783_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75250

```
I updated the web page so you can do an http transfer at:

http://www.interware.it/users/mike/pub/

- nntp bug fixed, posting article worked only if nntp trace>=3

- added multiple serial ports support, specify BIOS number:
# if port 0 type dev buff MTU baud
# --- ---- - ---- --- ---- --- -----
# AUX:
#attach asy 1 0 ppp pp0 32767 1500 57600
# modem 2
attach asy 7 0 ppp pp1 32767 1500 38400
# serial 2
attach asy 9 0 ppp pp0 32767 1500 57600
# modem 1
attach asy 6 0 ppp pp2 32767 1500 19200
BIOS numbers for port are for a TT, for some reason to investigate
this does not work if you specify the modem1 port as the first device.
no dsr/drt up/down support for the moment.

- bugfix: domain cache list bombed ( ARGV1 instead of ARGV0 )

- added domain cache dump to reset cache

- bugfix: this was a very OLD bug, detaching of asy interfaces didn't
work as the asy pointer was not set to NULLIF in st_asy.c

- add http support, new commands:
cab directory <path>: to specify where CAB.APP can be found
cab head <url>: to get header informations on a url
cab get <url> <filename>: to get and url and save it to file !!!
cab start: !!!!!!!!!!!!!! yes this starts the browser ad then you can
navigate, cache is supported, POST is still NOT supported, sorry, no search
engines !

- change in ftp server, directory listing is now unix-like, so
that you can use graphic ftp clients
the change is made to the dir listing routing, so all commands using
the dir() function are affected, i.e. "dir", "ls", etc.

- bugfix: it was impossible to set the INLINE dialing on

- bugfix: telnet to a wrong port passed by name now works
the resolve routine to find the port number can be used
keeping in mind a wrong name makes it return -1, but
fsocket->sin_port is unsigned short
```

- new SEND command to send strings to any port:
send <host> <port> <strings>...
port can be specified by name as telnet

- log changed: no more debug log in smtp client and dialer
no log of memory allocation at startup
log of PPP/PAP session

- nntp client change:
headers received are put in the "get" file if session aborted
killed or exited, and articles are not get, so you do not loose
articles when NEWNEWS is not available (STAT, GROUP)

- changes in dialer display, please test

- CAB POST implemented, try it please on search engines and forms!

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2558. Re: Eureka : 2D Graph Describer 3D Modeller

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37A09FFA.A84C3C24@cfc.dnd.ca>
Source record: 75251

LE COAT Francois wrote:
> Eureka is a complete package, including attached
> programs and accessories that have been tested
> on many ATARI platforms also including MAGIC, clones etc ...
> It is a shareware, but has no limitation in its use.
> I expect some feedback from you. It has a French
> and English documentation and ressources. It
> use MESA 3D (OPEN/GL clone by Brian Paul) to
> render. I would eventually need you help to
> extend the documentation, taking account of your
> own experience. It is distributed under Cyberstrider
> scheme.

yes, I registered my copy!

> So any comment would be welcome ... You can
> also find the program on RMA ftp site at
> ftp://chapelie.rma.ac.be on mathematics
> folder.

I'll try to come up with something for you Francois!

> Regards,
>
> -- Francois LE COAT
> Author of Eureka 2.12
> http://eureka.atari.org or http://www.ief.u-psud.fr/~lecoat
> mailto:lecoat@atari.org or mailto:lecoat@ief.u-psud.fr

ken

2559. Re: 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4QwobGAexJo3EwTC@steverosie.demon.co.uk>
Source record: 75252

On Thu, 29 Jul 1999 at 14:14:46 a message from Akegata was created on
the subject of 520 stfm.
>After many years of playing on my atari st 520 fm I no longer have enough
>space to keep it.
>I am thinking of selling it and I would like to know roughly how much I
>should sell it for.
>I live in england
>Thanx in advance chris
>
>

Hi Chris

What it's worth depends on what machine you have, TOS version, memory,
internal disk drive, software and hardware with it.

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2560. Re: 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7AIofIA$xJo3EwT7@steverosie.demon.co.uk>
Source record: 75253

On Thu, 29 Jul 1999 at 16:48:34 a message from Nicholas Bales (please
edit email addressto reply) was created on the subject of 520 stfm.
>
>5 quid ?
>
:)))
-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2561. Re: Falcon sounds

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7nq5qe$916@news.ajou.ac.kr>
Source record: 75254

On 29 Jul 1999 10:36:36 , Joost van Gils wrote:

SAM will also allow you to assign different sounds to system events
such as the Key Click, Windows Opening/Closing and etc.
SAM came with most Falcons on the Extras Disk, IIRC. Should also
be on the NET as well.
phantomm@kih.net

>I believe crazysounds does the job.
>
>
>broncos@primenet.com wrote:
>
>> Does anyone know of a auto program or some type of program that allows
>> sounds to be replaced in the falcon system. I hate this key click that
>> it makes. If there is anything of the sort please let me know.
>>
>> Gene
>
>.

2562. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <933278766-574151AEicMi@post3.tele.dk>
Source record: 75255

>From: jovlie@xs4all.nl (Jos Vlietstra)
>
>Hi,
>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not
>for that ugly Imac, a computer which is bound to drop of the store
>shelves within a few months......
>So let's visit his homepage and send him an email.
>his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
>If we all react, he cannot ignore our wish and of course we want to
>pay for it, cause good work has to be paid.
>So react in this newsgroup and to Alexander in person.
>Let's hope he'll do it !

I want it to, but it has been almost a year, that we didn`t see anything
from Alexander Clauss in this ng. With all that expose he get in the mac world,
don`t expect anything from him anymore.

Can`t say I blame him, he has to make a living, and my guess is that 1% of the
mac marked is more than 40-50% of the Atari marked today.

But anyway, I do like to see a fast version of CAB, and with some of the
features from iCab. And yes, I pay for it, as I did from version 2.0 - 2.5 -
and up till now version 2.7.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

2563. Wanted: STOS 3D box

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ZzrQjYAwXKo3Ewln@steverosie.demon.co.uk>
Source record: 75256

Hi

Wanted: STOS 3D box or the box that STOS 3D came in:)

Thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2564. Re: Mega ST real time clock

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7nq9kp$9ma$1@news4.svr.pol.co.uk>
Source record: 75257

On 20 Jul 1999 17:34:01 , Technoid Mutant wrote:

:>Help! I have no utility to set my mega's clock. It thinks it is
:2034.

Thats a good sign that PC users will be p'd at, but anyway, use
Xcontrol, the Atari CPX server, it'l have other uses for you as well.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2565. Re: Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7nq9kr$9ma$2@news4.svr.pol.co.uk>
Source record: 75258

On 27 Jul 1999 05:49:19 , "Joe Connor" wrote:

:>> I've not received an issue of AC since the last show in Stafford (where
:>> I re-subscribed). Should this be right?

:>It's not good, but it is right.

That sounds like a good line for a song.

:>AC14 is currently at the printers and should be dispatched to all our
:>subscribers within the next couple of weeks.

Some subscribers have been waiting 4 - 5 months (and still ongoing)
for AC 13, will i have to wait another 5 months after i eventually
receive AC13....

Luv & Kisses, STEve

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2566. Re: Taskbar and MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7nq9ks$9ma$3@news4.svr.pol.co.uk>
Source record: 75259

On 26 Jul 1999 22:02:41 , Jo Even Skarstein wrote:

:>The next Taskbar-release will be MagiC-compatible.

Goodo!!.

:> don't hesitate to mail me if you want to be a betatester.

Delboy Croker informs me that you want Beta testers who have graphics cards, if so then i'd be happy to help.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2567. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A09EAF.463C@geocities.com>
Source record: 75260

Did Alexander have Cab 3.0 in the works?

I'll drop him a mail. I know I've enjoyed CAB 2.7 and I have found it
fairly complete. I'm just waiting for the Overlay to catch up so that
the cookies will work a little better, and for that java module to run
the lesser items on the internet.

Alexander if nothing else showed us that good HTML reading was possible
on the Atari. Then others turned it into a browser.

I believe in time other browsers will be hacked together, but I
wouldn't mind giving Alexander my money. It's fun saying I'm a
"CabDriver". :)

Doctor Clu
Recently bought CAB 2.7

Joergen Bak wrote:
>
> >From: jovlie@xs4all.nl (Jos Vlietstra)
> >
> >Hi,
> >I want to buy Cab 3.0 , the superfast version of the only neat
> >browser for Atari. It only has to be programmed by alexander Clauss
> >I cannot imagine i'm the only one who wants it, so come on guys,
> >let's give alex a signal that we want his update for atari and not
> >for that ugly Imac, a computer which is bound to drop of the store
> >shelves within a few months......
> >So let's visit his homepage and send him an email.
> >his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
> >If we all react, he cannot ignore our wish and of course we want to
> >pay for it, cause good work has to be paid.
> >So react in this newsgroup and to Alexander in person.
> >Let's hope he'll do it !
>
> I want it to, but it has been almost a year, that we didn`t see anything
> from Alexander Clauss in this ng. With all that expose he get in the mac world,
> don`t expect anything from him anymore.
>
> Can`t say I blame him, he has to make a living, and my guess is that 1% of the
> mac marked is more than 40-50% of the Atari marked today.
>
> But anyway, I do like to see a fast version of CAB, and with some of the
> features from iCab. And yes, I pay for it, as I did from version 2.0 - 2.5 -
> and up till now version 2.7.
>

> cheers
>
> Joergen
>
> Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
> http://home3.inet.tele.dk/prunus/

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2568. Playing games from the Little Gren Desktop Webpage..

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A0A0F3.33C6@geocities.com>
Source record: 75261

I was recently visited the Little Green Desktop page and found much to my surprise... megs apon megs of GAMES! I had always thought that the 8-bit had one up on the ST due to the game play ability, but after what I've seen, I think I need to check out this wide array of games I've found... my view might change!

So, my question here is, how to play/run a game off the Little Green Desktop video game archieve? They appear to be hundreds of DISK IMAGES. You download a 700K (average) zipped file that once unzipped, turns into a 900K file. Once again, probably similiar to an ATR in the 8-bit world. (and probably designed to be run on emulators rather than true STs.. but I'm hoping that can be remedied. :)

One file I downloaded was from the AUTOMATION disk archieve. It starts out as a file called "A_069_4.zip" that is 575K in size. Once zipped, it becomes "A_069_4.ST" which is 820K in size.

The ST naturally wants to display this as a text file when trying to execute this. :)

So wants the word? How can a potenial ST gamer open this up on his trusty STE?

Thanks in advance,

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2569. WTB: Riebl ethernet card

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37a0bb2817aa9d0@smok.krakus.top.pl>
Source record: 75262
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

I am looking for a Riebl VME ethernet card in a reasonable price.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.krakus.top.pl>

2570. 1040STE, HardDrive, and monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Vinay Rao <vrao@nyx.net>
Message-ID: <7nqdt0$a6l$1@joe.rice.edu>
Source record: 75263

I have a 4 meg 1040STE , SC1435 monitor and 100meg ISD harddrive
for sale as a package.

$200 plus shipping or best offer.

Vinay
vrao@nyx.net

2571. WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <933268693@acpu.com>
Source record: 75264

jovlie@xs4all.nl (Jos Vlietstra) spake thusly:

J > I want to buy Cab 3.0 , the superfast version of the only neat
J > browser for Atari. It only has to be programmed by alexander
J > Clauss I cannot imagine i'm the only one who wants it, so come
J > on guys, let's give alex a signal that we want his update for
J > atari

Me too! I couldn't agree more!

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... I'm not indecisive...am I? No...well, maybe I am.
___ Mountain Reader II - #00000077

2572. Re: Interesting prob with MiNT/NAES/Thing/STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nqfm6$53o$1@snipp.uninett.no>
Source record: 75265

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> I do know now what caused the problem but I really don't understand why a
> thing like 'setenv http_proxy http://proxy.ping.be:80/' in 'mint.cnf' can
> crash Thing.
> For me this doesn't make any sence at all.

It's probably either STiNG or the screensaver that crash. Both run during
interrupts, so they run in the context of the interrupted process. That's
why MiNT reports a crash in Thing.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2573. Re: Falcon sounds

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nqhsc$7hk$2@news.campuscwix.net>
Source record: 75266

On 29 Jul 1999 10:36:36 , Joost van Gils wrote:
->I believe crazysounds does the job.
->
->
->broncos@primenet.com wrote:

Hi Joost. Hmm, have not heard of that one. Do you know if it is
freeware, shareware, or commercial? Will it work on the Falcon?
(esp under MiNT?) Where can we get it at? Thanks! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2574. New falcon user needs help!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A0C483.D3433908@catvomit.u-net.com>
Source record: 75267

I've just got my first falcon yesterday and it did come with a manual.
My question is this; where is the desk accesores/control panel? I am
lead to believe by the manual that it is under the 'desk' label on the
taskbar, but it is nowwhere.

So, erm....Help!

Hugh

2575. Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7nqkekjam1@cubacola.tninet.se>
Source record: 75268

Hi!

I've started playing with a homepage and a would really like some comments,
positve or negative. Or if you find any links that doesn't work or typos.
And as one always say, it's not finished.

http://www-pp.hogia.net/jorgen.nyberg/indexe.html

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/index.html

2576. Re: Classic computer article

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7nqll9$2ma$1@news.asu.edu>
Source record: 75269

That's great!

Of course, he didn't mention other classics...

*** David Ormand *** Southwest 99ers *** TI-99/4A & Geneve 9640 ***
--

2577. Re: MOD/music players

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Guillaume Déflache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <094c01bed9c2$12073e60$5ff35ec2@dtrd.de>
Source record: 75270

> Especially those musical loving ears. I have found some websites out
> there that seem to know all about Amiga, Acorn, Macintosh, and PC having
> MODplayers, MidiPlayers, and so forth.
>
> But no Atari! Blastphemy!! :)
I have also already seen and regretted this...

> So, please, in this thread, place the URL of all music and MOD related
> players and I will get the word out to all websites I run into and make
> the Atari name known! This goes for both ST and 8bit Atari.
Go to: http://www.atari-computer.de/~mjaap/update/ (not yet but will
soon be: http://uptodate.atari.org) and u will find a few in "Musik"
category.
Don't forget http://mp2.nocrew.org and get excited about the FalcAMP
(Falcon MP3 player) project: http://deunstg.free.fr/sct1/falcamp.htm

Regards,
Guillaume
--
Guillaume Deflache (mailto:Guillaume.Deflache@depinfo.enseeiht.fr)

2578. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Doctor_Vell@yahoo.com
Message-ID: <Doctor_Vell-2907992310560001@ppp27.pm1.midd-oh.siscom.net>
Source record: 75271

I have over 80 titles for the Atari 520/1040ST series of computers and I am willing to get rid of them, but with NO documentation whatsoever with any of them (I lost or never had), but they are all LEGAL software titles.

If you want a listing, I created one in Microsoft Excel format on the Macintosh (version 5.0) and I can send that to you via e-mail if you so shall desire, I can also re-save another copy in text format and send that to you too.

The cost (US ONLY) is $20.00 for ALL titles to any US address, but must be pre-paid. I will accept checks or money orders, but if you send me a check I will wait 2 weeks for it to clear my bank. I will give you my snail mail address via e-mail if you are really interested. NOTE: The $20.00 includes the shipping.

Doctor Vell

--
Doctor Vell is a FICTIONAL person with an e-mail address, go figure that one out? He even has his own Doctor Who web page, it is located at: http://www.fortunecity.com/lavendar/poitier/353/index.html

2579. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7nr70v$e5m$1@user2.teleport.com>
Source record: 75272
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

2580. Re: 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907291955.a57823@su2.maus.de>
Source record: 75273

Hi Chris,

A>I am thinking of selling it and I would like to know roughly how much I
A>should sell it for.
here in Germany the price for a ST ranges from 50 DM (~ 16 pounds sterling) to zero (gift)...

Peter

2581. Re: Country of posting.

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+hf5nNAe14n3Ew5x@steverosie.demon.co.uk>
Source record: 75335

On Wed, 28 Jul 1999 at 11:26:50 a message from Bob King was created on
the subject of Country of posting..
>Can I make a plee for every one to make their country clear some where
>in their postings, espec. those offering for sale or wanting to buy. I
>put out a request for an SM124 to Falcon adapter and got a very helpful
>reply. I asked how much and was told the answer in $. US, Canada,
>certainly not UK. A bit nit-picking I know, but I think this point has
>been raised before. My office address and home address
>rking@zetnet.co.uk, both show UK and some of the US addresses show the
>State, but this is rare.
>
>Bob-King.

Hi Bob

I, along with a few others have mentioned it, haven't we Nic;) It really
does help if the respondent knows where the poster lives and it doesn't
take much to add a USA etc. in the posting.

The email address can't be a guarantee that the person is from the
country designated. Neither can the currency e.g. $'s could be one of
several countries!

I reckon this should be part of netiquette. I don't believe it! I spent
it right first time;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2582. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: atari@bright.net
Message-ID: <7no66k$5p3$1@cletus.bright.net>
Source record: 75336

I never did find an Epson so I picked up a UMAX Astra 2400S. Thanks
to Nima I can use it!! Anyway don't listen to the mac guy. My
scanner is scsi-2 connected to the TT which is scsi-1 with a cable
that simply goes from on connecter to the other. Very straight
forward. Long as you place the scanner in the chain with a unique
scsi ID and termination of the chain is correct it will work fine.
I don't think will you have any problems like the mac user describes.

On 28 Jul 1999 15:11:31 , Bob King wrote:
>I will be getting a GT5000 scanner for my Falcon very soon. It is from
>an ex Atarian, now Power Mac. bod, who is giving me horrendous tales
>about the need to use the correct SCSI2 cable, SCSI input/output boxes,
>etc, 'otherwise the interference will be too much for the scanner to
>work'. I know some of you have GT5000s, so what connection problems are
>there? I already use a SCSI2 to 50 way block ribbon cable connector lead
>for my CD ROM, wont want to daisy chain the CD ROM and scanner and have
>a spare ribbon cable connector of the above type. This of course is not
>shielded, so I assume I will have to buy one. The scanner is as new at
>>�50, so I can afford a bit on cables!! I will use GTLOOK 2.
>
>
>Bob-King
>.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2583. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7noc67$7hu$1@delphi.ridgenet.net>
Source record: 75337

I agree with Lonny. My Quadra is a pain to setup with multiple drives.
The termination scheme on a lot of Apples are a pain.

Mike

On 29 Jul 1999 00:11:00 , Lonny Pursell wrote:
>I never did find an Epson so I picked up a UMAX Astra 2400S. Thanks
>to Nima I can use it!! Anyway don't listen to the mac guy. My
>scanner is scsi-2 connected to the TT which is scsi-1 with a cable
>that simply goes from on connecter to the other. Very straight
>forward. Long as you place the scanner in the chain with a unique
>scsi ID and termination of the chain is correct it will work fine.
>I don't think will you have any problems like the mac user describes.
>
>On 28 Jul 1999 15:11:31 , Bob King wrote:
>>I will be getting a GT5000 scanner for my Falcon very soon. It is from
>>an ex Atarian, now Power Mac. bod, who is giving me horrendous tales
>>about the need to use the correct SCSI2 cable, SCSI input/output boxes,
>>etc, 'otherwise the interference will be too much for the scanner to
>>work'. I know some of you have GT5000s, so what connection problems are
>>there? I already use a SCSI2 to 50 way block ribbon cable connector lead
>>for my CD ROM, wont want to daisy chain the CD ROM and scanner and have
>>a spare ribbon cable connector of the above type. This of course is not
>>shielded, so I assume I will have to buy one. The scanner is as new at
>>£50, so I can afford a bit on cables!! I will use GTLOOK 2.
>>
>>
>>Bob-King

2584. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7novis$6jn$1@nnrp1.deja.com>
Source record: 75338

In article <379e5006@news2.vip.uk.com>,
"omelette" <bonfieldd@breathemail.net> wrote:
> Hi,
> Yeah, had another look in the SPIN archive and there it was!
Works a
> treat too. My only grumble now is that in order to have a dual-
booting
> system (TOS & MagiC) both METADOS and METAXBS need to be in the auto
folder
> and depending which OS I require with the CDROM, one METAxxx manually
> disabled. Shouldn't grumble though :) Thanks.

Actually, for MagiC you can either rename \auto\metaxbs.prg to
\auto\metaxbs.prx or move it to the same folder as the XFS, because it
is loaded by the XFS anyway.

MagiC first loads the XFS and only then starts programs from the AUTO
folder. When it then tries to load metados.prg, it will not install
because metaxbs is already there.

So -- no problem :-)

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2585. Re: full framerate video?

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7noftp$t6h1@news.ajou.ac.kr>
Source record: 75339

On 27 Jul 1999 12:13:06 , Hugh Lutley wrote:
>
>
>magicmac@my-deja.com wrote:
>
>> In article <379A370D.7B883F1F@catvomit.u-net.com>,
>> Hugh Lutley <spewy@catvomit.u-net.com> wrote:
>> > Is there any way of getting full frame rate video (ie 25fps in PAL) on
>> > the Falcon???
>> >
>> >
>>
>> Sure, at 160*100:).
>> The best my Falcon can manage is about 12fps at 320*240 using Expose.
>> This is not a stock Falcon. If you have a high quality VCR, and a Falcon
>> of reasonable speed, you can playback at 1/2 speed and the Expose will
>> keep up fairly well. There is no timebase, so editing of duplicate
>> frames is necessary. If you don't have fast ram, you'll probably not
>> make it even at half speed, and if you only have 14mb or ST RAM, you
>> won't get much video. Playback is another thing.
>>
>> Mike
>>
>> Sent via Deja.com http://www.deja.com/
>> Share what you know. Learn what you don't.
>
>So basically, no.
>
Well, it depends on how you define Full Frame Rate Video.
The VideoMaster Falcon Cartridge will do 25/30 Frames per second
depending on if you are using a PAL or NTSC system.
I find 17FPS with VMF plenty fast enough with out using all the memory
that 25/30 FPS uses.
The Expose will do Color video at 128x80 25fps, 256x160 at 17fps and
512x320 at 6fps.

This is with a Stock 16Mhz Falcon. According to the Expose Manual if
the Bus speed is increased to 20Mhz The frame rate at Medium 256x160
will increase to 21fps. Now with a 50Mhz Bus one should get excellent
speed with 256x160 and 512x320.

As soon as I install my Expose on my CT2B Falcon, I'll find out just
how fast the FPS will increase. AFAIK the frame grab rate of the
Expose is only limited to the Bus speed.
phantomm@kih.net

2586. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Karl M Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <379FFCCF.E8B75E10@student.canterbury.ac.nz>
Source record: 75340

Jo Even Skarstein wrote:
>
[snip]
> of Lattice C (which indeed has rather good, but outdated
> manuals.).
>

Outdated ???
Are the Atari manuals for Pure C, Sozobon etc, current or something? I'd
say they're all out of date.

Current documentation (3rd party) is only available online now days.

Later,
Karl.

2587. Re: Falcon sounds

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Joost van Gils <Joost.van.Gils@philips.com>
Message-ID: <37A01294.5714DB82@philips.com>
Source record: 75341

I believe crazysounds does the job.

broncos@primenet.com wrote:

> Does anyone know of a auto program or some type of program that allows
> sounds to be replaced in the falcon system. I hate this key click that
> it makes. If there is anything of the sort please let me know.
>
> Gene

2588. Re: Atari Mouse Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: "R. Sprokholt" <R.Sprokholt@cable.A2000.nl>
Message-ID: <37A03567.39521CF2@cable.A2000.nl>
Source record: 75342

I got a 1040 STF (TOS 1.2) with a Megafile 30 at a car boot sale for NLG 5 (ï¿½1.50). And it works! It even has AT-speed fittted. But ... no mouse. However you can use a serial (PC)mouse. All you need is a driver. I got one that with AT-speed. I can mail it if anyone is interested, but you can problably find it on the net.

Greetings Robert

Ken Macdonald wrote:

> Steve Allinson wrote:
> > Hey Bardo,
> > Don't want to brag :) but I got my 520STfm at a school fete for ï¿½1.00 with
> > assorted disks and manuals.
> > Need a mouse though so if you find where they are available please let me
> > know.
> > Cheers,
> >
> > Steve
> > But I need a mouse
> > Bardo wrote in message <7mv1lv$4mm$1@lure.pipex.net>...
> > >After visiting my local car boot sale, I managed to pick up an Atari
> > 520STFM
> > >for a very reasonable ï¿½3 (I kid you not! He did want a fiver but I
> > haggled!)
> > >but unfortunately the mouse is knackered. Anyone know where I can get an
> > >original Atari mouse cheap? Failing that, anyone got one that they no
> > longer want? ;-)
> > >Email me at dg73@dial.pipex.nospam.com (remove '.nospam' for email to work)
> > >Cheers!
>
> check out:
> http://www.ak.planet.gen.nz/~mario/hardware/mouse.html

2589. Re: Country of posting.

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A04122.823C5210@patent.gov.uk>
Source record: 75343

When I saw your message, I thought 'Oh my gawd I'm going to be flamed,
must stop this paranoyar, must lern to spel. Thanks for the back-up. I'm
off to e-mail/lobby Alexander Clauss for CAB 3.0

Bob-King

Steve Stupple wrote:
>
> On Wed, 28 Jul 1999 at 11:26:50 a message from Bob King was created on
> the subject of Country of posting..
> >Can I make a plee for every one to make their country clear some where
> >in their postings, espec. those offering for sale or wanting to buy. I
> >put out a request for an SM124 to Falcon adapter and got a very helpful
> >reply. I asked how much and was told the answer in $. US, Canada,
> >certainly not UK. A bit nit-picking I know, but I think this point has
> >been raised before. My office address and home address
> >rking@zetnet.co.uk, both show UK and some of the US addresses show the
> >State, but this is rare.
> >
> >Bob-King.
>
> Hi Bob
>
> I, along with a few others have mentioned it, haven't we Nic;) It really
> does help if the respondent knows where the poster lives and it doesn't
> take much to add a USA etc. in the posting.
>
> The email address can't be a guarantee that the person is from the
> country designated. Neither can the currency e.g. $'s could be one of
> several countries!
>
> I reckon this should be part of netiquette. I don't believe it! I spent
> it right first time;)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2590. 520 stfm

Newsgroup: comp.sys.atari.st
Date: 1999-07-29 00:00:00 UTC
From: Akegata <akegata@hotmail.com>
Message-ID: <7npjo9$3pb$1@news8.svr.pol.co.uk>
Source record: 75344

After many years of playing on my atari st 520 fm I no longer have enough space to keep it.
I am thinking of selling it and I would like to know roughly how much I should sell it for.
I live in england
Thanx in advance chris

2591. Re: For sale: Scanner.

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1E89A.4DC0@geocities.com>
Source record: 75145

Bob King wrote:
>
> Having now got a very nice GT5000 for my Falcon, I definitely have no use for my flatbed A4 scanner/copier used with my ST.
>
> ï¿½50 +pp (heavy and solid) UK mainland only.
>
> (Yes this is the third time of asking!!!)
>
> Bob-King

@>-->----------------------

Hmmm... actually sounds pretty good...

THAT DOES IT!! I'M DRAINING THE OCEAN!!!

Doctor Clu
Arlington, TX - USA

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2592. Re: italian keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1E8DE.7609@geocities.com>
Source record: 75146

Mike De.Petris wrote:
>
> I adapted a program to write a KEYTABLS.SYS for the italian keyboard with Magic, if anybody interested.
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
> --
> Butta il PiCcione e prendi un FALCONe !
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

@>-->--------------------

Do Italian keyboards come complete with wild arm gestures? :)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2593. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1E7C9.382A@geocities.com>
Source record: 75147

Not bad! I'll have to try it with CAB.

Speaking of which, how would you compare your Milan with other Atari computers you've had? I have a 1040ST and a 1040STE, both with 4 megs of ram one with a 16 mhz AdSpeed.
Though archiac, my current systems have led me to one conclusion... a faster Atari machine would be VERY worthwhile.

But I'm curious to hear how your Milan has stacked against your older machines, since I am thinking of getting an "Atari" Milan. :)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2594. Re: Falcon/Audio stuff on Ebay..

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1EB73.789C@geocities.com>
Source record: 75148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.marketplace,alt.steinberg.cubase

Particle Salad wrote:
>
> So are my prices too high? Only 1 bid on 1 of the items so far..
>
> Do you think I'm asking too much?
>
> -Mark
>

That's the beauty of the E-bay... you can put something up there for what you think it's worth, and if someone bids for it, you get the money. If not, you keep the item!

The fact that one person has bid for one of the items shows you have probably hit a good price range. At least what they were willing to pay.

And of course, there are always those that wait till the last minute to bid on items to keep from engauging in a price war with another bidder. (not that I personally know anyone that does that... hehehe....)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2595. Re: New falcon user needs help!

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nsjp8$mh1$1@delphi.ridgenet.net>
Source record: 75149

On 30 Jul 1999 09:43:02 , please edit email addressto reply wrote:
>
>
>Hugh Lutley a crit :
>>
>> I've just got my first falcon yesterday and it did come with a manual.
>> My question is this; where is the desk accesores/control panel? I am
>> lead to believe by the manual that it is under the 'desk' label on the
>> taskbar, but it is nowwhere.
>
>The taskbar is W95 term, I suppose you're talking about the desktop
>menu. You are looking in the right place.
>
>The control panel is an .acc program (Desk Accessory), therefore it
>isn't in ROM. If you are booting from an emtpy floppy, you won't have
>it. To run ACCs, you have to put them in the root directory of your boot
>drive (A or C), and they will load on bootup. You can only have 6
>accessories at one single time.
>
>The latest control panel from Atari is Xcontrol.acc, and you can get it
>from the Quick FAQ.

If you have the Falcon user disks for the machine, it will be on one of
those as well as some other applications. I don't think it is the
latest version, but will get your Control Panel working .
It's pretty hard to mess up a Falcon as far as software is concerned
and you don't have to be as cautious as with a Windows box. If the
machine has a hard disk, probably the most sensitive is a folder
called "auto" and anything in the root directory labled as "*.acc".
If you mess something up, hold down the control and alt key after you
see the hard disk driver run. It will be the first thing to happen
after you see the Fuji and memory test (which can be bypassed by
pressing the space bar) when powering up. This will allow you access
to the hard disk to change back whatever it was you were messing with.
First thing to do is format a floppy and find a program called
AHDI.PRG, likely in the AHDI folder or some other disk utilites
folder, and copy it to the floppy. If for some reason you hard disk
stops booting, use the floppy to gain access to the hard disk. Other
hard disk drivers to look for if AHDI is not found, ICDBOOT.PRG,
HDDRIVER.PRG,AHDI6XX.PRG. Watch as the machine boots and generally you
can see "starting HDdriver" or "Booting ICD" or just AHDI. That will
tell you which driver you have installed. That will be important
later.
That should keep you busy for a while.....

This is worst case, so just file it for later.

Mike

2596. Nominate your Atari

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: peter.slegg@ANTI-SPAMzetnet.co.uk
Message-ID: <37a2069f$0$7838@znews.zetnet.co.uk>
Source record: 75150

Hi All,

The British computer industry magazine "Computing" is running
a survey to find the most important innovations of the Millennium.

Assuming they mean ones related to computing I immediately
nominated the Atari ST for introducing a g.u.i (W.I.M.P.)
at home computing prices and for it's major contribution
to the success of MIDI, which was looking like another
failure until the ST arrived.

So if you feel like nominating your Atari then drop a mail
to computing_millennium@vnu.co.uk

Peter

2597. ST>New at the Belgian ftp-server: 193.190.128.104

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <3007199991338154514%tos4ever@ping.be>
Source record: 75151
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
*************

ftp://193.190.204.128/atari/archivers/twoineng.zip (TWOinONE 1.51, English version)
(142.217 bytes)
ftp://193.190.204.128/atari/archivers/twoinfre.zip (TWOinONE 1.51, French version)
(145.566 bytes)

**disk_magazine**
*****************

ftp://193.190.204.128/atari/disk_magazine/atos/atos992f.zip (German magazine, Colored
ST-GUIDE version) (886.828 bytes)
ftp://193.190.204.128/atari/disk_magazine/atos/atos992h.zip (German magazine,
HTML-version) (1.233.983 bytes)
ftp://193.190.204.128/atari/disk_magazine/atos/atos992m.zip (German magazine, monochrome
ST-GUIDE version) (531.710 bytes)

**DTP**
*******

ftp://193.190.204.128/atari/DTP/das_layout/DISK1_62.TOS (Program & Language files)
(733.706 bytes)
ftp://193.190.204.128/atari/DTP/das_layout/DISK2_62.TOS (Drivers and modules) (678.888
bytes)
ftp://193.190.204.128/atari/DTP/das_layout/DISK3.TOS (Libraries) (718.754 bytes)
ftp://193.190.204.128/atari/DTP/das_layout/DISK4.TOS (Referenz.k, only needed for those
who use referenz.k) (584.720 bytes)

**editors**
***********
```

ftp://193.190.204.128/atari/editors/demosign.tos (German demo of Signum 4) (879.544 bytes)

graph-tools
****

ftp://193.190.204.128/atari/graph-tools/funmedia.zip (Video-tool, German language)
(330.869 bytes)

mathematics
****

ftp://193.190.204.128/atari/mathematics/eurk0899.zip (Eureka v. 08/99) (1251321 bytes)

mint
****
ftp://193.190.204.128/atari/mint/net/hsminst1.tgz
(latest version of HS-Modem for MiNT, should work with the Milan) (17.104 bytes)

programming
****

ttdigger-6.zip (TT-Digger is a program designed for digging in existing software) (123.193
bytes)

www
****

ftp://193.190.204.128/atari/www/amail/am121b.lzh (Amail v 1.21b, MiNTnet version) (193.359
bytes)
ftp://193.190.204.128/atari/www/amail/asst121b.lzh (STiK/STiNG socket for Amail 1.21b)
(31.799 bytes)
ftp://193.190.204.128/atari/www/amail/am121bde.lzh (German text and RSC for Amail 1.21b)
(22.945 bytes)

ftp://193.190.204.128/atari/www/nos/nos047.lzh (68000 version of NOS 0.47a3) (180.317
bytes)
ftp://193.190.204.128/atari/www/nos/nos04730.lzh (68030 version of NOS 0.47a3) (179.756
bytes)
ftp://193.190.204.128/atari/www/nos/nos047_s.lzh (sources of NOS 0.47a3, Lattice) (702.023
bytes)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2598. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7nt805$sj3$1@zingo.tninet.se>
Source record: 75152

On 30 Jul 1999 13:58:33 , Doctor Clu wrote:
>Not bad! I'll have to try it with CAB.
>
> Speaking of which, how would you compare your Milan with other Atari
>computers you've had? I have a 1040ST and a 1040STE, both with 4 megs
>of ram one with a 16 mhz AdSpeed.
> Though archiac, my current systems have led me to one conclusion... a
>faster Atari machine would be VERY worthwhile.
>
> But I'm curious to hear how your Milan has stacked against your older
>machines, since I am thinking of getting an "Atari" Milan. :)
>
> Doctor Clu
>--
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>.
Hi Doctor (medicine or science?)

Well let me start by saying that since i bought my Milan i've started my
1040 STE once for five minutes to transfer some files that were on extended
disks. Once your used to it there's no going back. And as for comparing,
well it's hard to do but the adverts said something like 20 times faster and
that's probably true but besides that there's colour (up to 32bit), bigger
ram, faster serial ports and lots of other things. All adds up to a feeling
of "Whooa" and when i started the STE everything felt kind of sluggish.
And Mint, what a difference when your used to singletasking. I mean my
homepage probably would have taken 10 times as long to do if i would have
to quit the program, load the file in CAB, see something wasn't right, quit
CAB, start the program, edit the page, save it... Well you get the picture.
I really would say, if you've got the money go for it. Or maybe wait for the
060 Milan but its computers, whenever you buy its always a better deal or
machine tommorow.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

2599. Re: steinberg timelock and cubase?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37A22A0D.45FA7EF2@jps.net>
Source record: 75153

Just a couple of notes above you is a post on the programs and docs you
need for sale at auction on ebay. Once you have the docs you can examine
the minimum system requirements and see if your ST needs upgrading.
Early versions probably ran on a 1MB ST, some of the stuff offered on
the auction may require Falcon however.

Patrick Erler wrote:
>
> Hi!
>
> We have here in our recording studio an old atari ST (without even a
> harddisk) and got a steinberg timelock, which is a piece of hardware to
> synchronise the ST with our tape machine.
>
> the problem is, we have absolutely no clue how to do this, documentation is
> not available and to get infos on the web is almost impossible.
>
> we have this idea that we need cubase. but 1) will it run on this little
> atari? and 2) is there a demo-version outthere somewhere, because we need
> only the functionality of synchronising - nothing else, no sequencing, no
> saving, no nothing...
>
> thanks in advance for all your help,
>
> PAT
> --
> ////ICQ: 43373432////

2600. Re: For sale: Scanner.

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mbUfZHAMvio3Ewhx@steverosie.demon.co.uk>
Source record: 75154

On Fri, 30 Jul 1999 at 14:02:02 a message from Doctor Clu was created on
the subject of For sale: Scanner..
> Hmmm... actually sounds pretty good...

And it looks pretty good as well;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2601. Re: atari DOS compatable?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor_Vell@yahoo.com
Message-ID: <Doctor_Vell-3007992241460001@209.251.5.178>
Source record: 75155

In article <19990730221224.02194.00004547@ng-ft1.aol.com>,
jbodygt90@aol.com (JbodyGT90) wrote:

-> just as i said in the subject...i would like to find out about Atari's
and DOS
-> compatibility...thanx

I don't know much about the systems past the Atari 1040STe, but the orginal Atari ST computers with TOS 1.0 could read IBM PC disks but could not be read by an IBM PC, while 1.2 (or 1.02) could read/write the disks on both systems. I occassionally formatted a disk in 720K format on the PC to get more space than the Atari. But in order to run the programs, you would have needed a PC Emulator, like PC Ditto, but they usually ran super duper SLOW!

Doctor Vell

--
Doctor Vell is a FICTIONAL person with an e-mail address, go figure that one out? He even has his own Doctor Who web page, it is located at: http://www.fortunecity.com/lavendar/poitier/353/index.html

2602. NOS0.47a3

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8801_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75156

```
- nntp bug fixed, posting article worked only if nntp trace>=3

- added multiple serial ports support, specify BIOS number:
# if port 0 type dev buff MTU baud
# --- ---- - ---- --- ---- --- -----
# AUX:
#attach asy 1 0 ppp pp0 32767 1500 57600
# modem 2
attach asy 7 0 ppp pp1 32767 1500 38400
# serial 2
attach asy 9 0 ppp pp0 32767 1500 57600
# modem 1
attach asy 6 0 ppp pp2 32767 1500 19200
BIOS numbers for port are for a TT, for some reason to investigate
this does not work if you specify the modem1 port as the first device.
no dsr/drt up/down support for the moment.

- bugfix: domain cache list bombed ( ARGV1 instead of ARGV0 )

- added domain cache dump to reset cache

- bugfix: this was a very OLD bug, detaching of asy interfaces didn't
work as the asy pointer was not set to NULLIF in st_asy.c

- add http support, new commands:
cab directory <path>: to specify where CAB.APP can be found
cab head <url>: to get header informations on a url
cab get <url> <filename>: to get and url and save it to file !!!
cab start: !!!!!!!!!!!!!! yes this starts the browser ad then you can
navigate, cache is supported, POST is still NOT supported, sorry, no search
engines !

- change in ftp server, directory listing is now unix-like, so
that you can use graphic ftp clients
the change is made to the dir listing routing, so all commands using
the dir() function are affected, i.e. "dir", "ls", etc.

- bugfix: it was impossible to set the INLINE dialing on

- bugfix: telnet to a wrong port passed by name now works
the resolve routine to find the port number can be used
keeping in mind a wrong name makes it return -1, but
fsocket->sin_port is unsigned short

- new SEND command to send strings to any port:
send <host> <port> <strings>...
port can be specified by name as telnet
```

- log changed: no more debug log in smtp client and dialer
no log of memory allocation at startup
log of PPP/PAP session

- nntp client change:
headers received are put in the "get" file if session aborted
killed or exited, and articles are not get, so you do not loose
articles when NEWNEWS is not available (STAT, GROUP)

- changes in dialer display, please test

- CAB POST implemented, try it please on search engines and forms!

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2603. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7nrss1$5fc$1@nnrp1.deja.com>
Source record: 75274

> I cannot imagine i'm the only one who wants it, so come on guys,
> let's give alex a signal that we want his update for atari and not
> for that ugly Imac, a computer which is bound to drop of the store
> shelves within a few months......
Just check this out: http://xonline.atari.org/wanted.htm !!!
CAB is the first in the list! (36 demands by now)
BTW in this list one must indicate if one is willing to pay for the
thing asked, maybe that could interested Alex.
Ask Jan Daldrup (mailto:thex@atari.org) for the stats.

> So let's visit his homepage and send him an email.
Seems he is going to be flamed to death!

> So react in this newsgroup and to Alexander in person.
And please also do on X-Online's Most Wanted!

> Let's hope he'll do it !
Just in case you should also ask him if he is ready to put the code in
the public domain if he does not care any more...

Cheers,
Guillaume
--
Guillaume D&#65533;flache
mailto:Guillaume.Deflache@depinfo.enseeiht.fr

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2604. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nrb1mdbl2@delphi.ridgenet.net>
Source record: 75275

On 29 Jul 1999 17:14:01 , Jo Vandeweghe wrote:
>
>
>Mikey a *crit :
>
>> I agree with Lonny. My Quadra is a pain to setup with multiple drives.
>> The termination scheme on a lot of Apples are a pain.
>
>No pain at all her with Quadra 650 and Quadra 800; they both four scsi
>devices connected to them with absolutely no problem ....
>The only thing I had to be carefull was to put the scanner in first place
>with the Quadra 650, but it was documented in the scanner owner's manual.
>
>Jo

Have you tried to install more than two devices inside? From what I
understand, the mac uses a "special" cable to determine what is
connected inside. At least my 800 does. It took me a while to discover
that...I had to tread through the Apple support site:). External, no problem.
Mike

2605. Re: New falcon user needs help!

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7nrchmmmh1@news.campuscwix.net>
Source record: 75276

On 29 Jul 1999 22:15:47 , Hugh Lutley wrote:
->I've just got my first falcon yesterday and it did come with a manual.
->My question is this; where is the desk accesores/control panel? I am
->lead to believe by the manual that it is under the 'desk' label on the
->taskbar, but it is nowwhere.
->
->So, erm....Help!
->
->Hugh
->
->.

Hi Hugh. Those are Desk Accessories that sit under the "desk" listing
in the Menu Bar, and the X-Control panel is one of them. They all
have a *.ACC extension and reside on your C:\ drives root partition.
X-Control, in turn- controls CPX's (Control Panel Extensions). Did
your Falcon come with a MultiTos floppy disk, or one called Language?
If so, you can find X-Control on them. If not, you can grab them from
just about any good ftp site that carries Atari software...

PS Hmm...tell us more about your Falcon! Does it have a hard
disk drive? Memory? Etc, etc,...it will help us to help you
better... ;-)

Catch ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2606. Re: New falcon user needs help!

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37A15786.FE4D2536@online.TAKE.THIS.OUT.fr>
Source record: 75277

Hugh Lutley a ï¿½crit :
>
> I've just got my first falcon yesterday and it did come with a manual.
> My question is this; where is the desk accesores/control panel? I am
> lead to believe by the manual that it is under the 'desk' label on the
> taskbar, but it is nowwhere.

The taskbar is W95 term, I suppose you're talking about the desktop
menu. You are looking in the right place.

The control panel is an .acc program (Desk Accessory), therefore it
isn't in ROM. If you are booting from an emtpy floppy, you won't have
it. To run ACCs, you have to put them in the root directory of your boot
drive (A or C), and they will load on bootup. You can only have 6
accessories at one single time.

The latest control panel from Atari is Xcontrol.acc, and you can get it
from the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2607. Re: Playing games from the Little Gren Desktop Webpage..

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37A15687.AC2884D5@online.TAKE.THIS.OUT.fr>
Source record: 75278

Doctor Clu a ï¿½crit :
>
> I was recently visited the Little Green Desktop page and found much to
> my surprise... megs apon megs of GAMES! I had always thought that the
> 8-bit had one up on the ST due to the game play ability, but after what
> I've seen, I think I need to check out this wide array of games I've
> found... my view might change!

In the US you probably missed the popularity the ST had as a games
machine in Europe, especially France and the UK where most of the games
came from.

> So, my question here is, how to play/run a game off the Little Green
> Desktop video game archieve? They appear to be hundreds of DISK
> IMAGES. You download a 700K (average) zipped file that once unzipped,
> turns into a 900K file. Once again, probably similiar to an ATR in the
> 8-bit world. (and probably designed to be run on emulators rather than
> true STs.. but I'm hoping that can be remedied. :)
>

In the Quick FAQ...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2608. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A17038.CDA4007E@patent.gov.uk>
Source record: 75279

At first glance, everything a page should be, quick loading, no or very
little pointless graphics which only slow down CAB, Very nicely set out
- love your simple, but effective use of shadowing and the links are
very useful. Congrats.

Bob_King.

"Jï¿½rgen Nyberg" wrote:
>
> Hi!
>
> I've started playing with a homepage and a would really like some comments,
> positve or negative. Or if you find any links that doesn't work or typos.
> And as one always say, it's not finished.
>
> http://www-pp.hogia.net/jorgen.nyberg/indexe.html
>
> Cheer's Jï¿½rgen
>
> --
> Jï¿½rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
> SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://www-pp.hogia.net/jorgen.nyberg/index.html
> --

2609. Re: Playing games from the Little Gren Desktop Webpage..

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <37a19be7@newnews.gemsoft.net>
Source record: 75280

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:37A0A0F3.33C6@geocities.com...
> I was recently visited the Little Green Desktop page and found much to
> my surprise... megs apon megs of GAMES! I had always thought that the
> 8-bit had one up on the ST due to the game play ability, but after what
> I've seen, I think I need to check out this wide array of games I've
> found... my view might change!

One URL for you : http://st2disk.atari.org/
It'll do exactly what you need.

Cheers,

Rich
PS - Glad you liked my site (LGD). I never did get into the Atari 8-bits,
wish I had now, such a following!!!
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

2610. For sale: Scanner.

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A1BD50.D6584D12@patent.gov.uk>
Source record: 75281

Having now got a very nice GT5000 for my Falcon, I definitely have no use for my flatbed A4 scanner/copier used with my ST.

Scans straight into Megapaint 4, Calamus 1.09N, printer port. Software includes driver, image editor, screen dump - works from within programs to give hard copy on heat copy paper. Up to 16 gray levels.

ï¿½50 +pp (heavy and solid) UK mainland only.

(Yes this is the third time of asking!!!)

Bob-King

also at:

rking@zetnet.co.uk.

2611. Link wanted

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <37a1d129$0$7838@znews.zetnet.co.uk>
Source record: 75282

Any LINK wanted

Please e-mail me or phone me on 07932 663601

thanks.

2612. italian keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8800_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75283

I adapted a program to write a KEYTABLS.SYS for the italian keyboard with
Magic, if anybody interested.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2613. Falcon/Audio stuff on Ebay..

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37A1E488.4A89C738@earthlink.net>
Source record: 75284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.marketplace,alt.steinberg.cubase

So are my prices too high? Only 1 bid on 1 of the items so far..

Do you think I'm asking too much?

-Mark

138493756: Steinberg/SoundPool FDI Falcon Digital Int
Current bid: $75.00
Auction ends on: 08/04/99 13:49:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138493756

138498464: SoundPool ADAT int for Cubase Audio Falcon
Bidding starts at: $100.00
Auction ends on: 08/04/99 13:59:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138498464

138503090: Steinberg ST-MIDI 3 MIDI exp for ST/Falcon
Bidding starts at: $50.00
Auction ends on: 08/04/99 14:09:54 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138503090

138507447: Steinberg Cubase Audio Falcon software v2
Bidding starts at: $75.00
Auction ends on: 08/04/99 14:20:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138507447

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2614. Re: WTB:Supercharger / Ditto?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1DAFD.47A@geocities.com>
Source record: 75285

Have you considered PC Ditto? They had a software (damn slow) and
hardware emulator for this as well.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2615. Falcon, ABurner, Nemesis + Nova FS

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: nick@iipmail.demon.co.uk
Message-ID: <933357461.15117.0.nnrp-01.9e9835e9@news.demon.co.uk>
Source record: 75286

A 20MB Falcon in ClAB CAse, with Afterburner (33MHZ) Nemesis and 2MB
SVRAM NOVA card fitted, and new TT keyboard (and Qtec mouse) complete
with 28.8Kb Modem (hayes), and DJ 500 printer allfor ONLY 400 UKP:
only very near offers considered!

the above produces Gembench results at an AVE: 1925% running MagiC 6
see my WWW site at http://www.iipmail.demon.co.uk/Iindex2.html
for further details

''

nick@iipmail.demon.co.uk
http://www.iipmail.demon.co.uk/ATARI.HTM
for Texel.Hyp / Papyrus.Hyp and the
unofficial Photoline.Hyp

AB040 Nemesised and NOVAed Falcon running MagiC 6.

2616. steinberg timelock and cubase?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: perler@yahoo.com
Message-ID: <8E13CC157sproklotzfotzel@News.CIS.DFN.DE>
Source record: 75287

Hi!

We have here in our recording studio an old atari ST (without even a harddisk) and got a steinberg timelock, which is a piece of hardware to synchronise the ST with our tape machine.

the problem is, we have absolutely no clue how to do this, documentation is not available and to get infos on the web is almost impossible.

we have this idea that we need cubase. but 1) will it run on this little atari? and 2) is there a demo-version outthere somewhere, because we need only the functionality of synchronising - nothing else, no sequencing, no saving, no nothing...

thanks in advance for all your help,

PAT
--
////ICQ: 43373432////

2617. Re: swap & sale, Columbus, OH, US, September 18, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1DB9F.45C1@geocities.com>
Source record: 75288

"http://www.icwhen.com/index1.html" doesn't bring up anything
unfortunately. Could you check that for me. I love auctions and sales
and wanted to see your .. how did we say it back in the 8-bit days...
your WAREZ! ;)

L8RON!! (grin)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2618. Re: FS: ST Mouse (Moonbase: Alpha)

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1DEFF.4566@geocities.com>
Source record: 75289

For Sale... one original vintage Atari Mouse. $5

(Shipping additional $5,000 for next shuttle trans moon trip)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2619. Re: Multiple booting

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1E051.4FFD@geocities.com>
Source record: 75290

Henk Robbers wrote:
> Hi,
>
> I have on my TT 4 autofolders.
> 1: AUTO.TM TOS on TTM194
> 2: AUTO.TC TOS on NEC3D via NOVA card
> 3: AUTO.MM Magic on TTM194
> 4: AUTO.MC Magic on NEC3D via NOVA card
>
(clip!)
>
Regards.
> Henk Robbers.

Crazy man! I didn't realize you could have multiple autofolders. That is truly awesome. This is just one of those posts to say thanks for the input... I'll have to give that a try.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2620. Re: Classic computer article

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1DE1E.70CE@geocities.com>
Source record: 75291
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Previously...

For 3 years I was the only patent examiner using a computer for day to
day use and it was an Atari!!!!!! ..... (clip!)
When we were first PC'd, I went over to Protext 4.3 on the PC and First
Choice (for the data base) and this was purely for the better display.
Now we are all using Windows NT, WordPerfect, Netscape etc etc and its
soooooo dull!!!

Bob King

@>-->--------------

Precisely. I used a Macintosh for years because it was different and
better. It proved to me that alternative could exist.
When microsoft poured in millions of dollars to keep Apple afloat and
Apple killed the Newton...

I found Atari a nice alternative. :)

Now I do more and more on my Atari ST, and my Macintosh is becoming a
storage media for the ST (and even that is diminishing).

Now when I get that Milan perhaps I'll be a little closer to the
beautiful colors and graphics of my Mac.. that's about the only thing
I'm missing right now...

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2621. Re: GT5000 scanner. Connection cables?

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37A1D078.F421C237@ping.be>
Source record: 75292

Mikey a *crit :

>>Have you tried to install more than two devices inside? From what I

> understand, the mac uses a "special" cable to determine what is
> connected inside. At least my 800 does.

Not mine: two hard disks and a CD-ROM connected inside the 800.
The only thing I have problem is: I have tried to install the Apple PPC 601 pds upgrade card, but the computer refuses then to boot ...
Though putting it inside the Quadra 605 (almost the same as 800 model ...) no problem ...
But I don't want to disturb "atari only users" here ... let's continue by mail if you have some answer to this problem ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2622. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: claytone@aa.net
Message-ID: <933359665.839313@cacheraq001>
Source record: 75293

On 28 Jul 1999 00:09:06 , Jos Vlietstra wrote:
>Hi,
>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not

<snip>

Sounds like a great idea. I have 2.7, and would be glad to pay for an
upgrade. Sign me up!

Clayton Murray
claytone@aa.net
Seattle, WA USA

2623. Re: Playing games from the Little Gren Desktop Webpage..

Newsgroup: comp.sys.atari.st
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1E584.2129@geocities.com>
Source record: 75294

> In the US you probably missed the popularity the ST had as a games
> machine in Europe, especially France and the UK where most of the games
> came from.
>
> Nick

Thank you Richard Davey for the URL!

Yeh, here in the states like I've said before, fot those that didn't run out and buy an ST when they first came out and then followed the ST/Atari circuit, the ST really seemed to flop.
This was even the view of the Atari 8-bit users. I saw pieces of Atari ST equipment in used computer stores, and I would remember how I in the past I heard that the Atari ST and Amiga came out in a rush. The way we had heard, Amiga came out from a stolen design from Atari, and Atari released the ST in a rush. The ST was a little undercooked and flopped, and Atari sued Amiga, and therefore also flopped.

PC took prominence and Macintosh slowly pulled forward with it's own identity to today where it has become a household name if not a preferrence with the iMac. :)

Truth is, when I found ST was still around in '98 and learned that the motorola processor was the focus of computer training in Europe for years only NOW starting to adopt the Intel... it seemed like a strange parallel universe to the computer world I had come to know.

I remember seeing Atari Computing #10 with the X-Files cover and thinking to myself "Wow... Atari users have a fun way of approaching the computer world".

So yeh, if I seem overwhelmed by a lot of this, or if I tell that story a few hundred times, forgive me... it's all so cool. It's not that there are hundreds of games for a computer that once was... it that there is hundreds of games for a computer still widely used and sworn by. ;)

Talk soon,

Doctor Clu
(Working more everyday to cram an Atari computer
into my life today and the future...) (grin)
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2624. Re: Multiple booting

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37A22E29.FE8BA660@cable.A2000.nl>
Source record: 75157

Doctor Clu wrote:
>
> Henk Robbers wrote:
> > Hi,
> >
> > I have on my TT 4 autofolders.
> > 1: AUTO.TM TOS on TTM194
> > 2: AUTO.TC TOS on NEC3D via NOVA card
> > 3: AUTO.MM Magic on TTM194
> > 4: AUTO.MC Magic on NEC3D via NOVA card
> >

> Crazy man! I didn't realize you could have multiple autofolders. That
> is truly awesome. This is just one of those posts to say thanks for the
> input... I'll have to give that a try.
>
> Doctor Clu

:-)
Dont forget to configure XCONTROL to find the CPX's in C:\AUTO\CPX\

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2625. lookinf for communications software...

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: jbodygt90@aol.com
Message-ID: <19990730221036.02194.00004546@ng-ft1.aol.com>
Source record: 75158

I just aquired an atari ST from a goodwill...and it's got a shitload of everything you could imagine. But, I'd like to find a communications program (aol if you know of...) for it. Thanks. Also, anyone know where I can find a harddrive?

2626. atari DOS compatable?

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: jbodygt90@aol.com
Message-ID: <19990730221224.02194.00004547@ng-ft1.aol.com>
Source record: 75159

just as i said in the subject...i would like to find out about Atari's and DOS compatibility...thanx

2627. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: bobtrow_jedimstr@my-deja.com
Message-ID: <7nuev9$tt3$1@nnrp1.deja.com>
Source record: 75160

I thought your page looked great. As others have mentioned it was quick loading, simple BUT informative! Thanks for the info!

In article <7nqkekjam1@cubacola.tninet.se>, jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:
> Hi!
>
> I've started playing with a homepage and a would really like some comments,
> positve or negative. Or if you find any links that doesn't work or typos.
> And as one always say, it's not finished.
>
> http://www-pp.hogia.net/jorgen.nyberg/indexe.html
>
> Cheer's J�rgen
>
>

> J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
> SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://www-pp.hogia.net/jorgen.nyberg/index.html
>

>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2628. st emulation

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Akegata <akegata@hotmail.com>
Message-ID: <7ntnv0$bp0$1@news7.svr.pol.co.uk>
Source record: 75161

Is there a program that I can run on my PC that allow me to play my old
atari game via the A:\
I am not every an emulaotor that requires me to download a file rather one
that lets me play the games I already have
Thanx Akegata

2629. Re: Magic 6 problems...

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37a2488b@news1.vip.uk.com>
Source record: 75162

Yeah, exactly what I need. I'll give it a go.
Thanks for the tip.

Later.

My only grumble now is that in order to have a dual-
> booting
> > system (TOS & MagiC) both METADOS and METAXBS need to be in the auto
> folder
> > and depending which OS I require with the CDROM, one METAxxx manually
> > disabled. Shouldn't grumble though :) Thanks.
>
> Actually, for MagiC you can either rename \auto\metaxbs.prg to
> \auto\metaxbs.prx or move it to the same folder as the XFS, because it
> is loaded by the XFS anyway.
>
> MagiC first loads the XFS and only then starts programs from the AUTO
> folder. When it then tries to load metados.prg, it will not install
> because metaxbs is already there.
>
> So -- no problem :-)
>
> --
> Julian Reschke (mailto:reschke@muenster.de)
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2630. Atari WWW Message Board

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <7num6g$2a6$1@nnrp1.deja.com>
Source record: 75163

Hi All,

Just to let you know that the board is up and running again after a week
down while we changed servers :-)

www.incontrolinternet.co.uk/atari/

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2631. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <37A292DF.C7ED7B1A@earthlink.net>
Source record: 75164
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Steve wrote:

> This is a test, please ignore.
>
> Thanks :-)
>
> --
> Steve <<macgamer@ukonline.co.uk>>
>
> MacGamer UK
> http://web.ukonline.co.uk/macgamer/

Oops I forgot to read the main body where it said ignore.

Harold Alley
AtariPC@earthlink.net
@2die4.com
@pipeline.com

2632. Freecell for Atari ST/TT/Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7nukd2$4d3$1@nnrp02.primenet.com>
Source record: 75165

I am looking for a version of Freecell for the Atari line of computers. Does anyone know a good version? (I found one version only, that only lets you move one card at a time...which was dissapointing) Thanks. -Satcom2

2633. Re: Falcon, ABurner, Nemesis + Nova FS

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: nick@iipmail.demon.co.uk
Message-ID: <933421414.18927.0.nnrp-14.9e9835e9@news.demon.co.uk>
Source record: 75166

On 30 Jul 1999 17:57:41 , Nick Ripley wrote:
>A 20MB Falcon in ClAB CAse, with Afterburner (33MHZ) Nemesis and 2MB
>SVRAM NOVA card fitted, and new TT keyboard (and Qtec mouse) complete
>with 28.8Kb Modem (hayes), and DJ 500 printer allfor ONLY 400 UKP:
>only very near offers considered!
>

I forgot to mention, also included are an AIWA 2*speed multisession
CDROM and Tabby, the graphics tablet. The above system has an
internal 330MB IDE HD

>the above produces Gembench results at an AVE: 1925% running MagiC 6
>see my WWW site at http://www.iipmail.demon.co.uk/Iindex2.html
>for further details
>
>''
> nick@iipmail.demon.co.uk
> http://www.iipmail.demon.co.uk/ATARI.HTM
> for Texel.Hyp / Papyrus.Hyp and the
> unofficial Photoline.Hyp
>
>AB040 Nemesised and NOVAed Falcon running MagiC 6.
>.

''
nick@iipmail.demon.co.uk
http://www.iipmail.demon.co.uk/ATARI.HTM
for Texel.Hyp / Papyrus.Hyp and the
unofficial Photoline.Hyp

AB040 Nemesised and NOVAed Falcon running MagiC 6.

2634. Atari Banner Exchange

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@delphi.com>
Message-ID: <7nv63ebta1@nnrp1.deja.com>
Source record: 75167

Hello!

Last night I finished uploading the NEW ATARI-USERS.NET'S BANNER
EXCHANGE!

The service is FREE to ANY AND ALL ATARI WEB SITES!

For more information or to join visit www.atari-users.net/banx/index.htm

Rob
www.atari-users.net

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2635. Atari Online News, Etc. #01-22

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <ZPf+SoV.dpj@delphi.com>
Source record: 75168

A-ONE #0122 07/30/99

~ AtariNews On The Prowl ~ People Are Talking! ~ Beam It Up, Scotty!
~ Microsoft Breakup? ~ What Next For Apple? ~ Newspaper Goes Web
~ Compaq Sues eMachines ~ Unusual Hoax Hits AOL! ~ CGExpo Stiffed?
~ Olympic Titles For PSX ~ Personal Info Not Safe ~ Compaq Cuts Staff!

-* Nintendo Chairman To Retire! *-
-* Instant Messaging Battle Heating Up *-
-* Russia Destroys Pirated Software Mountain! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2636. About the ATARI STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: xmesse@easynet.fr
Message-ID: <37a32389.1455858@news.easynet.fr>
Source record: 75169

I am trying to find the ATARI STE Language Disk for a friend.
I don't know if it is useful, but the serial number is
CA400607-004RV.B.

If you have got any information, please email me at xmesse@easynet.fr.
Thanks.

2637. RSC_TRAN updated

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a3555a1d7cb61@mail.otenet.gr>
Source record: 75170

Hi all

RSC_TRAN, the tool for easier RSC translations has been updated and
will now create a file containing the tree(s)/object(s) where some text
overflow might have occured. It stores the rest of the 'clipped' text
plus the whole text line. Now you know exactly where to search in the
RSC (since sometimes fields are hidden :-) Get it from my homepage.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2638. Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: czit@gte.net
Message-ID: <czit-3107991251500001@1cust37.tnt3.san-fernando.ca.da.uu.net>
Source record: 75171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any ideas on how I could download a MIDI file on my MAC 2ci and then play
them on my Atari ST sequencer?

Is there any way to get the Atari to read a MAC floppy disk?

Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
to the Atari throuh a MIDI cable?

I'm new at this, so I would grateful for any help.

--
Carl Zittrer
czit@gte.net

2639. Re: stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Message-ID: <7LOPDFAqvuo3Iw7M@shaw1.freeserve.co.uk>
Source record: 75172

The Phantom Menace tole me that Tinky posted a message about stunt car
racing for ST to comp.sys.atari.st at 12:57:53, Wed, 28 Jul 1999:
>> I `m german, my english is not so good. I search a game
>for ATARI ST.
>> The name of this is Stunt Car Racing. I would be glad if
>I find this
>> game.
>>
>> Bye, Alfons
>
>I remember this game it was called "Stunt Car Racer" where
>you drove round a raised circus type track with jumps and
>loop the loops etc. This was a great game where you raced
>against your computer or could play multiplayer via a null
>modem connection with another ST. Fantastic. Unfortunately
>I have recently given away my ST and all my games , still
>it's nice to reminisce. If I can get hold of a copy I'll
>let you know.

What, you got that far???

I have a cracked version somewhere but it's my only copy..

--
Clair D. Shaw | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
Student + Atari/PC Programmer| New email address coming at September
---
Paramount UK has stopped showing the Letterman Show! IT'S UNFORGIVABLE!

2640. Re: stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7o01u4$7cv$2@snipp.uninett.no>
Source record: 75173

Tinky <tinkywinky@postoffice.co.uk> wrote:

> against your computer or could play multiplayer via a null
> modem connection with another ST. Fantastic. Unfortunately

And not only could you link with other STs, but with PCs and Amigas as
well. I used to play against a friend with an A500 quite often.

I don't have it anymore, but I would be surprised if you can't find it on
Little Green Desktop...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2641. Re: FS: 400MB SCSI drive $35

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: henry.campbell@worldnet.att.net.NOSPAM
Message-ID: <37A3C19C.9617984C@worldnet.att.net.NOSPAM>
Source record: 75174
Cross-posted to:
comp.sys.amiga.marketplace,comp.sys.mac.wanted,comp.sys.computers.misc.forsale,ne.forsale,comp.sys.atari.st

Still have this? I'd like to talk further.

Thanks,

Hank

midigear wrote:

> FS: 400MB Fujitsu SCSI drive
> model: M2623SA
>
> 3.25 inch, half height
> can include free 50 pin ribbon cable for internal connection
> if needed
>
> $35 + shipping from zip 02144

2642. Re: 1040STE, HardDrive, and monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: henry.campbell@worldnet.att.net.NOSPAM
Message-ID: <37A3C21E.25A01321@worldnet.att.net.NOSPAM>
Source record: 75175

Don't know if you still have this or not. Depending on how much
shipping is, this may be worth talking about.

Hank

Vinay Rao wrote:

> I have a 4 meg 1040STE , SC1435 monitor and 100meg ISD harddrive
> for sale as a package.
>
> $200 plus shipping or best offer.
>
> Vinay
> vrao@nyx.net

2643. Re: FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: henry.campbell@worldnet.att.net.NOSPAM
Message-ID: <37A3C257.9587C7E1@worldnet.att.net.NOSPAM>
Source record: 75176

Don't know if you sold this or not. I'd like to get the list if you haven't sold the bundle yet.

Hank

Doctor Vell wrote:

> I have over 80 titles for the Atari 520/1040ST series of computers and I
> am willing to get rid of them, but with NO documentation whatsoever with
> any of them (I lost or never had), but they are all LEGAL software titles.
>
> If you want a listing, I created one in Microsoft Excel format on the
> Macintosh (version 5.0) and I can send that to you via e-mail if you so
> shall desire, I can also re-save another copy in text format and send that
> to you too.
>
> The cost (US ONLY) is $20.00 for ALL titles to any US address, but must be
> pre-paid. I will accept checks or money orders, but if you send me a
> check I will wait 2 weeks for it to clear my bank. I will give you my
> snail mail address via e-mail if you are really interested. NOTE: The
> $20.00 includes the shipping.
>
> Doctor Vell
>
> --
> Doctor Vell is a FICTIONAL person with an e-mail address, go figure
> that one out? He even has his own Doctor Who web page, it is located
> at: http://www.fortunecity.com/lavendar/poitier/353/index.html

2644. Re: atari DOS compatable?

Newsgroup: comp.sys.atari.st
Date: 1999-07-31 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199907312341.a59224@su2.maus.de>
Source record: 75177

```
J>just as i said in the subject...i would like to find out about Atari's
J>and DOS compatibility...thanx
file system only
```

2645. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37A37ED4.B9A99EE6@ihug.co.nz>
Source record: 75178

Hi there,

Katherine Ellis wrote:
>
> On Wed, 28 Jul 1999, Martin-Eric Racine wrote:
>
> > Hi Louis!
> >
> > > agreed and not agreed: I've got a TT, which for most use is fast enough.
> > > Except for graphics: it's simply slow. Like I said a little earlier, a
> > > Falcon is probably better because of the DSP.
> >
> > Not really. As the experience with the Brainstorm JPEG decoder
> > prooves, the DSP alone doesn't make much of a difference, _BUT_
> > a combination of DSP _and_ FPU might make a slight difference.
>
> Hello Martin, I am afraid I don't understand..
> To load a JPG picture of 100Kb (average compression of 75%) to display in
> TC color takes less than 4 sec on falcon using the DSP.
> I don't think using CPU only will be that fast, but again, last time I
> used a TT was 3 years ago. So.. I might be wrong, but it felt MUCH slower.
> I think we should take 1 picture (the same) and we time it.

Good idea. I have used my Falcon extensively for graphics and my observations have included JPEG viewing on a friends TT. If I load a JPEG into GEM-view 3 with DSP unpacking checked on I easily halve the amount of time needed to view the image. That isn't really the full picture because GEM-view's slow octree calculations and dithering to 256 colour account for 95% of the time involved in loading a JPEG. I think the increase in unpacking speed must be at least 10-12 time faster with DSP with GEM-view. Other software like MGIF can depack JPEG faster than GEM-view, but nothing beats the JPEGD decoder or APEX JPEG viewer for sheer speed...the TT seems to work more than twice as fast as a 16MHz Falcon but slightly faster than a 32MHz Falcon with MGIF, maybe the faster/wider RAM helps there...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2646. Web page

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: <>
Message-ID: <37a3af63.0@news.qnet.com>
Source record: 75179

http://mars.spaceports.com/~starlord/INDEX.HTM

Done on an Atari

```
*-----------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-----------------------------------------*
```

2647. FS: 400MB SCSI drive $35

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: midigear@gis.net
Message-ID: <37a3d8cd.14355535@news.gis.net>
Source record: 75180
Cross-posted to:
comp.sys.amiga.marketplace,comp.sys.mac.wanted,comp.sys.computers.misc.forsale,ne.forsale,comp.sys.atari.st

FS: 400MB Fujitsu SCSI drive
model: M2623SA

3.25 inch, half height
can include free 50 pin ribbon cable for internal connection
if needed

$35 + shipping from zip 02144

2648. Re: Atari ST 520 for sale

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: mhop@snip.net
Message-ID: <37a40dbc.43522256@news.snip.net>
Source record: 75181

On Sat, 24 Jul 1999 23:45:34 -0500, "M.J." <mikej@web-access.net>
wrote:

>I have the following for sale:

Is this stuff listed on Ebay as well?

2649. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <54ioxCAQxBp3EwZO@steverosie.demon.co.uk>
Source record: 75182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 31 Jul 1999 at 19:51:31 a message from Carl Zittrer was created
on the subject of Help with sending MIDI files from MAC to Atari ST.
>Any ideas on how I could download a MIDI file on my MAC 2ci and then play
>them on my Atari ST sequencer?
>
>Is there any way to get the Atari to read a MAC floppy disk?
>
>Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
>to the Atari throuh a MIDI cable?
>
>I'm new at this, so I would grateful for any help.
>

There is ways of doing it;)

I do have a program called MACsee:

MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
GBP + postage.

As you didn't mention it in your posting, I have no idea where in the
world you are. I am prepared to accept payment in USD's!

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2650. *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37a42d7b$0$162@news.zetnet.co.uk>
Source record: 75183

I've installed an Eclipse and I've got some wierd problems...

Firstly Although we've now got it working hardware wise theres some sort of software glitch ....It doesn't come up with the right colours on the desktop, ...everything is the wrong colour....Apparently this is a problem that occurs if you have a 2Mb card and are using 4mb setting and vice versa, but I've got a 4Mb card and the setting is right....Dave at Titan (I took it up to him for the installation and we were both stumped) says it happened earlier in the development and he's forgotten what the fix was....it is a software issue though, the hardware is working fine and apart from the colour problem it is pretty good....it's a lot faster than normal....and then you realise it's doing it at 1024x768x16-bit.....

Secondly ....The colour mismatch is affecting my <normal> desktopp too....it is currently bright pink...I've looked at the colours CPX and it's a mess.....

Thirdly....how do I get a 1280x1024x24-bit mode out of the Eclipse...there doesn't seem to be an option for it ATM. It'll need to be 60 or 72 Hz refresh as that is all my monitor can do.....

chrisc

2651. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933509959.7203.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 75184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer wrote in message ...

>Is there any way to get the Atari to read a MAC floppy disk?

Possibly, but it might be easier to get the Mac to use disks the Atari can use. Newer Macs have the capacity built in to read/write DOS (PC) floppies which the Atari is quite happy to use. You can get the software for older Macs - IIRC it's called PC-Exchange.

>Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
>to the Atari throuh a MIDI cable?

Doubtful. You could do it with a null modem serial cable and a comms package on each machine, I guess.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2652. [UPDATE] JOE 1.46 (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: ptonthat@club-internet.fr
Message-ID: <7o1mvi$3sf$2@front7.grolier.fr>
Source record: 75185

Bonjour :)

I put a bugfixed version (I hope it's) of Joe on my webpage
http://rajah.atari.org/

Bye

Rajah Lone / Queen Meka

2653. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <37a47a2a$0$160@news.zetnet.co.uk>
Source record: 75186

On 28 Jul 1999 16:59:40 , Paul Williamson wrote:
>On 28 Jul 1999 16:16:04 , J�rgen Nyberg wrote:
>>On 28 Jul 1999 00:09:06 , Jos Vlietstra wrote:
>>>Hi,
>>>I want to buy Cab 3.0 , the superfast version of the only neat

[snip]
>
><snip>
>
>>Hi Jos
>>
>>Well spoken couldn't agree more. I'll definitly send an e-mail to Alexander.
>>And as you said if we all do it maybe he'll react.
>>
>>Cheer's J�rgen
>
>It seemed a good idea to me as well - I sent Alexander an e-mail this
>afternoon.
>

Excellent idea - but what is his e-mail address?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2654. WANTED: A GOOD HOME

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990801191147.10573A@iwb.compulink.co.uk>
Source record: 75187

I'm looking for a good home for my Atari SLM804. The printer is complete
and includes the manual, plus the following:
spare SLM804 carcass for spares
spare drum unit (£130 value)
spare toner cartridge (£30 value - still available from SysSol)

All of the above is available FREE to a good cause (school, charity, etc.)
or £50 to the first person to e-mail me!

"Buyer" must collect - Surrey, UK.

Regards,

Ian B

2655. NVDI 4 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990801191156.10573C@iwb.compulink.co.uk>
Source record: 75188

I have a complete copy of NVDI 4 for sale - only £5!

E-mail me if interested!

Regards,

Ian B

2656. Re: FS(UK): Vortex ATonce-386SX PC Emulator (for MegaSTe)

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990801191159.10573D@iwb.compulink.co.uk>
Source record: 75189

In article <memo.19990417215157.16023D@mwaterhouse.compulink.co.uk>,
mwaterhouse@cix.co.uk (Martin Waterhouse) wrote:

> Article: 144286 of comp.sys.atari.st
> From: mwaterhouse@cix.co.uk (Martin Waterhouse)
> Newsgroups: comp.sys.atari.st
> Subject: FS(UK): Vortex ATonce-386SX PC Emulator (for MegaSTe)
> Message-ID: <memo.19990417215157.16023D@mwaterhouse.compulink.co.uk>
> Lines: 14
> Date: 17 Apr 1999 20:49:56 GMT
>

I can offer one of these, too, including a copy of DOS - all for £35 (inc.
p&p).

Regards,

Ian B

2657. CALLIGRAPHER GOLD

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990801191202.10573E@iwb.compulink.co.uk>
Source record: 75190

FOR SALE:

A complete version of Calligrapher Gold, complete with the following,
additional fonts:
Commercial Script
Century Schoolbook
Garamond
Garamond condensed

Any sensible offer considered!

Regards,

Ian B

2658. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <933542262-397968AEicMi@post3.tele.dk>
Source record: 75191

>From: tcjspencer@zetnet.co.uk (Trevor Spencer)
>
>Excellent idea - but what is his e-mail address?
>
>Trevor

Alexander Clauss email adress is < aclauss@hrzpub.tu-darmstadt.de >

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

2659. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a4b285$0$158@news.zetnet.co.uk>
Source record: 75192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
> >Or could I hook up a MIDI interface to the MAC and then ship the MIDI
file
> >to the Atari throuh a MIDI cable?

yes with two sequencers,play on the Mac,record on the Atari,a bit of a
long way round though
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/
```

2660. Re Stunt Car Racer

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7o2h4s$om1$1@news6.svr.pol.co.uk>
Source record: 75193

Hi Alfons, didn't see the start of this thread but i have
an original copy you can have if you're still looking.
(unless anyone can tell me how to get the bugger working
with backward!)
Regards, Steve.

steve@greenies81.freeserve.co.uk
(Stephen Green - Dorset - England - Tel 01258817841)

2661. WTB: Star Fleet I for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: henry.campbell@worldnet.att.net.NOSPAM
Message-ID: <37A4FE4F.926A5322@worldnet.att.net.NOSPAM>
Source record: 75194

If anyone had it and is willing to part.

Hank

2662. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: Caye Silverlight <nnjacir@ix.netcom.com>
Message-ID: <7o3501$sf5@dfw-ixnews6.ix.netcom.com>
Source record: 75195
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

Oh you better believe I'm ignoring it. Everyone, please express to Steve how much you are ignoring his test

Harold R.G. Alley Jr. <ataripc@earthlink.net> wrote in message news:37A292DF.C7ED7B1A@earthlink.net...
>
>
> Steve wrote:
>
> > This is a test, please ignore.
> >
> > Thanks :-)
> >
> > --
> > Steve <<macgamer@ukonline.co.uk>>
> >
> > MacGamer UK
> > http://web.ukonline.co.uk/macgamer/
>
> Oops I forgot to read the main body where it said ignore.
>
> Harold Alley
> AtariPC@earthlink.net
> @2die4.com
> @pipeline.com
>
>
>

2663. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908011319.a60477@su2.maus.de>
Source record: 75196

Hallo Vassilis,

VP>Still use them as a reference since Pure C's manuals are in German.
right, but the program itself is in English.

Regards, Peter

2664. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-01 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908011324.a60478@su2.maus.de>
Source record: 75197

Hello Carl,

CZ>Is there any way to get the Atari to read a MAC floppy disk?
yes, there is a program called MACSEE that is able to read and transfer files from mac media (floppy, hard drives and removable disks).

It was sold by CCD (Germany), a company of which I don't know if they still exist.

CZ>Or could I hook up a MIDI interface to the MAC and then ship the MIDI
CZ>file to the Atari throuh a MIDI cable?
I think a null modem cable (and two terminal programs) will do the job.

Regards, Peter

2665. 1040STFM connected to the Internet???

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Torn Kleinholz <Torn.Kleinholz@gmx.de>
Message-ID: <7o2vht$um8$1@fermi.tro.net>
Source record: 75198

Hi!

Is there any easy solution to make it possible to read mails and to do simple browsing (maybe chatting) on an Atari 1040 STFM with 2 MB and NO HARDDISK? Something like a 1 or 2 disk solution?

My Atari days are over since 10 years so I am not very skilled anymore. I do not have any software exept those on my PC (pack programs i.e.).

My girlfriend would love to have some internet connection over the Atari!

Is it possible???

Thanks

TORN

--

Markus Reiser (privat): Markus.Reiser@gmx.de
Markus Reiser (beruf): ruck.zuck@gmx.de

Als Torn Kleinholz bzgl. Rollenspiel,
Spielerkontaktbï¿½rse, Spielen allgemein:
Torn.Kleinholz@gmx.de

Spielerkontaktbï¿½rse fï¿½r alle, die
Spielpartner (Rollenspiel, Karten-
spiele, Gesellschaftsspiele) suchen:
http://www.tromedia.de/~mre/stehcafe

Homepage wenn's muï¿½:
http://www.tromedia.de/~mre

2666. Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <37a51bb4.1262556@news.peganet.net>
Source record: 75199

I have several 1040ST keyboards in great shape. $10.00 each includes postage anywhere in the US. e mail only please to rbender@peganet.com

2667. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Mitch Crane <us@them.org>
Message-ID: <020819990051020913%us@them.org>
Source record: 75200
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

What test?

In article <7o3501$sf5@dfw-ixnews6.ix.netcom.com>, Caye Silverlight
<nnjacir@ix.netcom.com> wrote:

> Oh you better believe I'm ignoring it. Everyone, please express to Steve how
> much you are ignoring his test
>
>
>
> Harold R.G. Alley Jr. <ataripc@earthlink.net> wrote in message
> news:37A292DF.C7ED7B1A@earthlink.net...
> >
> >
> > Steve wrote:
> >
> > > This is a test, please ignore.
> > >
> > > Thanks :-)
> > >
> > > --
> > > Steve <<macgamer@ukonline.co.uk>>
> > >
> > > MacGamer UK
> > > http://web.ukonline.co.uk/macgamer/
> >
> > Oops I forgot to read the main body where it said ignore.
> >
> > Harold Alley
> > AtariPC@earthlink.net
> > @2die4.com
> > @pipeline.com
> >
> >
> >

--
ybbxvatyvxrnobeantnvayvivatyvxrnurergvpyvfgravatgbneguheyrrerpbeqfznxv
atnyylbhesevraqfsrryfbthvyglnobhggurveplavpvfznaqgurerfgbsgurvetrareng
vbaabgriragurtbireazragnertbaanfgbclbhabjohgnerlbhernqlgborurnegoebxra

2668. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8825_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75201

In uno strano messaggio del 03 Jul 99 graiter@starmail.com (2:333/608.1)
scrisse al povero All :
g> project, I'd like to propose a discussion on an ethernet solution based
g> on massproduced ISA cards.

I'm sure I've already seen a project 68Kbus->ISA. Maybe it was the german
magazine ST-Magazin, maybe it was found on the net, but it was years ago.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2669. FS: Systems... must go!

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: "news.akula.com" <ctsprod@excite.com>
Message-ID: <rqafth6vapacq6@corp.supernews.com>
Source record: 75202

These items gotta go!!! I need the space!!! They goes
as follows:

System Packages for sale:

System 1:
* Atari Mega ST
* Color Monitor
* 500 + Hard Drive w/CDRom & Tape backup Drives
(Comes with 20+ Tape Carts, 4 CD case caddies & 1 Atari CD with
lots of programs - <Gemini Atari CD-Rom, Dec. 1993>)
* Atari SM804 w/Outburst (Needs new drum and toner)
* Migraph Hand page scanner
* 14400 Fax Modem
* Programs left on the Hard Dive are: Data Manager, Degas Elete,
Mortcalc, Retcalc, GramSlam, PageStream, Touch UP, WordPerfect,
Animate, AVSPlay, Film Play, GemView Demo, Iff Src, JPEG, Player,
Games: Battle Chess, Battle Ship, Hackman2, Match, Missle Command,
Pinball, Spaceball, Tetris, Games end, STZip, ARC Shell, Esscode, LHARC,
IBM Emulator, Mac Emulator, CalShow6.2A, Geneva, STFax, Warp 9, Stalker,
DB3 Tape Backup Software, G+Plus, Connect, Virus Program and more!

System 2:
* Atari 1040 w/16 Megs and a switcher (8 to 16 Mhz)
* 130+ Hard Drive (In 2 cases connected by a cable)
* 14400 Fax Modem
* Color Monitor
* Migraph Hand Scanner
* Programs left on the Hard Drive are: Data Manager, Degas Elete, Mortcalc,
Retcalc, GramSlam, PageStream, Touch Up, WordPerfect, Word Write, STZip,
CalShow 6.2, Warp 9, STFax, Stalker, AB Calculator, Games: Loom, Match,
Missle Command, Pac Mania, Speech and more!

I have other software & Hardware that I'll post later... when I get them
together.

Excepting 1st reasonable offer! Buyer(s) pays shipping!!
e-mail: ctsprod@hotmail.com

2670. Re: stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Stargazer <Stargazer69@gmx.ch>
Message-ID: <37A56137.E6E40FA4@gmx.ch>
Source record: 75203

Go to this URL:
http://lgd.fatal-design.com/pompey/11_20.html
then look for CD 17 , and download it! Stunt car racer is on it.

Or go to:
http://lgd.fatal-design.com/automation/automation_111_120.html
look for CD 117 and download it: Stunt car racer is on this too.

One of them certainly works!

Nico

2671. Re: WTB: Star Fleet I for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <u$YdQAA5mWp3EwK5@steverosie.demon.co.uk>
Source record: 75204

On Sun, 1 Aug 1999 at 19:11:27 a message from was created on the
subject of WTB: Star Fleet I for the ST.
>If anyone had it and is willing to part.
>
>Hank
>
I'm still looking:)

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2672. GTLOOK 2 is PD

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A56D21.23739981@patent.gov.uk>
Source record: 75205

The Epson scanner software is now PD, version 2.11 according to:

http://www.atari-computer.com/xonline/maine.htm

look for look_211.zip.

That's the good news.

The bad news, at least for me with my GT5000, is

The connection possibilities have now grown, and the one I/we want....
external SCSI .. is grayed out. The 'return' button seems dead as well,
and my Falcon seizes up. I just can't get it to run

Can any one help, not with the translation but with getting it to work.

I have an earlier version of GTLOOK 2, looking at the code in KNIFEST,
it has the screen to produce user gradation curves, but I cannot get
these. It came on HD with the computer so I have no manual. Any help
please.

Bob-King.

2673. GDPS scanner drivers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A578A7.BCA1058E@patent.gov.uk>
Source record: 75206

I have GDPSINIT GDPS_SC.PRG and various GDPS.ACC for the Epson scanner, group, also SCAN_IT.PRG. None of these seem to work with the Falcon. They all insist that 'no scanner driver has been installed', (I think that's what the German says). I seem to remember that at least one of them got further than that on my MegaST4.

Although I have GTLook up and working, any help would be most appreciated, please.

Bob_King.

2674. Atari 1040STf Case

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <37A586A6.34067D78@bellatlantic.net>
Source record: 75207

I am looking for an Atari 1040STf case in mint condition. Must NOT have
any yellowing effect. Also .. where can I locate a Freeware/Shareware
BBS
program for it ? My first system was an Atari 800 and I am getting back
into
the Atari systems again along with my][gs system. I HATE BLOATWARE !

Ajpolitz

2675. WTD Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bob <nospam@thanks>
Message-ID: <01bedce2$652e3800$02c809c0@purple>
Source record: 75208

Hi,

Looking to buy a Falcon in the UK but dont have
a huge budget so anything considered.

Offers please to :

Bob F
BrainBox Software

Bob@brain-box.demon.co.uk

2676. Re: 1040STFM connected to the Internet???

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a5ae5434b5ae0@mail.otenet.gr>
Source record: 75209

on Mon 02-08-1999 04:25 Torn Kleinholz wrote:

>Hi!
>
>Is there any easy solution to make it possible to read mails and to do
>simple browsing (maybe chatting) on an Atari 1040 STFM with 2 MB and NO
>HARDDISK? Something like a 1 or 2 disk solution?
>
>My Atari days are over since 10 years so I am not very skilled anymore. I
>do not have any software exept those on my PC (pack programs i.e.).
>
>My girlfriend would love to have some internet connection over the Atari!
>
>Is it possible???
>
Let's go backwards. After 'Power without the price' there is now the
'Nothing is impossible on an ATARI!' :-)

With 2 MB and no harddisk your obvious choise is STinG. It's SingleTOS
compatible and can be installed on a 720 KB floppy. There is room for
some more programs. At this point you should decide if 0.5 or 1 MB of
your memory should become a RAM disk. I think this will speed some
operations a lot. On the second flopy you can install other Internet
software. For mail, news and simple browsing there is NewSie 0.9x that
should be fine for such a setup.

Instructions for installing STinG and CAB 1.5 on a harddiskless system
with 1 MB of RAM (!) are in a page created by Tony Cianfaglione but
(sorry) can't find the URL right now. Anyone ?

"http://www.ettnet.se/~dlanor/sting/html" for STinG

You'll definitely find very helpful the Quick FAQ at
"http://quickfaq.atari.org/"

There are also hundrends of sites and many ftp servers for info and
downloads. We're still quite alive ;-)

Hope this helps a little.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2677. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a5bd2a$0$157@news.zetnet.co.uk>
Source record: 75210

Randall W. Bender <rbender@peganet.com> wrote in message
news:37a51bb4.1262556@news.peganet.net...
> I have several 1040ST keyboards in great shape. $10.00 each

I'm sure the header said Free!!!!

2678. Highrez colour graphics card for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: wophead@hotmail.com
Message-ID: <7o4fbm$d3s$1@news8.svr.pol.co.uk>
Source record: 75211

Hi everybody ,

Just been reading the review of the veloce+ in ACC10,and it sounds
exactly what I want for my ST setup.
However is there/was there any higrez colour
graphics cards for the ST.
With the Veloce+ and maybe such a card I'll be able to hang onto my ST
well into the next millenium for professional use.

see ya

John
---
wophead@hotmail.com

---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

2679. How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7o4irv$97ok$1@spnode25.nerdc.ufl.edu>
Source record: 75212

hello friends:

I wonder if anyone here has been able to transfer files from Mac Local Talk network to Falcon using the Lan port? Is this possible and if yes could anyone explain in detail how to do it please?

I need to transfer all my Atari files so I can make a cd backup of my Falcon files.

Thanks a lot, Raymond

2680. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: atomic@wirethebastardsforelectrocutionforspamweb.net
Message-ID: <rqbjhimsevrcq6@corp.supernews.com>
Source record: 75213

In article <933096311.444.27@news.remarQ.com>,
atomic@wirethebastardsforelectrocutionforspamweb.net (Mr. Atomic) wrote:
>Hello! I have a Gemulator card with TOS 2.6 and I have lost the
>documentation.
>
>I need the dip switch settings so I may correctly set the memory address of
>the card so I can avoid conflicts in the PC.
>
>Could someone post them or post a jpg of the page describing the settings?
>
>Thanks in advance.
>
>Marc

I still need the information.

2681. Re: Atari 1040STf Case

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <WEQjeKAacdp3Ew+9@steverosie.demon.co.uk>
Source record: 75214

On Mon, 2 Aug 1999 at 11:58:00 a message from Anthony Politz was created
on the subject of Atari 1040STf Case.
>I am looking for an Atari 1040STf case in mint condition. Must NOT have
>any yellowing effect. Also .. where can I locate a Freeware/Shareware
>BBS
>program for it ? My first system was an Atari 800 and I am getting back
>into
>the Atari systems again along with my][gs system. I HATE BLOATWARE !
>
> Ajpolitz
>

A normal STFM single sided case will do, you can remove the STF badge
for the old case, if you have it.

Depending where you are in the world, dictates whether it would be worth
while or not. I'm based in the UK, so there's no problem for Europe and
the UK...

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2682. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VUsjaNAredp3Ew+x@steverosie.demon.co.uk>
Source record: 75215

On Mon, 2 Aug 1999 at 16:37:50 a message from kevin dermott was created
on the subject of Free Keyboards.
>
>Randall W. Bender <rbender@peganet.com> wrote in message
>news:37a51bb4.1262556@news.peganet.net...
>> I have several 1040ST keyboards in great shape. $10.00 each
>
>I'm sure the header said Free!!!!
>

Snap:) I couldn't agree more... they wouldn't work for Microsoft would
they! I think they use a similar advertising strategy:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2683. looking for Paul Baker

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8833_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75216

I am determined to get in contact with Paul Baker, wherever he is. We were refining net2net so well that I can't let it go. Please help me find him, I am in Italy so it is not so easy, people in London should do it easier. The last address I have is:

Mr P. Baker
Flat 14
40 Torrington Park
North Finchley
London
N12 9TS

At least until London,UK, 16-08-98/22:15

His system was: The Tavern BBS
~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| **> 44-(0)181-364-8268 <** |
~~~~~~

Find this man please!

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2684. Re: TT-Digger V6

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8827_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 75217

In uno strano messaggio del 26 Jul 99 H.Robbers@cable.A2000.nl (2:333/608.1) scrisse a All in area 'COMP.SYS.ATARI.ST':
HR> 1: This version is a better one than V5.4 :-)

I checked some versions time ago, I am still looking for a debugger in my environment.

The current problem is I need to develop under MagiC, and nothing works on it! I may switch to MagiCMac or MagiCPC if not on my TT with a CrazyDots2 graphic card.

Is the current version supporting MagiC ? Will it ever do ?

I forgot to say my main compiler is Lattice C / Devpac, sometimes Pure C.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2685. Re: About the ATARI STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990802190847.64493A@iwb.compulink.co.uk>
Source record: 75218

In article <37a32389.1455858@news.easynet.fr>, xmesse@easynet.fr (Aur&#65533;lien
MESSE) wrote:

> Article: 149734 of comp.sys.atari.st
> Path:
> news.cix.co.uk!peernews.cix.co.uk!ayres.ftech.net!news.ftech.net!newsfee
> d.icl.net!isdnet!easynet-fr!buggy.easynet.fr!not-for-mail
> From: xmesse@easynet.fr (Aur&#65533;lien MESSE)
> Newsgroups: comp.sys.atari.st
> Subject: About the ATARI STE Language Disk
> Date: Sat, 31 Jul 1999 16:26:42 GMT
> Organization: [Posted via] Easynet France
> Lines: 7
> Message-ID: <37a32389.1455858@news.easynet.fr>
> Reply-To: xmesse@easynet.fr
> NNTP-Posting-Host: 212.180.9.176
> X-Trace: buggy.easynet.fr 933438248 54197 212.180.9.176 (31 Jul 1999
> 16:24:08 GMT)
> X-Complaints-To: abuse@easynet.fr
> NNTP-Posting-Date: 31 Jul 1999 16:24:08 GMT
> X-Newsreader: Forte Free Agent 1.11/32.235
> Xref: news.cix.co.uk comp.sys.atari.st:149734
>
> I am trying to find the ATARI STE Language Disk for a friend.
> I don't know if it is useful, but the serial number is
> CA400607-004RV.B.
>
> If you have got any information, please email me at xmesse@easynet.fr.
> Thanks.
>
>

```
The STe language disk contains only the following:
BASIC interpreter
CONTROL.ACC
EMULATOR.ACC
EXAMPLE.PRG
and is, therefore, not really worth having! However, I'll ZIP it up, if
you're interested, and send it to you!

Regards,

Ian B
```

2686. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A5DA4F.B9E96518@catvomit.u-net.com>
Source record: 75219

Steve Stupple wrote:

> On Mon, 2 Aug 1999 at 16:37:50 a message from kevin dermott was created
> on the subject of Free Keyboards.
> >
> >Randall W. Bender <rbender@peganet.com> wrote in message
> >news:37a51bb4.1262556@news.peganet.net...
> >> I have several 1040ST keyboards in great shape. $10.00 each
> >
> >I'm sure the header said Free!!!!
> >
>
> Snap:) I couldn't agree more... they wouldn't work for Microsoft would
> they! I think they use a similar advertising strategy:)

What I want to know is....where is the 'Asian Sluts' banner? or how about a
link to T50.com.....

>
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2687. For Sale - Atari 520 STFM, Philips 8833 Mark 2 Colour Monitor, Cumana Disk Drive

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: <shaun@donnelly00001.freeserve.co.uk>
Message-ID: <7o4oagkes1@news8.svr.pol.co.uk>
Source record: 75220

The following items are all in good working order:

Atari 520 STFM (with single sided disk drive) - £50

Philips 8833 Mark 2 Colour Monitor (with TV Modulator) - £25

Cumana CSA 354 Disk Drive - £20

I also have more than 50 games. Please contact me for more details.

Shaun Donnelly

2688. need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Mark J W <Mark@j303.freeserve.co.uk>
Message-ID: <7o4pjg$8as$1@news6.svr.pol.co.uk>
Source record: 75221

anyone know where i can get Cubase for the Atari

Thanks indeed...

2689. Re: TT-Digger V6

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37A5EA95.4CFED71A@cable.A2000.nl>
Source record: 75222

Hi Mike

Mike De.Petris wrote:

> I checked some versions time ago, I am still looking for a debugger in my
> environment.
>

TT-Digger is NOT a debugger. It is a diagnostic tool, not related to a particular compiling system.

> The current problem is I need to develop under MagiC, and nothing works on
> it! I may switch to MagiCMac or MagiCPC if not on my TT with a CrazyDots2
> graphic card.
>
> Is the current version supporting MagiC ? Will it ever do ?

It runs on any TOS 1.0 compatable operating system, with any number of colors. :-)
I have myself a TT with MagiC 6 and a NOVA graphic card.

> I forgot to say my main compiler is Lattice C / Devpac, sometimes Pure C.

TTD recognizes executables, + the DRI and Pure C object format, NOT yet the formats produced by Lattice or Devpac. But I think you can have Lattice and Devpac produce the DRI format.

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2690. Straight-Fax (with UsR 56K Voice) problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: m.ravasini@tiscalinet.it
Message-ID: <7o4mqunek1@aquila.tiscalinet.it>
Source record: 75223

Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It seems to initialize the modem (Fax led flashing) but this is likely to return something wrong or unexpected 'cause Straight-Fax invariably shows the warning "The Modem is not responding. Please check etc...". Shall I change something in the UsR setup? Or configure it just as the old 33600 version (if so which are the settings to be changed?)? You Atarians, drop me some help line please!

Marco Ravasini

Falcon, with 16 Mb RAM, MagiC 5.11, NVDI 4, HS-Modem and StinG 1.20...

_____Marco Ravasini_____
____via S. Caboto 38 - 10129 - Torino - Italy____
____Tel. +39 +11 5682804____cell.0347 0743453____

2691. UsR 56K Voice (with Straight-Fax) problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: m.ravasini@tiscalinet.it
Message-ID: <7o4mr0nek2@aquila.tiscalinet.it>
Source record: 75224

Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It seems to initialize the modem (Fax led flashing) but this is likely to return something wrong or unexpected 'cause Straight-Fax invariably shows the warning "The Modem is not responding. Please check etc...". Shall I change something in the UsR setup? Or configure it just as the old 33600 version (if so which are the settings to be changed?)? You Atarians, drop me some help line please!

Marco Ravasini

Falcon, with 16 Mb RAM, MagiC 5.11, NVDI 4, HS-Modem and StinG 1.20...

_____Marco Ravasini_____
____via S. Caboto 38 - 10129 - Torino - Italy____
____Tel. +39 +11 5682804____cell.0347 0743453____

2692. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37A5ECCB.64F7E7EE@cable.A2000.nl>
Source record: 75225

kevin dermott wrote:
>
> Randall W. Bender <rbender@peganet.com> wrote in message
> news:37a51bb4.1262556@news.peganet.net...
> > I have several 1040ST keyboards in great shape. $10.00 each
>
> I'm sure the header said Free!!!!

I think he meant: Free From Slavery. The $10 dont go to his master, but
to the keyboard himself. ;-)

--
Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2693. St Star Raiders Box

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A5E295.63CE@geocities.com>
Source record: 75226

Hi folks, I have a collection going, and one of which is a collection
of the various Star Raiders games released by Atari.

So if you have ST Star Raiders in the box... or hell just the box (
have the manual and disk), I will buy the BOX.

Thanks folks!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2694. Re: WTD Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A5FD66.BFB648AA@catvomit.u-net.com>
Source record: 75227

I should have a Falcon with monitor available soon. Drop me a mail

Hugh

Bob wrote:

> Hi,
>
> Looking to buy a Falcon in the UK but dont have
> a huge budget so anything considered.
>
> Offers please to :
>
> Bob F
> BrainBox Software
>
> Bob@brain-box.demon.co.uk

2695. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a608da$0$160@news.zetnet.co.uk>
Source record: 75228

J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
news:7nqkekjam1@cubacola.tninet.se...
> Hi!
>
> I've started playing with a homepage and a would really like some
comments,
> positve or negative. Or if you find any links that doesn't work or
typos.
> And as one always say, it's not finished.

loved the animated nudes err,or is that some other site I stumbled across
by mistake?
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2696. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a608db$0$160@news.zetnet.co.uk>
Source record: 75229

>
> What I want to know is....where is the 'Asian Sluts' banner? or how about a
> link to T50.com.....

what's all this I'm missing then??
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2697. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: kim@goaway.com
Message-ID: <37a5fafa.38024593@news.lineone.net>
Source record: 75230
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

On Sun, 1 Aug 1999 23:54:06 -0400, "Caye Silverlight"
<nnjacir@ix.netcom.com> wrote:

>Oh you better believe I'm ignoring it. Everyone, please express to Steve how
>much you are ignoring his test

What test? :)

Kim
Senior Staff member for www.PlaystationFan.com
Writer for www.vgextreme.com and www.stormloader.com/gamersedge

2698. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Peter_Ammon@rocketmail.com
Message-ID: <Peter_Ammon-0208991513220001@paul14.hip.berkeley.edu>
Source record: 75231
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In article <7o3501$sf5@dfw-ixnews6.ix.netcom.com>, "Caye Silverlight"
<msoftmonkey@crosswinds.net> wrote:

> Oh you better believe I'm ignoring it. Everyone, please express to Steve how
> much you are ignoring his test

What te...

Oh, I'm much too late!

-Peter

>
>
>
> Harold R.G. Alley Jr. <ataripc@earthlink.net> wrote in message
> news:37A292DF.C7ED7B1A@earthlink.net...
> >
> >
> > Steve wrote:
> >
> > > This is a test, please ignore.
> > >
> > > Thanks :-)
> > >
> > > --
> > > Steve <<macgamer@ukonline.co.uk>>
> > >
> > > MacGamer UK
> > > http://web.ukonline.co.uk/macgamer/
> >
> > Oops I forgot to read the main body where it said ignore.
> >
> > Harold Alley
> > AtariPC@earthlink.net
> > @2die4.com
> > @pipeline.com
> >
> >
> >

2699. not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A617D2.164982D7@catvomit.u-net.com>
Source record: 75232

I'm just setting up my new Falcon but I have encountered a major problem. I prefer to use MagiC 5.11 as an operating system but after I partition my Quantum xp 4.2 gig drive to about 7 'divided' partitions with HD Driver 6, MagiC will hang up trying to access any other partition than C.

I have re-installed and no matter how minimal the installation (nothing but HD drive then MagiC) I'm still getting the same problem.

Anybody got a clue on this one?

Hugh

2700. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a623ea$0$157@news.zetnet.co.uk>
Source record: 75233

Hugh Lutley <spewy@catvomit.u-net.com> wrote in message
news:37A617D2.164982D7@catvomit.u-net.com...
> I'm just setting up my new Falcon but I have encountered a major
> problem. I prefer to use MagiC 5.11 as an operating system but after I
> partition my Quantum xp 4.2 gig drive to about 7 'divided' partitions
> with HD Driver 6, MagiC will hang up trying to access any other
> partition than C.
>
> I have re-installed and no matter how minimal the installation (nothing
> but HD drive then MagiC) I'm still getting the same problem.
>
> Anybody got a clue on this one?
>
> Hugh
I seem to remember something similar untill I upgraded my HD Driver,have
you tried the demo of a later version,tried a previous or even AHDI at
least this would isolate the problem
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2701. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37a5dfa1@skylite.connect.ab.ca>
Source record: 75234

> Where would I find a demo version?

You can get the latest demo in the Demo section of the download bay in
MagiC Online. You can also get it from the author's page and the new ASH
pages.

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2702. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37a5eaaa@skylite.connect.ab.ca>
Source record: 75235

> It is still being developed for Atari so just about any music shop if you
^^^^^^^^^^^^^^^^^^^^^^^
> want a new latest one
> Kevin

????
This is news to me :)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2703. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37A68450.20CE94A9@jps.net>
Source record: 75236

Why not try www.emulators.com?

"Mr. Atomic" wrote:
>
> In article <933096311.444.27@news.remarQ.com>,
atomic@wirethebastardsforelectrocutionforspamweb.net (Mr. Atomic) wrote:
> >Hello! I have a Gemulator card with TOS 2.6 and I have lost the
> >documentation.
> >
> >I need the dip switch settings so I may correctly set the memory address of
> >the card so I can avoid conflicts in the PC.
> >
> >Could someone post them or post a jpg of the page describing the settings?
> >
> >Thanks in advance.
> >
> >Marc
>
> I still need the information.

2704. Re: 1040STFM connected to the Internet???

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933661579.47.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 75237

Vassilis Papathanassiou wrote in message <37a5ae5434b5ae0@mail.otenet.gr>...

>Instructions for installing STinG and CAB 1.5 on a harddiskless system
>with 1 MB of RAM (!) are in a page created by Tony Cianfaglione but
>(sorry) can't find the URL right now. Anyone ?

It's:

http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2705. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37a612e1@skylite.connect.ab.ca>
Source record: 75238

>> >Randall W. Bender <rbender@peganet.com> wrote in message
>> >news:37a51bb4.1262556@news.peganet.net...
>> >> I have several 1040ST keyboards in great shape. $10.00 each
>> >
>> >I'm sure the header said Free!!!!

:-)
Those were my first thoughts too when I read the message.. but maybe he
meant "free" as in he has some extra ones, that are "free" to sell.. I
dunno?
Ie, when you have.. hmm... for example if you had 2 fridges, and your
friend needs one, so one might say " I have a free fridge I can sell you."
Then again, maybe he just wanted to get our attention by lying :-)

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2706. Re: About the ATARI STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37A684DB.A8E947B4@jps.net>
Source record: 75239

More useful would be the STEFIX.PRG....

Ian Braby wrote:
>
> In article <37a32389.1455858@news.easynet.fr>, xmesse@easynet.fr (Aurï¿½lien
> MESSE) wrote:
>
> >
> > I am trying to find the ATARI STE Language Disk for a friend.
> > I don't know if it is useful, but the serial number is
> > CA400607-004RV.B.
> >
> > If you have got any information, please email me at xmesse@easynet.fr.
> > Thanks.
> >
> >
>
> The STe language disk contains only the following:
> BASIC interpreter
> CONTROL.ACC
> EMULATOR.ACC
> EXAMPLE.PRG
> and is, therefore, not really worth having! However, I'll ZIP it up, if
> you're interested, and send it to you!
>
> Regards,
>
> Ian B

2707. Free Mags (STF, STU, STR) to person in Ireland.

Newsgroup: comp.sys.atari.st
Date: 1999-08-02 00:00:00 UTC
From: Grings <grings@bigfoot.com>
Message-ID: <kQJp3.823$r4.391@news.indigo.ie>
Source record: 75240

Hi,
anyone interested in a pile of old STF, STR & STU magazines?

K

==========
KS Grings,
Riverside,
Galway,
Ireland

gringsX@Xbigfoot.com
remove the 'X's to reply

2708. Re: Country of posting.

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a6372c$0$156@news.zetnet.co.uk>
Source record: 75045

> >Can I make a plee for every one to make their country clear some where
> >in their postings, .

what you mean the Internet can reach all the way to lille ole
Englandshire??

2709. Looking for app to run TTP's in window with menus ..

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: petersansom@my-deja.com
Message-ID: <7o5ij6$k2r$1@nnrp1.deja.com>
Source record: 75046

Hello Atarians

A while ago now I came across a program that allowed TTP
programs to be run in a Gem window. It was also able to
send commands to the TTP froma customisable menu system.
A sort of shell , you could say.

Anyway , I can not find this program anywhere as I cant
remember what it is called. I have searched through the
Umich index many times to no avail. Can anyone help
with the name or loaction of this very useful program ?

Thanks
Peetr S

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2710. Lots of free music software for Atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: jason@hitsquad.com
Message-ID: <37a64656.12450856@news.uq.edu.au>
Source record: 75047

Shareware Music Machine is the world's biggest music software site and it
has a special area devoted to applications for Atari, mostly ST/STe and
some TT & Falcon.

All software is completely free to download.

Check it out at http://www.hitsquad.com/smm/atari/?ng
--
Jason.

2711. Re: 1040STFM connected to the Internet???

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990803001821.14223B-100000@halifax.chebucto.ns.ca>
Source record: 75048

The url is:

http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt

On Mon, 2 Aug 1999, Vassilis Papathanassiou wrote:

> Instructions for installing STinG and CAB 1.5 on a harddiskless system
> with 1 MB of RAM (!) are in a page created by Tony Cianfaglione but
> (sorry) can't find the URL right now. Anyone ?

2712. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A67257.32A4@geocities.com>
Source record: 75049

Of course if you wanted to get really kinky, you could have animated
nude pictures of your motherboard and all the daughterboards. :)

By the way, nice specs on the Milan. Getting more and more tempting by
the day.

So how much of the software have you found to be compatible, and of
course, what games have you found that worked if any?

Doctor Clu

Jï¿½rgen Nyberg wrote:
>
> >
> >loved the animated nudes err,or is that some other site I stumbled across by mistake?
> >Kevin
> >
> >.
> Hi Kevin
>
> I'm very sorry, but the nudity on my pages only goes as far as a picture of my
motherboard and it isn't animated. So, sorry mate but i think you must have been surfing in
the twilight zone.
>
> Cheer's Jï¿½rgen
> --
> Jï¿½rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
> SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
> SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://www-pp.hogia.net/jorgen.nyberg/indexe.html
> --
>

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2713. Re: atari DOS compatable?

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A6746B.B29@geocities.com>
Source record: 75050

Honestly, it is ingenious how the ST works. Though a completely
different machine all together... it looks like a Macintosh and works
like a PC, and is neither. :)

But the fact that an Atari will read a PC formatted disk is awesome.
Makes for easy transfer of files between other platforms and the ST (PC
and a Macintosh that writes PC disks). Great for transferring text
files and code.

Anyway, that's my view.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2714. Re: WTD Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: info <info@brain-box.demon.co.uk.nospam>
Message-ID: <01bedd75$f1ccde40$a817e5d4@silver>
Source record: 75051

Oops, forgot to say, please use the email address at the bottom
of the posting - the posting reply adress is set to 'nospam'

Thanks
Bob

Bob@brain-box.demon.co.uk

2715. Telnet site listing wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7o63jg$4eo$1@news6.svr.pol.co.uk>
Source record: 75052

I haven't been able to find a listing of Telnet sites in my searches, so if you have a favourite or two I'd be grateful for an email - take the usual anti-spam removal measures first! Better still, a URL to a listing would be even better! :-))

Thanks in advance for any replies.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2716. Re: About the ATARI STE Language Disk

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7o6348$5ab1@news.ajou.ac.kr>
Source record: 75053

On 2 Aug 1999 19:08 +010, Ian Braby wrote:

> <edited>

Hi,

I have 2 versions of the STE Language Disk.
One is version B and the other is version C.

There were 2 different versions of Tos that came with the STE.
TOS 1.62 is the last stock STE TOS afaik. It fixed a few bugs
that were in the previous version.

On the STE Language disk is a STE_FIX.PRG in the AUTO folder
that fixed a bug in the STE TOS. So it is useful
to have the language disk if you need that program.
phantomm@kih.net

2717. The STonX emulator.

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Niels Wagenaar <Niels@dbitgroep.xs4all.nl>
Message-ID: <0182CECE3ACED2118385004F4907463909021A@DBNTMAIN>
Source record: 75054

Hello all,

I've send various e-mails to the author if STonX is dead or if it's
on a low profile, but I haven't had any response from him.

Personally I say that the project is labeled dead. Does anybody
know this for sure?

BTW, does anybody know a STonX mailinglist?

Yours,

Niels Wagenaar

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2718. Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37a6abfa.675908@news.wxs.nl>
Source record: 75055

Hi all!

I have quite a few original ST titles for sale, games as well as utilities.
For those looking for a bargain, point your browsers to
http://www.fortysecond.net/stynews/salex.htm.

2719. Re: Telnet site listing wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990803124216.8282A-100000@hal.fishpool.fi>
Source record: 75056

> I haven't been able to find a listing of Telnet sites in my searches,

Telnet works a bit alike a terminal program, but uses URLs instead
of phone numbers. There are therefore no "sites" per se, as it is
mostly used to remote-control Unix systems.

Some ISPs also provide Telnet access for reading your e-mail by remote
using text-based mail-readers (as opposed to GUI-based e.g. GEM) but
this is becoming a rarity, as allowing Telnet connections opens all
sorts of security breaches.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

2720. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a6d594$0$159@news.zetnet.co.uk>
Source record: 75057

Bengy Collins <collins@bulli.com> wrote in message
news:37a5eaaa@skylite.connect.ab.ca...
>
> > It is still being developed for Atari so just about any music shop if
you
> ^^^^^^^^^^^^^^^^^^^^^^
> > want a new latest one
> > Kevin
>
> ????
> This is news to me :)
I don't like them but Systems Solutions in the UK are selling it,so they
must be getting it from Steinberg,as most music shop have an account with
them I assumed any could get it at any or order it
Kevin

2721. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A6D855.FB050AF4@catvomit.u-net.com>
Source record: 75058

> > > I seem to remember something similar untill I upgraded my HD
> Driver,have
> > > you tried the demo of a later version,tried a previous or even AHDI
> at
> > > least this would isolate the problem
> > > Kevin
> > >
> >
> > Where would I find a demo version?
>
> http://acp5.chemie.uni-kl.de/seimet/index_english.html
>
> this may not give you the full answer as it will not partition your
> drive,I think there were some bugs in HD Driver 6 which I assume you did
> your partitioning with,but it is worth a try
> >
> >
> I've just installed it but that has caused a major screw up on booting. I
> guess I'm just gonna have to go and by HD Driver 7.

I like the look of MagiC so this is annoying. What's wrong with me! I've been using PC's since the advent of the Pentium 90. I've got a 233mmx, a 400 celeron and the P90 running Linux. But I've just gone and bought a Falcon.....

I've got the strangest urge to go and buy a Imac now and get MagiCMac up and running..

Hugh

2722. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A70AED.503D31D@catvomit.u-net.com>
Source record: 75059

I've sorted out the problem. Using HD Driver 6 I changed the Compatability to 'TOS, Minimal Sector Size' as opposed to the default option of 'TOS, Standard.

Thanks anyway, at least I know where to find your page now.

Hugh

Bengy Collins wrote:

> > Where would I find a demo version?
>
> You can get the latest demo in the Demo section of the download bay in
> MagiC Online. You can also get it from the author's page and the new ASH
> pages.
>
> Bengy
>
> --
> Bengy Collins collins@bulli.com
>
> MagiC Atari powered by nemesized Atari Falcon030.
> MagiC Mac powered by Apple iMac 233
>
> Please visit MagiC Online http://bengy.atari.org
>
> //May the choices we make today be ones that we can live with tomorow//
> --

2723. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7o7543oul1@zingo.tninet.se>
Source record: 75060

On 3 Aug 1999 00:38:47 -, Doctor Clu wrote:
>Of course if you wanted to get really kinky, you could have animated
>nude pictures of your motherboard and all the daughterboards. :)
>
> By the way, nice specs on the Milan. Getting more and more tempting by
>the day.
>
> So how much of the software have you found to be compatible, and of
>course, what games have you found that worked if any?
>
> Doctor Clu
>
>
Well i haven't tried that many games but all GEM-games work but every game
that makes calls to specific hardware addresses wont work. As for old serious
software most can be tweaked to work. For example at NAS there was this guy
who had some old programs from -86, some database and something else, and we
just loaded them and started and they could be used there was just something
that went wrong with the palette. If any one has anything particular they
would like to know if it works, just let me know and i'll try it. Starting to
sound like a sales rep but i'm just very pleased with the Milan.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

2724. Looking for Sundog players?!

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: maury@remove_this.sympatico.ca.invalid
Message-ID: <FFwE6A.E6u@T-FCN.Net>
Source record: 75061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

Hi,

A while back I was writing an article on space related games and I asked if anyone out there remembered playing Sundog. Some of you replied with some cool notes and such, but soon after that I lost my job, and the mail along with it.

So I'm trolling for Sundog players again. If you loved the game as much as I did and are willing to read over my article (it's not that long) and correct it or add to it, could you drop me a line?

Maury

2725. To Stanislav Opichal and Jan Krupka

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7o78b1$ia0$1@snipp.uninett.no>
Source record: 75062

I've tried to mail you both for a couple of weeks now, but all my mails
bounce with this strange error:

```
<smtp alpha.inf.upol.cz opichals@alpha.inf.upol.cz 65534>: ...\
<<- RCPT To:<opichals@alpha.inf.upol.cz>
ORCPT=rfc822;opichals@alpha.inf.upol.cz
->> 550 Unauthorised access to/from Internet
```

This also happens with your other (@risc.upol...) addresses.

In case Jan and Stanislav doesn't read this group, can anybody try to
forward this message to them?

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2726. Re: atari DOS compatable?

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908030000.a11987@lu.maus.de>
Source record: 75063

Kommentar zu A7671@LU
Hello JbodyGT90,

j> just as i said in the subject...i would like to find out about Atari's and
j> DOS compatibility...thanx
First of all: Atari mainly produced computers with CPUs of Motorolas 68k family (as they were in the classic Macs), but also produced full DOS compatible PCs and palmtops with Intel CPUs (or compatible ones) which are totally different (-> http://www.atari-history.com).

About the 68k line: You can't just insert a DOS disk in an Atari floppy drive
and run DOS software. But under some aspects even the 68k Ataris are DOS compatible or can be made DOS compatible:

1. On source level, GEMDOS, the "DOS part" of TOS, is somehow DOS compatible.
The system calls have indeed the same function numbers.

GEM, the Mac-look-a-like GUI, came from the DOS world (also exists as X-GEM
under UNIX environment). TOS is built upon GEM 1 (GEM 2 exists as a separate
OS for the STs too), whereas most PC GEM programs are running with GEM 3.

Anyway, it is not that complicate to write programs running on both Atari and
PC GEM (but Atari GEM was *much* and not PC compatible enhanced since TOS 2).

2. To run DOS software on binary level (even Windows 3.11) you can place a little daughterboard with an 286 CPU upon the 680X0 CPU - a german product called "AT-Speed". For external use (and IMHO not that good) you can plug a
similar device to the ST's external ACSI (a stripped down Atari version of SCSI) hard disk port - this is named "Vortex AT-once".

In addition there are the software based (and therefore very slow) DOS emulators "PC-Ditto", "MS-DOZ" and "SoftPC" (never sold, alpha stage).

3. At least, the floppy disk/hard disk structure is very similar (not to say
nearly identical) but lacks a bit due to erros in MS-DOS (MS didn't follow

there own rules at the floppy disk structure), limitations in most PC BIOS (TOS is more flexible) and slightly but imminent different organisation on partitions bigger than 32 MB (but for all of this there is TOS software to handle it).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

2727. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37a7357c$0$155@news.zetnet.co.uk>
Source record: 75064

On 1 Aug 1999 11:20:27 G, Chris Crosskey wrote:
> I've installed an Eclipse and I've got some wierd problems...

'Fraid I can't help, as I haven't got one *yet*.

Can you describe how fVDI fits into your system? I'm thinking of getting an Eclipse, but I would be put off if fVDI has to /replace/ NVDI. Does fVDI have the font support that NVDI has?

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2728. FS: Umax Scanner

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7o7e1cdvc1@news.asu.edu>
Source record: 75065

My friend has a Umax 1200S scanner (legal size, color) with
SCSI-I interface (and SCSI card for peecee, too) for sale at
$100.

Tucson, Arizona. If interested, mail him at RCStallard@theriver.com
--

2729. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37A74097.73DBC04A@earthlink.net>
Source record: 75066

No, they're NOT developing, but they are kinda supporting.. new packages are
available.

kevin dermott wrote:

> Bengy Collins <collins@bulli.com> wrote in message
> news:37a5eaaa@skylite.connect.ab.ca...
> >
> > > It is still being developed for Atari so just about any music shop if
> you
> > ^^^^^^^^^^^^^^^^^^^^^^
> > > want a new latest one
> > > Kevin
> >
> > ????
> > This is news to me :)
> I don't like them but Systems Solutions in the UK are selling it,so they
> must be getting it from Steinberg,as most music shop have an account with
> them I assumed any could get it at any or order it
> Kevin

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2730. Re: Telnet site listing wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37a744a8$0$159@news.zetnet.co.uk>
Source record: 75067

On 3 Aug 1999 06:52:32 G, Derryck Croker wrote:
>I haven't been able to find a listing of Telnet sites in my searches, so if
>you have a favourite or two I'd be grateful for an email - take the usual
>anti-spam removal measures first! Better still, a URL to a listing would be
>even better! :-))

Hi Derryck!

I assume you're looking for a site listing BBS systems that can be used
over Telnet. If so I know just the site!

It's called The BBS Corner, and the URL is:

http://www.thedirectory.org/telnet/

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2731. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37a74754$0$158@news.zetnet.co.uk>
Source record: 75068

On 3 Aug 1999 18:31:24 , James F. Haslam wrote:
>On 1 Aug 1999 11:20:27 G, Chris Crosskey wrote:
>> I've installed an Eclipse and I've got some wierd problems...
>
>'Fraid I can't help, as I haven't got one *yet*.
>
>Can you describe how fVDI fits into your system? I'm thinking of getting
>an Eclipse, but I would be put off if fVDI has to /replace/ NVDI. Does fVDI
>have the font support that NVDI has?

fVDI doesn't replace the font handling bit of NVDI, I'm planning on having either NVDI or SPeedoGDOS (4 and 5 respectively) handling fonts and printers. Basically I've messed up the software install and am seeing if anyone can help before the fVDI devlopers get back from hols or whatever (if they are on holiday that is) The Hardware runs fine and barring this re-arrangement of desktop colours everything is hunky-dory, ...it's screaming fast as well....just odd colours.....I've got a highly bosdged and modified system too so that could be the source of the problem....

chrisc

2732. Re: Looking for app to run TTP's in window

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37a747cf$0$158@news.zetnet.co.uk>
Source record: 75069

On 3 Aug 1999 02:02:18 , petersansom@my-deja.com wrote:
>Hello Atarians
>
>A while ago now I came across a program that allowed TTP
>programs to be run in a Gem window. It was also able to
>send commands to the TTP froma customisable menu system.
>A sort of shell , you could say.
>
>Anyway , I can not find this program anywhere as I cant
>remember what it is called. I have searched through the
>Umich index many times to no avail. Can anyone help
>with the name or loaction of this very useful program ?

This sounds staggeringly useful...especially to graphics card owners....ME2
please

chrisc

2733. Re: Telnet site listing wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933711322.26056.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 75070

Martin-Eric Racine wrote in message ...
>> I haven't been able to find a listing of Telnet sites in my searches,
>
>Telnet works a bit alike a terminal program, but uses URLs instead
>of phone numbers. There are therefore no "sites" per se, as it is
>mostly used to remote-control Unix systems.
>
>Some ISPs also provide Telnet access for reading your e-mail by remote
>using text-based mail-readers (as opposed to GUI-based e.g. GEM) but
>this is becoming a rarity, as allowing Telnet connections opens all
>sorts of security breaches.

It's also used for things like MUDs and MOOs (sorry, no URLs), IRC if you haven't got an IRC program (you can telnet to some servers I believe), and (*puts on work hat*) it's quite common to find library catalogues available via telnet, though many are moving to web-based interfaces for remote access now. If you *really* want to see what we've got in the library at MMU, you can try telnetting to:

telnet://mpclient2.talis.mmu.ac.uk:1023

The last bit is the port number (standard is 23, so you'll need to enter it). BTW the only Atari client which works properly with it is TVT102 (I used it to help beta test that program).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2734. FS: Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7o7nk4$kq2$2@ns1.thpl.lib.fl.us>
Source record: 75071

following for sale gettum while there hot prices include shipping by
priority mail

Alpha/Data mouse smooth as silk this is the dual mouse for either
amiga or atari in perfect shape.....20.00
1040ST, STE keyboard in good shape.....13.20

pay postal money order prior to delivery. shipping in US only.
e-mail please and thank you. sfpu@scfn.thpl.lib.fl.us

2735. FS: ST, STE Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7o7ntn$kq3$1@ns1.thpl.lib.fl.us>
Source record: 75072

1.44 internal diskdrive for ST line of computers. This is IBM type drive setup for Atari runs rings around your old chinnon drive. You still only have 720K of memory but this drive is quieter and smoother than any drive you have used. It is internal but does have a face plate. Price includes shipping to anywhere in the United States of America by Priority Mail gettum while there hot.....$13.20 INCLUDES SHIPPING

e-mail replies please prepay by postal money order prior to shipping.
sfpu@scfn.thpl.lib.fl.us

2736. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a77964$0$158@news.zetnet.co.uk>
Source record: 75073

Particle Salad <psalad@earthlink.net> wrote in message
news:37A74097.73DBC04A@earthlink.net...
> No, they're NOT developing, but they are kinda supporting.. new
packages are
> available.

did you have to shatter everyone's dreams

2737. Re: 1040STFM connected to the Internet?

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37a786ce@nemo.idirect.com>
Source record: 75074

On 3 Aug 1999 00:20:00 -, Tony Cianfaglione wrote:
:The url is:
:http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt
:-------------------------------------
:On Mon, 2 Aug 1999, Vassilis Papathanassiou wrote:
:> Instructions for installing STinG and CAB 1.5 on a harddiskless system
:> with 1 MB of RAM (!) are in a page created by Tony Cianfaglione but
:> (sorry) can't find the URL right now. Anyone ?

TAF also has a one bootable disk setup using NEWSie and STing and
HSModem. This will give you e-mail, ftp, newsgroups, and rudimentary
www, all on one floppy (720KB) disk, minumum 1MB RAM, although 4MB is
beST of course!
(I guess I could upload this to an ftp site somewhere!, or maybe Tony
would like it on NSAUG site???)
ken
the TAF guy

2738. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37a787e0@nemo.idirect.com>
Source record: 75075

On 3 Aug 1999 00:10:02 G, J�rgen Nyberg wrote:
:On 2 Aug 1999 16:44:32 +, "kevin dermott" wrote:
:>J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
:>news:7nqkekjam1@cubacola.tninet.se...
:>
:>loved the animated nudes err,or is that some other site I stumbled across
:>by mistake?
:>Kevin
:> Atari still lives
:>Main mail kdermott@zetnet.co.uk Lancashire England
:>Secondary kevin@kdermott.freeserve.co.uk
:>mug shot and more at http://www.users.zetnet.co.uk/kevin/
:>.
:Hi Kevin
:I'm very sorry, but the nudity on my pages only goes as far as a picture of my
:motherboard and it isn't animated. So, sorry mate but i think you must have
:been surfing in the twilight zone.
:Cheer's J�rgen

that's all right Jorgen, we all all quite used to Kevin posts from
the n+x dimension. he is his own SETI project. Dare I mention the
computing time and horsepower needed??! :-)
(thinking of 8bit here ;-)
ken

2739. Re: Straight-Fax (with UsR 56K Voice) probl

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37a788d0@nemo.idirect.com>
Source record: 75076

On 2 Aug 1999 18:08:30 G, Marco Ravasini wrote:
:
:Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me
:the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It
:seems to initialize the modem (Fax led flashing) but this is likely to
:return something wrong or unexpected 'cause Straight-Fax invariably shows
:the warning ¦The Modem is not responding. Please check etc...¦. Shall I
:change something in the UsR setup? Or configure it just as the old 33600
:version (if so which are the settings to be changed?)? You Atarians, drop
:me some help line please!
: Marco Ravasini
:Falcon, with 16 Mb RAM, MagiC 5.11, NVDI 4, HS-Modem and StinG 1.20...

```
this may or may not help, BUT
try running without HSModem enabled.I seem to recall that thatworked
for me, probably a faulty HSModem installation.
ken
```

2740. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a7ac5038d2870@mail.otenet.gr>
Source record: 75077

```
Hello Peter,

on Sun 01-08-1999 13:19 Peter Schneider wrote:

>Hallo Vassilis,
>
>VP>Still use them as a reference since Pure C's manuals are in German.
>right, but the program itself is in English.
>
Fortunately! One of the reasons I left GFA Basic :-)

--
------------------------------------------------------------------------
Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/
------------------------------------------------------------------------
```

2741. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37A62310.AC7FF7CA@catvomit.u-net.com>
Source record: 75241

kevin dermott wrote:

> Hugh Lutley <spewy@catvomit.u-net.com> wrote in message
> news:37A617D2.164982D7@catvomit.u-net.com...
> > I'm just setting up my new Falcon but I have encountered a major
> > problem. I prefer to use MagiC 5.11 as an operating system but after I
> > partition my Quantum xp 4.2 gig drive to about 7 'divided' partitions
> > with HD Driver 6, MagiC will hang up trying to access any other
> > partition than C.
> >
> > I have re-installed and no matter how minimal the installation (nothing
> > but HD drive then MagiC) I'm still getting the same problem.
> >
> > Anybody got a clue on this one?
> >
> > Hugh
> I seem to remember something similar untill I upgraded my HD Driver,have
> you tried the demo of a later version,tried a previous or even AHDI at
> least this would isolate the problem
> Kevin
>

Where would I find a demo version?

>
> --
> Atari still lives
> Main mail kdermott@zetnet.co.uk Lancashire England
> Secondary kevin@kdermott.freeserve.co.uk
> mug shot and more at http://www.users.zetnet.co.uk/kevin/

2742. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7o5c0q$in8$1@cubacola.tninet.se>
Source record: 75242

```
On 2 Aug 1999 16:44:32 +, "kevin dermott" wrote:
>
>J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
>news:7nqkek$jam$1@cubacola.tninet.se...
>
>loved the animated nudes err,or is that some other site I stumbled across
>by mistake?
>Kevin
>
>--
> Atari still lives
>Main mail kdermott@zetnet.co.uk Lancashire England
>Secondary kevin@kdermott.freeserve.co.uk
>mug shot and more at http://www.users.zetnet.co.uk/kevin/
>
>
>.
Hi Kevin

I'm very sorry, but the nudity on my pages only goes as far as a picture of my
motherboard and it isn't animated. So, sorry mate but i think you must have
been surfing in the twilight zone.
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

2743. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a634af$0$161@news.zetnet.co.uk>
Source record: 75243

> > I seem to remember something similar untill I upgraded my HD
Driver,have
> > you tried the demo of a later version,tried a previous or even AHDI
at
> > least this would isolate the problem
> > Kevin
> >
>
> Where would I find a demo version?

http://acp5.chemie.uni-kl.de/seimet/index_english.html

this may not give you the full answer as it will not partition your
drive,I think there were some bugs in HD Driver 6 which I assume you did
your partitioning with,but it is worth a try
>
>
> >
> > --
> > Atari still lives
> > Main mail kdermott@zetnet.co.uk Lancashire England
> > Secondary kevin@kdermott.freeserve.co.uk
> > mug shot and more at http://www.users.zetnet.co.uk/kevin/
>

2744. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a635e9$0$158@news.zetnet.co.uk>
Source record: 75244

Mark J W <Mark@j303.freeserve.co.uk> wrote in message
news:7o4pjg$8as$1@news6.svr.pol.co.uk...
> anyone know where i can get Cubase for the Atari
>
> Thanks indeed...
>
>
>
It is still being developed for Atari so just about any music shop if you
want a new latest one
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2745. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a7ac5038d2871@mail.otenet.gr>
Source record: 75078

on Mon 02-08-1999 16:58 Mr. Atomic wrote:

>In article <933096311.444.27@news.remarQ.com>,
atomic@wirethebastardsforelectrocutionforspamweb.net (Mr. Atomic) wrote:
>>Hello! I have a Gemulator card with TOS 2.6 and I have lost the
>>documentation.
>>
>>I need the dip switch settings so I may correctly set the memory address of
>>the card so I can avoid conflicts in the PC.
>>
>>Could someone post them or post a jpg of the page describing the settings?
>>
>>Thanks in advance.
>>
>>Marc
>
>I still need the information.
>
And I'm still searching ;-) I've found even the envelope, the receipt,
the paper for the free upgrade to Gemulator95 (!) but not the manual.
My card is also installed with TOS 2.6 and I can tell you the current
settings if you like but why don't you use Gemulator 98 with a TOS
image ? (at least until I find the manual ;-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2746. Papyrus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <933729874.279066@Chaos.es.co.nz>
Source record: 75079

I need a printer driver to run an OKI Microline 390 24 pin printer in an old version of Papyrus. I guess any 24 pin driver would do, as I could modify it.

2747. wtd: Application software

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <933730445.383511@Chaos.es.co.nz>
Source record: 75080

I have recently re-entered the Atari world, and would like some apps to run
on my STe. Particularly, I would like Superbase and some more WP and DTP
software. Searching for such stuff on the web invariably brings up a
plethora of error 404 messages, and if it's found either it's way overpriced
or the dealer doesn't ship internationally (I am in New Zealand).
Any help would be appreciated.

2748. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7o85s0vnq1@delphi.ridgenet.net>
Source record: 75081

Not to be funny, but I think it has to do with big and little
indians:).

Have you tried running an alternate desk top besides TOS 4.04?

Mike

On 1 Aug 1999 11:20:27 G, Chris Crosskey wrote:
> I've installed an Eclipse and I've got some wierd problems...
>
> Firstly Although we've now got it working hardware wise theres some sort
> of software glitch ....It doesn't come up with the right colours on the
> desktop, ...everything is the wrong colour....Apparently this is a
> problem that occurs if you have a 2Mb card and are using 4mb setting and
> vice versa, but I've got a 4Mb card and the setting is right....Dave at
> Titan (I took it up to him for the installation and we were both stumped)
> says it happened earlier in the development and he's forgotten what the
> fix was....it is a software issue though, the hardware is working fine and
> apart from the colour problem it is pretty good....it's a lot faster than
> normal....and then you realise it's doing it at 1024x768x16-bit.....
>
> Secondly ....The colour mismatch is affecting my <normal> desktopp
> too....it is currently bright pink...I've looked at the colours CPX and
> it's a mess.....
>
> Thirdly....how do I get a 1280x1024x24-bit mode out of the Eclipse...there
> doesn't seem to be an option for it ATM. It'll need to be 60 or 72 Hz
> refresh as that is all my monitor can do.....
>
> chrisc

2749. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7CD03.2D23@geocities.com>
Source record: 75082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

Maury,

I know that in AUNT there is one member that remembers SunDog, perhaps two. Let me ask them and see what they have to say. And if you want I can forward your article. Would be a good article for our club newsletter (and a good way to receive a free copy).

As for me, I'm an old Star Raiders fan, but I've been meaning to try my hand at SunDog. Where can I find a copy?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2750. WTB: ST Star Raiders .. need the box!

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7CE14.6CC7@geocities.com>
Source record: 75083

Alright, just in case my original title threw everyone off...

Got the manual and the game.. just need the box...

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2751. WTB: Burned ROM Cartridge of ST Star Raiders

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7D001.F70@geocities.com>
Source record: 75084

Hello Atari hard ware hackers out there,

I have a Star Raiders collection going. What can I say? Star Raiders was my favorite game on the Atari 8-bit, and so, weither it sucked or not, I also went about getting the 2600, 5200, 8-bit, & ST versions of Star Raiders, and Star Raiders II.

(I'm curious if AtariSoft developed Star Raiders for any other platforms now... hmmm...)

But one thing I am curious of is the possibly of making a Star Raiders cartridge for the ST.

ST ROM cartridges are traditionally 128K.

ST Star Raiders is 223056 bytes. :(

However, we have ST computers (8mhz) surfing the internet with floppy drives hacked to 1.44 floppies and running with hacked ports to 57 K baud.

So in the ST world, hardware limitations are not always absolute.

So I'm curious... has a way of backswitching or some other way be made to break the 128K barrier?

If so, I would love to talk to someone about making this cartridge to complete my collection of Star Raiders cartridges.

Thanks in advance!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2752. Re: GTLOOK 2 is PD

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7o8nml$18k$1@news4.svr.pol.co.uk>
Source record: 75085

On 2 Aug 1999 11:04:17 +, Bob King wrote:
>The Epson scanner software is now PD, version 2.11 according to:
>
>http://www.atari-computer.com/xonline/maine.htm

Yep. Nice to see programs where support has ceased being released into the PD, rather than being zapped from the developers' drives.

>The connection possibilities have now grown, and the one I/we want....
>external SCSI .. is grayed out. The 'return' button seems dead as well,
>and my Falcon seizes up. I just can't get it to run

Hmm. A quick GEMTrade of the readme seems to suggest that you can use either the builtin SCSI routine or an external SCSI driver. I suggest that you get hold of Steffen Engel's SCSIDRV.PRG (I found it in the GEMAR distribution), and run this before you run the scanner software. You can do this from the desktop, it should report all the drives (and hopefully the scanner too).

>Can any one help, not with the translation but with getting it to work.
A silly question, but did you have the scanner switched on before you booted the Falcon? I think this is a necessity.

>these. It came on HD with the computer so I have no manual. Any help
>please.
The above is a suggestion based on my experiences with Nima's scanner driver, hope it helps.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2753. Re: GDPS scanner drivers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7o8nmn$18k$2@news4.svr.pol.co.uk>
Source record: 75086

On 2 Aug 1999 11:53:27 +, Bob King wrote:
>I have GDPSINIT GDPS_SC.PRG and various GDPS.ACC for the Epson scanner,
>group, also SCAN_IT.PRG. None of these seem to work with the Falcon.
>They all insist that 'no scanner driver has been installed', (I think
>that's what the German says). I seem to remember that at least one of
>them got further than that on my MegaST4.
Is GTLook a GDPS scanner driver? If not then you'll get those error
messages. GDPS is the Atari version of the Twain standard on the PC.

>Although I have GTLook up and working, any help would be most
>appreciated, please.
I'll still post my reply to your initial query in case it's useful to
others. So. What was the solution to your problem?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2754. Re: looking for Paul Baker

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7o8nmo$18k$3@news4.svr.pol.co.uk>
Source record: 75087

On 2 Aug 99 19:36:02, Mike De.Petris wrote:
>I am determined to get in contact with Paul Baker,
I've passed your posting to a mutual friend, but please don't hold out any hopes. Paul dropped out of the Atari scene following a hardware disaster, and I fear that everything got vaped :-(((

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2755. Calling Terry Ross

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933751758.29979.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 75088

Hi,

I've been trying to reply to a recent email from Terry for a couple of days
and the messages bounce saying "User unknown".

Terry: if you're reading this could you check out what's happened to your
mail account and drop me a message?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2756. Need help... ".ST" format....

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7DF64.422F@geocities.com>
Source record: 75089

Checked out the FAQ and they mention a location to pick up the
uncompression program for the archieve files ending with ".ST" as being:

http://st2disk.atari.org/

However, I have gotton no response from atari.org tonight.

Would anyone know of another location to pick up this utility?

Thanks!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2757. Re: need cubase for atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A8092D.EE28CC91@patent.gov.uk>
Source record: 75090

Try http://www.loot.com

and search for atari. A large proportion of the atari's for sale come
with cubase, some are even pucka with dongles!!!

Bob King.

Mark J W wrote:
>
> anyone know where i can get Cubase for the Atari
>
> Thanks indeed...

2758. Re: GDPS scanner drivers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A80D38.751CCF06@patent.gov.uk>
Source record: 75091

It's the 'old' version 1.0 something that came with the computer and
that I've got working. It has references to defining user gradation
curves in the coding, but not active in the programme. It's the latest
(just released) 2.11 version that has the grayed out parts and the dead
return button. All GTLOOK 2's are self contained and need no initialiser
or SCSI driver. I have tried the SCSI driver you mention in your other
posting. It identifies the scanner (yes I switch it on before
everything) as device 4, and keaves it at that.

I must re-assemble my MegaST and HD to try out the various GDPS drivers.
I assume that the GDPS drivers that came with Photoline wirk on the
Falcon, but there is not one for the Epson. Never mind, at least GTLOOK
2 v 1.?? works.

regards

Bob King.

Derryck Croker wrote:
>
> On 2 Aug 1999 11:53:27 +, Bob King wrote:
> >I have GDPSINIT GDPS_SC.PRG and various GDPS.ACC for the Epson scanner,
> >group, also SCAN_IT.PRG. None of these seem to work with the Falcon.
> >They all insist that 'no scanner driver has been installed', (I think
> >that's what the German says). I seem to remember that at least one of
> >them got further than that on my MegaST4.
> Is GTLook a GDPS scanner driver? If not then you'll get those error
> messages. GDPS is the Atari version of the Twain standard on the PC.
>
> >Although I have GTLook up and working, any help would be most
> >appreciated, please.
> I'll still post my reply to your initial query in case it's useful to
> others. So. What was the solution to your problem?
>
> Rgds, Derryck
>
> /--/
> / The Cheshunt Computer Club Herts UK /
> / http://www.cix.co.uk/~derryck/index.htm /
> /--/

2759. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: claytone@aa.net
Message-ID: <933766255.174821@cacheraq001>
Source record: 75092

On 2 Aug 1999 04:17:59 G, Randall W. Bender wrote:
>I have several 1040ST keyboards in great shape. $10.00 each includes
>postage anywhere in the US. e mail only please to rbender@peganet.com

>> I'm sure the header said Free!!!!

>> I couldn't agree more... they wouldn't work for Microsoft would
>> they! I think they use a similar advertising strategy:)

>>What I want to know is....where is the 'Asian Sluts' banner? or how about a
>>link to T50.com.....

>>Then again, maybe he just wanted to get our attention by lying :-)

OK, now I know this is all in jest, but.... don't you think it's a bit
much to criticize a guy who is trying to help the Atari community by
offering his surplus ST keyboards for only $10 - including shipping to
anywhere in the US? After you subtract the shipping cost, it's really
hardly worth the hassle of packing it up with all the proper padding,
and taking it to the post office, waiting in line to find out how much
it costs to ship, etc. I suspect he meant something more like this:
keyboard = free, shipping and handling = $10. That IS a decent price,
you know. Randy is (or was?) looking into possibly carrying on
developement for the Hybrid Arts EditTrack sequencer. I haven't heard
from him in awhile - I hope he hasn't given up on the project.

Now, be nice! ;-)

Clayton Murray
claytone@aa.net
Seattle, WA USA

2760. Re: Free Keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A83DD4.937BCD29@patent.gov.uk>
Source record: 75093

Clayton,

As a professional verbal nit picker and corrector of legal ambiguities,
I couldn't agree more with you. The message clearly said that the
"$10.00 each includes postage anywhere in the US".
Is the guy to be pilloried for not saying "The keyboards themselves are
free, but, so as not to incur a loss, I must charge you $10.00 to cover
package and postage".
Lets just hope he gets some positive response. Otherwise, the next time
he has anything for disposal, he could well say 'sod the lot of them,
into the skip'!

Bob-King.

Clayton Murray wrote:
>
> On 2 Aug 1999 04:17:59 G, Randall W. Bender wrote:
> >I have several 1040ST keyboards in great shape. $10.00 each includes
> >postage anywhere in the US. e mail only please to rbender@peganet.com
>
> >> I'm sure the header said Free!!!!
>
> >> I couldn't agree more... they wouldn't work for Microsoft would
> >> they! I think they use a similar advertising strategy:)
>
> >>What I want to know is....where is the 'Asian Sluts' banner? or how about a
> >>link to T50.com.....
>
> >>Then again, maybe he just wanted to get our attention by lying :-)
>
> OK, now I know this is all in jest, but.... don't you think it's a bit
> much to criticize a guy who is trying to help the Atari community by
> offering his surplus ST keyboards for only $10 - including shipping to
> anywhere in the US? After you subtract the shipping cost, it's really
> hardly worth the hassle of packing it up with all the proper padding,
> and taking it to the post office, waiting in line to find out how much
> it costs to ship, etc. I suspect he meant something more like this:
> keyboard = free, shipping and handling = $10. That IS a decent price,
> you know. Randy is (or was?) looking into possibly carrying on
> developement for the Hybrid Arts EditTrack sequencer. I haven't heard
> from him in awhile - I hope he hasn't given up on the project.
>
> Now, be nice! ;-)
>
> Clayton Murray

> claytone@aa.net
> Seattle, WA USA

2761. Timeworks "Data Manager" and year 2000 - possible?

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <7o9rbr$85k@freenet-news.carleton.ca>
Source record: 75094

I have been using Timeworks "Data Manager" ever since it came out. It was only recently that I tried to enter a year "2000" date and realized that there was going to be a *major* problem.

Date data is entered in an MM/DD/YY format, i.e., only the last two digits of the year. "Data Manager" interprets MM/DD/00 as a date in the year of 1900.

Any ideas? Or are there any other comparable Data bases in the Atari world?

All suggestions welcome.

Randy Kwak

2762. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: robert.bak@bigfoot.com
Message-ID: <37a87409.10973228@news.freeserve.net>
Source record: 75095
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

In his wisdom, Jedi Master Eboreg Onxre foretold that on Fri, 23 Jul 1999 23:41:26 +0100, The Starglider <starglider@thespian.d.c.u> would say:

[...]
>How about some flamebait...
>
[...]
>Playstations - Hmmmm, actually, they are tops...
>...but crap in comparison to the glorious Spectrum! Hurruh!

Never underestimate the expense of Playstation! ;<)

[Followups set -- never underestimate the crapness of news.freeserve.net...]

--

Regards, Robert the Eboreg
New? Read the FAQ: http://www.kendalls.demon.co.uk/cssfaq/
Got a binary file to post? Go to alt.binaries.emulators.misc

2763. Re: Looking for app to run TTP's in window

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37a88cf4290ed72@ping.be>
Source record: 75096

on Tue 03-08-1999 19:49 Chris Crosskey wrote:

>On 3 Aug 1999 02:02:18 , petersansom@my-deja.com wrote:
>>Hello Atarians
>>
>>A while ago now I came across a program that allowed TTP
>>programs to be run in a Gem window. It was also able to
>>send commands to the TTP froma customisable menu system.
>>A sort of shell , you could say.

Maybe you mean 'tos2gem'?
This autodir prog lets you run TTP's into a window.

You can find a download page on my UTSI pages. See my signature for the
URL. Follows utilities/desktop.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2764. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: atomic@wirethebastardsforelectrocutionforspamweb.net
Message-ID: <rqh488jfi538@corp.supernews.com>
Source record: 75097

In article <37a7ac5038d2871@mail.otenet.gr>, papval@mail.otenet.gr (Vassilis Papathanassiou) wrote:

>And I'm still searching ;-) I've found even the envelope, the receipt,
>the paper for the free upgrade to Gemulator95 (!) but not the manual.
>My card is also installed with TOS 2.6 and I can tell you the current
>settings if you like but why don't you use Gemulator 98 with a TOS
>image ? (at least until I find the manual ;-)

Thanks Man! BUT I FOUND IT!

After some digging in the storage shed looking for my HP 4 Plus manual, I found the damn Gemulator manual (16 page pamphlet really.)

In case anyone else needs it, I'll type it out here.

Excerpted from Page 13 & 14 of the Gemulator 3.0 Manual:

==========
The DIP switches are numbered 1 2 3 4 5 6 7 8. When they are up, they are considered to have a value of 0. When they are down, they have a value of 1. Take all the 1 switches and add them up using the following table to get the actual prot address:

DIP SWITCH SETTINGS:
switch 8 $200
switch 7 $100
switch 6 $080
switch 5 $040
switch 4 $020
switch 3 $010
switch 2 $008
switch 1 $004

Since the default address $240, which equals $200 + $040, that means that switches 5 and 8 are in the down position and all the others are up. So if you are installing a board at address $224, you would need to have switches 1, 5, and 8 in the down position.
==========
Short and Sweet.

I also sent an email to Gemulator folks and they never replied.
Must be at a show or something.

(Well, back to cadding on the ST... (I think Cyber Cad is what my buddy uses... I gave him the Gemulator for his new computer after and he watched scenes render in seconds rather than hours on his STe! He shelled out for his

own PC right then so he could play PC games and run ST Software faster!)

2765. Re: Straight-Fax (with UsR 56K Voice) probl

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <37a832d2f55440@nucleus.com>
Source record: 75098

On 4 Aug 1999, Ken McDonald wrote:

KM> On 2 Aug 1999 18:08:30 G, Marco Ravasini wrote:
KM> :
KM> :Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me
KM> :the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer.
KM>
KM> this may or may not help, BUT
KM> try running without HSModem enabled.I seem to recall that thatworked
KM> for me, probably a faulty HSModem installation.

No, it's not HSModem - I've been having the same problems with a new
USR 56k modem and Straight Fax. Straight Fax just will not see the
modem at all, whether HSModem is enabled or not. Toad (who sold
Straight Fax) issued a program that would test modems for
compatibility; when I run it, I get nothing but errors and no
response.

My solution is to keep my old GVC 14.4k modem sitting underneath the
USR, which still works fine with Straight Fax. A majour hassle, but I
can't really see any other solution.

Regards,

--
____/ / Frank Lockwood
/ / Calgary, Alberta, Canada
__/ / Quality Classical Music Recording and Editing
__/ _______/ http://www.nucleus.com/~lockwood/

2766. Re: Timeworks "Data Manager" and year 2000 - possible?

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Tom & Glynis McCartney <tmccartn@calcna.ab.ca>
Message-ID: <7oa8o7$86e@ds2.acs.ucalgary.ca>
Source record: 75099

On 4 Aug 1999, Randy Kwak wrote:

>
> I have been using Timeworks "Data Manager" ever since it came out. It
> was only recently that I tried to enter a year "2000" date and realized
> that there was going to be a *major* problem.
>
> Date data is entered in an MM/DD/YY format, i.e., only the last two digits
> of the year. "Data Manager" interprets MM/DD/00 as a date in the year
> of 1900.
>
> Any ideas? Or are there any other comparable Data bases in the Atari world?
>
> All suggestions welcome.
>
> Randy Kwak
>
>
>
I have tested the y2K question using Dbman 5 (both 5.2 and 5.3) and it
seems to work fine. With DBman you need to set the century seting to on.

i.e SET CENTURY ON

I use Dbman because its fully relational and the files are compatible with
the Dbase standard so can be imported and exported into programs on
"other" platforms.

Tom McCartney

2767. Re: Are ATARI computers Back ???? !!!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A89988.1FFC@geocities.com>
Source record: 75100

Just liked this particular thread, so I'll just say...

LONG LIVE ATARI!! :)

Doctor Clu

```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

2768. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Johan Klockars <rand@cd.chalmers.se>
Message-ID: <7oaaau$5k4$1@nyheter.chalmers.se>
Source record: 75101

James F. Haslam <jfhaslam@zetnet.co.uk> wrote:
> On 1 Aug 1999 11:20:27 G, Chris Crosskey wrote:
>> I've installed an Eclipse and I've got some wierd problems...

I'm going to reply to that article soon.

> 'Fraid I can't help, as I haven't got one *yet*.

AFAIK, Chris is the only customer who's got one so far. They are on
their way, though.

> Can you describe how fVDI fits into your system? I'm thinking of getting

Why don't you give it a try yourself?
fVDI has been available in various versions for a very long time and
the general behaviour is similar with the normal bitplane drivers.

I uploaded a new v0.94beta archive only a few hours ago. Among other
things this fixes some serious problems the bitplane drivers in the
previous beta had (I'd made some changes to the calling conventions and
forgot to update those drivers appropriately), but which noone told me
about until today...
(Since I have an Eclipse/RageII, I obviously don't run in the normal
graphics modes very often nowadays.)

> an Eclipse, but I would be put off if fVDI has to /replace/ NVDI. Does fVDI

Of course it doesn't (unless you want it to).

> have the font support that NVDI has?

fVDI should be able to deal with all bitmap fonts, but there's currently
no vector font support whatsoever. Just as with the NOVA VDI, you can
run NVDI 'on top', though, in which case it will be the main VDI and
use fVDI as a kind of device driver.
If you only want access to the NVDI printer drivers, you can also run
NVDI 'below' fVDI, in which case the screen output speed will be
unimpared (fVDI can be significantly faster at drawing text than NVDI,
especially on the Eclipse/RageII).

This 'dual VDI' operation has been tested with NVDI and FontGDOS and is
expected to work with other GDOSes too. Running another VDI 'below'
fVDI _can_ cause problems (the other VDI has no idea that this kind of
thing can be done), but the other way around should be quite safe.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se

| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2769. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <37a8af23$0$7838@znews.zetnet.co.uk>
Source record: 75102

On 3 Aug 1999 16:24:35 G, J�rgen Nyberg wrote:

>Well i haven't tried that many games but all GEM-games work but every game
>that makes calls to specific hardware addresses wont work. As for old serious
>software most can be tweaked to work. For example at NAS there was this guy
>who had some old programs from -86, some database and something else, and we
>just loaded them and started and they could be used there was just something
>that went wrong with the palette. If any one has anything particular they
>would like to know if it works, just let me know and i'll try it. Starting to
>sound like a sales rep but i'm just very pleased with the Milan.
>
>Cheer's J�rgen

Hi J�rgen,

After all the recent Milan bashing on this group it was good to read some positive remarks. I have had my Milan since Christmas and I too am very pleased and impressed. I haven't found many serious applications that don't work under Mint. The biggest problem area is the sound system, I haven't had much success even with the demos that were shipped with the Milan!

The other problem was that all the original software was in German and it took some time to get hold of English resource files.

If anyone is thinking of switching to a Mac or PC then they should really consider a Milan. Trying to stay up-to-date with all the developments on two platforms just sounds like hard work to me.

Peter.

2770. Lynx Co. in CA???

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990804182203.13372.00005950@ng-bd1.aol.com>
Source record: 75103

I've bought 2 or 3 Lynx game systems (used) from a company in California (I think). I've lost their web address... I've done a search but can't find them. Can anyone help?

Thanx!

2771. Re: Edit Track (was Free Keyboards)

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37A87BFF.F6F9A961@jps.net>
Source record: 75104

Edit Track was bought by Barefoot Software. Not sure who has the rights
now.

Clayton Murray wrote:

>Randy is (or was?) looking into possibly carrying on
> developement for the Hybrid Arts EditTrack sequencer. I haven't heard
> from him in awhile - I hope he hasn't given up on the project.
>

2772. Re: Homepage

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7oaipcfuk1@cubacola.tninet.se>
Source record: 75105

On 4 Aug 1999 21:22:43 G, Peter Slegg wrote:
>
>Hi J�rgen,
>
>After all the recent Milan bashing on this group it was good to read some
>positive remarks. I have had my Milan since Christmas and I too am very
>pleased and impressed. I haven't found many serious applications that
>don't work under Mint. The biggest problem area is the sound system, I
>haven't had much success even with the demos that were shipped with the
>Milan!
>
>The other problem was that all the original software was in German and
>it took some time to get hold of English resource files.
>
>If anyone is thinking of switching to a Mac or PC then they should
>really consider a Milan. Trying to stay up-to-date with all the developments
>on two platforms just sounds like hard work to me.
>
>Peter.
>.
Hi Peter

```
Do you have a Milanblaster and do you mean the demos that came with that.
Because without it the sound is, hmm how shall we put it, crap. It's supposed
to be some software emulation of the Yamaha chip i think but it doesn't do much.
As for resources maybe we could exchange with each other.
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

2773. FS: New Syquest 200mb disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: Lynn Sturgeon <lynn.sturgeon@juno.com>
Message-ID: <19990804.115541.3719.27.lynn.sturgeon@juno.com>
Source record: 75106

16 Verbatim 200mb disks for Syquest 5.25" drives, brand new, Mac
formatted (but this can easily be changed). $20 apiece plus shipping from
Colorado, $15 apiece if you take them all.

lynn.sturgeon@juno.com

_____
Get the Internet just the way you want it.
Free software, free e-mail, and free Internet access for a month!
Try Juno Web: http://dl.www.juno.com/dynoget/tagj.

2774. "airball" for atari computer

Newsgroup: comp.sys.atari.st
Date: 1999-08-04 00:00:00 UTC
From: BigDan <eec@integrityonline.com>
Message-ID: <37a90c39@205.238.18.7>
Source record: 75107

Has anyone heard of a game for the atari st computer
called airball? in it you are a bubble bluncing around in a castle.
It was really neat.....

if you have an idea of the whereabouts of this game please let me know

-Dan
eec@integrityonline.com

2775. CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oci6i$ah73@news.ajou.ac.kr>
Source record: 74995

I am starting to collect information on the CENTurbo 2.

I would like for other CT2 owners to e-mail me information
on what software they have found that works or doesn't work
with the CT2 in TURBO Mode.

Also, information on working AUTO Folder configurations.
Since some programs need to run in a certain order in the
AUTO folder, information such as this is also important and
needed.

Any information, tips or tricks pretaining to the CT2 is needed.
Along with any hardware that works or doesn't work with the CT2
in Turbo Modes.

If enough CT2 owners contribute information, then I will put it
all together and make it available to all CT2 owners and any other
Atari users that request it.

If you e-mail me information, please include info about your current
system, like the OS you run, Memory, external hardware, version of
the Flash you are using, Type of Hard Disk driver you are using,
CT2 board version you have A or B, Resolution you are running and etc.

I think this will help all CT2 owners get the most out of there system
and I hope that all CT2 owners will e-mail information.

You can e-mail me any info on the CT2 to me at:
phantomm@kih.net

2776. Re: Atari C compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990805190854.60041A@iwb.compulink.co.uk>
Source record: 74996

In article <37a7ac5038d2870@mail.otenet.gr>, papval@mail.otenet.gr
(Vassilis Papathanassiou) wrote:

> Article: 149834 of comp.sys.atari.st
> Path:
> news.cix.co.uk!peernews.cix.co.uk!ayres.ftech.net!news.ftech.net!newsfee
> d.icl.net!news-hh.maz.net!skynet.be!News.Amsterdam.UnisourceCS!news.oten
> et.gr!mail.otenet.gr!papval
> From: papval@mail.otenet.gr (Vassilis Papathanassiou)
> Newsgroups: comp.sys.atari.st
> Subject: Re: Atari C compiler wanted!
> Date: Tue, 03 Aug 1999 23:24:14 +0200 (MET DST)
> Organization: Private
> Lines: 16
> Message-ID: <37a7ac5038d2870@mail.otenet.gr>
> References: <37a3555a1d7cb60@mail.otenet.gr>
> <199908011319.a60477@su2.maus.de>
> NNTP-Posting-Host: athe530-d059.otenet.gr
> X-Trace: newssrv.otenet.gr 933728476 16375 195.167.118.59 (4 Aug 1999
> 01:01:16 GMT)
> X-Complaints-To: abuse@otenet.gr
> NNTP-Posting-Date: 4 Aug 1999 01:01:16 GMT
> X-Newsreader: Okami Version 2.1B-5
> X-Hardware: 68030/8 Atari TT
> X-Sender: NEWSwatch v2.50 (Atari)
> Xref: news.cix.co.uk comp.sys.atari.st:149834
>
> Hello Peter,
>
> on Sun 01-08-1999 13:19 Peter Schneider wrote:
>
> >Hallo Vassilis,
> >
> >VP>Still use them as a reference since Pure C's manuals are in German.
> >right, but the program itself is in English.
> >
> Fortunately! One of the reasons I left GFA Basic :-)
>
> --
> ---
> Regards Vassilis papval@otenet.gr
> http://users.otenet.gr/~papval/
> ---
>

If the originator of this message is interested, I have a copy of Lattice C for sale!

Regards,

Ian B

2777. Re: Looking for app to run TTP's in window

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37a9e02240ea6c5@ping.be>
Source record: 74997

on Thu 05-08-1999 10:38 Thomas Binder wrote:

>Hi!
>
>In article <37a88cf4290ed72@ping.be>,
> tos4ever@ping.be (Martin "Nightowl" Byttebier) writes:
>> Maybe you mean 'tos2gem'?
>
>No, I'm quite sure he didn't mean TOS2GEM.

>When using applications that support it, e.g. Thing or current versions
>of Okami. It's not enough on its own to run TOS/TTP-programs in a
>window.

Yep, you're right. I'm so used to run alternative desktops (Neodesk,
Gemini, Nodesk, Tera and now since quite some time Thing) that I always
forget that something like the TOS desktop still exist.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2778. Taking the Spin out of Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Neil Orton <neil@ataria.freeserve.co.uk>
Message-ID: <933880618.1323.0.nnrp-14.9e9823c4@news.demon.co.uk>
Source record: 74998

Hi Chaps and chapesses

After trying to get my CD ROM to work with "Spin" with varying degrees of success,(Magic nor GEM would allow a desktop icon for the drive but I could access it through "Freedom"???), eventually I ran out of patience and brought ExtenDos Gold (which is excellent). My problem now is that I can't get rid of "Spin". I deleted every file that even had a passing acquaintance with program but still at Boot up I get "Spin" related errors and a dozen or so bombs!

Anybody any Ideas?
TIA for any help

Neil Orton
neil@nortona.demon.co.uk

Windows 98 - Operating System or Large Virus? Discuss...
In A World Without Walls and Fences Who Needs Windows and Gates? - Atari Computing 1998

2779. Je cherche - Ik zoek - I search - Ich such

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: David van Rijsel <DAVID.VAN.RIJSEL@wanadoo.fr>
Message-ID: <WS.37a9fd60.0001cf6d.DAVID.VAN.RIJSEL@wanadoo.fr>
Source record: 74999

Hi

I search a joystick named NAVIGATOR produced by Konix.

If you have one to sell, I'll be very interested.

E-mail me at : David.Van.Rijsel@Wanadoo.FR

David

2780. Re: "airball" for atari computer

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7ocsk6$2o7$1@front2.grolier.fr>
Source record: 75000

Yes faboulous game, one of the best ones

but protected....gonna see if I can find one mailable ;)

On 4 Aug 1999 20:49:16 -, "BigDan" wrote:
>Has anyone heard of a game for the atari st computer
>called airball? in it you are a bubble bluncing around in a castle.
>It was really neat.....
>
>if you have an idea of the whereabouts of this game please let me know
>
>-Dan
>eec@integrityonline.com
>
>
>
>.

2781. Re: Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990805172110.23402.00003210@ngol07.aol.com>
Source record: 75001

In article <7oci65$ah72@news.ajou.ac.kr>, phantomm@kih.net (Phantomm) writes:

>Subject: Disk Drives and Disks
>From: phantomm@kih.net (Phantomm)
>Date: 5 Aug 1999 17:38:13 GMT
>
>I was messing around with a MEGA ST4 that has the RainBow TOS
>v.1.4 the other day and noticed something strange with the
>internal disk drive.
>This Mega ST4 is in like new condition, I don't think it has ever
>been used. There is no trace of dust on the motherboard or Fan.
>
>Anyway, I went to format a DS disk and got a error that the disk
>was damaged. I then tried to read a DS disk that I had formatted on
>a 1040 STE TOS 1.62 4megs. And the Mega ST4 would not read it.
>
>I then noticed that the disk I had tried to format and read were
>High Density Disks.
>
>I then tried to format a normal DD disk and had no problems at
>all formatting. I formatted about 7 disks in a row with no trouble.
>
>Also I tried to read normal Commercial program disks with no problems
>and also DS DD disks that I had made on the STE TOS 1.62 and had no
>problems.
>
>But if I tried to read or format any High Density Disks then I would
>get error messages.
>
>This is the first time I have really used a TOS version below 1.62.
>Now with the STE TOS 1.62 I can format High Density Disks into
>DS/DD disks. My STE just has a normal stock DS DD disk drive.
>
>But it seems that with the MEGA ST4 TOS 1.4 with stock internal
>DS/DD drive I can only read/format DS/DD disks.
>
>I was trying to read/format with the stock TOS 1.4 DeskTop. No other
>disk formatting software or OS was tried.
>
>Is this due to the TOS version or is something else causing this?
>I thought that TOS 1.4 could format HIGH Density Disks into DS/DD
>disks, maybe I am wrong on that.
>
>Any help is appreciated.

>phantomm@kih.net
>

My understanding is that there is a physical difference between DS/HD diskettes and DS/DD diskettes. The HD disks are thinner, thus there is a greater chance that writing to side A will erase side B and vice versa. I could format some HD disks, but not others. I was using TOS 1.62 and 1.4. It didn't seem to matter though, since I had problems with both computers.

Gail

2782. Re: Timeworks "Data Manager" and year 2000 - possible?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AA0540.90CB21D5@jps.net>
Source record: 75002

dbMan is an old dBase III clone. Commercial, but old, so you'll have to
find someone willing to part with one, or check with a dealer.

Vassilis Papathanassiou wrote:
>
> on Wed 04-08-1999 14:41 Tom & Glynis McCartney wrote:
> >
> >On 4 Aug 1999, Randy Kwak wrote:
> >
> < snip >
> >> Any ideas? Or are there any other comparable Data bases in the Atari world?
> >>
> >> All suggestions welcome.
> >>
> >> Randy Kwak
> >>
> You can try Superbase. IIRC it takes 4 digit years and is very powerful
> if you ask me (even with today's Delphi standards ;-)
>
> >I have tested the y2K question using Dbman 5 (both 5.2 and 5.3) and it
> >seems to work fine. With DBman you need to set the century seting to on.
> >
> >i.e SET CENTURY ON
> >
> >I use Dbman because its fully relational and the files are compatible with
> >the Dbase standard so can be imported and exported into programs on
> >"other" platforms.
> >
> >Tom McCartney
> >
> What is Dbman ? I've ported CodeBase 4.x from PC/Unix etc (also fully
> relational and Dbase III plus and Clipper compatible), and use this
> library for database work on my ATARIs but I'd like to see Dbman.
> Is it commercial, shareware or what ?
>
> Thanks
>
> --
> ---
> Regards Vassilis papval@otenet.gr
> http://users.otenet.gr/~papval/
> ---

2783. Re: Straight-Fax (with UsR 56K Voice) problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37aa15a416fcfb2@club-internet.fr>
Source record: 75003

Hello,

in article <7o4mqunek1@aquila.tiscalinet.it> (comp.sys.atari.st)
Marco Ravasini wrote on Mon 02-08-1999 18:08 (GMT):

>
> Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me
> the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It

Maybe it's a matter of FClass. I have a similar problem with my Olitec
Speed Voice 56000 modem, which is only Class 1, (not 2 nor 2.0) and
StarFax who works "only" Class 2 and 2.0.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
Come on my friends lets make for the hills

2784. looking 4 Falcon a/d converter

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7od2e3tei2@as102.tel.hr>
Source record: 75004

hi i'm looking for falcon a/d converter,

please send me an e-mail....

sasa

2785. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <O4pq3.434$eB5.49962@typ11.nn.bcandid.com>
Source record: 75005

On 5 Aug 1999 17:38:01 G, Phantomm wrote:
>Need some info on the MegaSTE.
>
>1. Is there any upgrades that will allow more than 4 megs in
>a MegaSTE?
>
>2. Is TOS 2.06 the highest version one can use in the MSTE?
>
>3. Does one have to set any DIP switches or software settings to
>allow a DS external disk drive to work on a MSTE if you have a stock
>internal HIGH Density disk drive?
>

A DS external drive will work just fine on the Mega STe. I replaced the DS DD drive mechanism in Master 3S external drive with a high density drive mechanism. It's been working great for several years; it's now connected to my TT.

>4. Can one use newer type SCSI hard drives with the MegaSTE's internal
>SCSI board? What about CDROM and CDR SCSI devices, can these also be
>used with the internal SCSI board of the MSTE?
>
>5. Is there only one Chip that controls the internal and external
>floppy drives on the MSTE? What is the name of this chip or chips and
>where is it located?
>
>Any help with these questions is much appreciated,
>phantomm@kih.net
>
>
>
>.

2786. Re: How to use an Atari formated with Magic Mac?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9908052045560.122-100000@tampa1-032.southeast.net>
Source record: 75006

i didn't know whe had macfs for atari.

or maybe you partitioned on the mac the drive to be FAT?

On 5 Aug 1999 guitarra@afn.org wrote:

>
>
> hellop friends:
>
>
> No matter what I do I have not been able to get my Mac to read my scsi atari
> formated drive. I formated the drive on the Mac and it works no problem but
> I need to be able to copy all my internal ide partitions to the scsi drive and then
> connect it to the Mac. I have been told that it is supposed to work.
> Has anyone details on exactly what to do to get it to work?
>
> I formated the drive with HDriver and tried both single and multiples partitions.
> Also I made sure I selected the scsi number on the Magic Mac setup.
> The problem I have is that when the drive is atari formated the mac does not mount the
scsi drive :(
>
> If anyone is doing this, would you please describle your setup for me?
>
> Thanks a lot.
>
> Raymond
>
>
>

2787. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908052023.a65127@su2.maus.de>
Source record: 75007

Hi Steve,

S>How can I possibly troubleshoot which component is not working, or find
S>a place who can do it for me?
first, if you've got the whole ICD disk you will find thereon a
program called IDCHECK (or similar). That will give you an idea on
which ID your drive was found (or not, of course).

Then you should install the driver. by HDUTIL.PRG

One hint: If your drive is not bootable for the moment, you should try
to switch on the computer the drive being switched *off*! Then having
arrived on the desktop, switch on the drive and wait for reaching its
speed.

Then you should launch the driver from a floppy, and after all try to
install an icon for logical drive C:

Peter

2788. Re: Edit Track (was Free Keyboards)

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: claytone@aa.net
Message-ID: <933815592.529285@cacheraq001>
Source record: 75108

On 4 Aug 1999 10:44:31 -, John Kolak wrote:
>Edit Track was bought by Barefoot Software. Not sure who has the rights
>now.
>
>Clayton Murray wrote:
>
>>Randy is (or was?) looking into possibly carrying on
>> developement for the Hybrid Arts EditTrack sequencer. I haven't heard
>> from him in awhile - I hope he hasn't given up on the project.

..and Clayton Murray responds to John Kolak's response to Clayton Murray's comment about Randy, etc....:

Hi John,

You are right, Hybrid Arts was taken over by Barefoot, but then it was taken over by Binary Software. The owner (Robert Semaan) in Texas is just sitting on the rights, doing nothing towards developement. Randy has tried contacting him to persue developement, but he doesn't seem interested. :(That's too bad - if the guy isn't going to do anything with it, he should at least have enough courtesy (commen sense?) to step aside and let someone else go ahead with it!! I managed to buy EditTrack Platinum fron Robert right before he decided to not be in business any more. It took me a LONG time to get my software and manual from him, but he did eventually come thru with it. I had to get Platinum, because Gold won't run on the Falcon. I still have his phone and address (if it's still current) if you'd like to try contacting him.

Best regards,

Clayton Murray
claytone@aa.net
Seattle, WA USA

2789. RESERVOIR GODS email???

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: claytone@aa.net
Message-ID: <933816028.805040@cacheraq001>
Source record: 75109

Hi,

Anybody know a current email addy for Reservoir Gods. They made some way cool games for the Falcon. I tried: CMSLOREI@UK.AC.LIVJM.VAX which was in one of their documents, but it came back "host unknown".

Thanks,

Clayton Murray
claytone@aa.net
Seattle, WA USA

2790. Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: shacoustic@aol.com
Message-ID: <19990804214729.24138.00007459@ng-fw1.aol.com>
Source record: 75110

Help! I recently went to turn my hard drive system for my 1040STe on and, although I heard all the usual sounds from the power supply and the clickety-clack of the hard drive spinning, I could not get the hard drive icon to come up on the screen no matter what I did (including running the ICD software to try to force it to appear). The hard drive is a Miniscribe 8053 with an ICD SCSI Controller card and host adapter card. How can I possibly troubleshoot which component is not working, or find a place who can do it for me?

Thanks,
Steve

2791. Re: How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37A8E7CC.C3E3FACB@ihug.co.nz>
Source record: 75111

Hi there,

guitarra@afn.org wrote:
>
> hello friends:
>
> I wonder if anyone here has been able to transfer files from Mac Local Talk network
> to Falcon using the Lan port? Is this possible and if yes could anyone explain in
> detail how to do it please?
>
> I need to transfer all my Atari files so I can make a cd backup of my Falcon files.
>
> Thanks a lot, Raymond

This is certainly possible (at least I've managed this successfully!). Here is the
hows and wherefors etc...

I use Connect 2.46 on the Falcon and Z_Term on the PowerMac. Just a standard LAN
cable does the trick. You will need to use HS-modem v7 on the Falcon to smooth a
few bugs and allow access to the higher port rates. Make sure both Mac and Falcon
are set to the same port speed, error checking (CRC16 or CRC32), handshake (RTS/CTS
is recommended) etc... Make sure you select the correct port on the Mac, and
LAN on
the Falcon. If you haven't used these software before have a good play because it
took me ages to setup both softwares before things worked well...

Baud rates may vary depending on the direction of dataflow. From Falcon -> Mac
I can
use 230400 baud (flat out!), yet from Mac -> Falcon I need to drop to 57600 or 115200
to xfer without (too many) errors. A few errors is OK cos the CRC checksum
means no
bad data will get through. One last thing is that I've found MagiC gives me
more stable
(less errors, faster) transfer than does the same setup under TOS 4.04 or MiNT.

let me know how it gets on...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2792. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7oavad$sc1$1@nnrp02.primenet.com>
Source record: 75112

SHAcoustic <shacoustic@aol.com> wrote:
: Help! I recently went to turn my hard drive system for my 1040STe on and,
: although I heard all the usual sounds from the power supply and the
: clickety-clack of the hard drive spinning, I could not get the hard drive icon
: to come up on the screen no matter what I did (including running the ICD
: software to try to force it to appear).

Well, if it is the hard drive, try turning it upside down, however that
is done on your system. If it works that way, back it up promptly. If
it did not work that way, the problem is electronic. Has worked for me.
--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2793. ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7ob00m$sc1$2@nnrp02.primenet.com>
Source record: 75113

There have been some posted comments about Atari ST monitors, not exactly flattering.

Some of the tiny details are missing, but Atari did not design the first monochrome or the first color monitor they used. They used monitors used by NCR on bank machines.

This has two effects. One is that an NCR base fits an Atari monitor. But, in the US, the local office quality person called his opposite number at the factory, and that fellow did not think his job description included finding the part number for me. If anyone knows that part number, please post.

The other is that the tubes used can be re-gunned by a tv tube repair shop using guns left over from servicing NCR bank machine monitors.

They were not consumer toys, although they could be used to play games. They started out life as professional tools.

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2794. Re: Wanted: STOS 3D box

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: wvejumper@aol.com
Message-ID: <19990805000608.11778.00000170@ng-fb1.aol.com>
Source record: 75114

why?

:-)

btw, I have it, but I think I might need some encouragement to go get it.
;-)
ciao,
phil

2795. Re: How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ob7fl$65po$1@spnode25.nerdc.ufl.edu>
Source record: 75115

Chris your method works great! I am connected to the Net and using my Falcon's
Lan port connected to the Mac transfering files with no problem from Falcon <-> Mac. I can
even use the Mac and Falcon while transfering files!
I was not sure this was going to work this well. I am glad the Falcon has a LAN port :)
(which I never used before)

Thanks again for your help

Raymond

2796. Re: Telnet site listing wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7obc4b$2kp$1@news5.svr.pol.co.uk>
Source record: 75116

On 3 Aug 1999 20:55:29 +, "John Whalley" wrote:
>Martin-Eric Racine wrote in message ...

>>Telnet works a bit alike a terminal program, but uses URLs instead
Yep, I knew that :-)))

>now. If you *really* want to see what we've got in the library at MMU, you
>can try telnetting to:
>
>telnet://mpclient2.talis.mmu.ac.uk:1023
Just the sort of info I needed (and thanks to James as well), I just needed
a few samples.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2797. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7obc4e$2kp$2@news5.svr.pol.co.uk>
Source record: 75117

On 3 Aug 1999 18:31:24 G, James F. Haslam wrote:
>On 1 Aug 1999 11:20:27 G, Chris Crosskey wrote:
>> I've installed an Eclipse and I've got some wierd problems...
>
>'Fraid I can't help, as I haven't got one *yet*.

Tell me more James - I'll want a demo! :-))

>Can you describe how fVDI fits into your system? I'm thinking of getting
>an Eclipse, but I would be put off if fVDI has to /replace/ NVDI. Does fVDI
>have the font support that NVDI has?

AIUI if you want NVDI's font and printer support you have to have it
installed. If you look at the benchmarks you'll see that the results of
having both systems installed.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2798. Re: 1040STFM connected to the Internet?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7obc4g$2kp$3@news5.svr.pol.co.uk>
Source record: 75118

On 3 Aug 1999 20:18:22 -, Ken Macdonald wrote:

>TAF also has a one bootable disk setup using NEWSie and STing and
>HSModem. This will give you e-mail, ftp, newsgroups, and rudimentary
>www, all on one floppy (720KB) disk, minumum 1MB RAM, although 4MB is
>beST of course!
>(I guess I could upload this to an ftp site somewhere!, or maybe Tony
>would like it on NSAUG site???)

That would be a good idea - there's plenty of people who could use such a
setup, given that someone would have to download it for them.

Taking the idea forward, would TAF be willing to have this setup released on
a magazine's coverdisk?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2799. Straight-Fax (with UsR 56K Modem) problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: m.ravasini@tiscalinet.it
Message-ID: <7oba7o$uq4$1@aquila.tiscalinet.it>
Source record: 75119

On 3 Aug 1999 20:26:56, Ken Macdonald wrote:

<On 2 Aug 1999 18:08:30 G, Marco Ravasini wrote:
<
<<Since I've upgraded my UsR Sportster Flash modem to 56K (they installed
<<me the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It
<<seems to initialize the modem (Fax led flashing) but this is likely to
<<return something wrong or unexpected 'cause Straight-Fax invariably shows
<<the warning ¬The Modem is not responding. Please check etc...¬. Shall I
<<change something in the UsR setup? Or configure it just as the old 33600
<<version (if so which are the settings to be changed?)? You Atarians, drop
<<me some help line please!
<< Marco Ravasini
<<Falcon, with 16 Mb RAM, MagiC 5.11, NVDI 4, HS-Modem and StinG 1.20...
<
<this may or may not help, BUT
<try running without HSModem enabled.I seem to recall that thatworked
<for me, probably a faulty HSModem installation.
<ken

Hi Ken,

thank you for your suggestions, but my troubles don't depend on any
software setup or, better, no setup has changed on my Falcon, Straight-Fax
etc. They simply upgraded my modem to 56K and Straight-Fax simply refuses
to work... No HSModem problem, as before the upgrade I sent faxes properly
with or without that serial accelerator. I told you my modem can't be
initialized, so I would like to ask all Atarians about this: isn't there
any of you who usually sends faxes with Straight-Fax and a UsR 56K Voice
modem? If so, which Straight-Fax Modem Preferences did you set up? Which
UsR controls (S-registers included)? Thank you in advance.

Marco

_____Marco Ravasini_____
____via S. Caboto 38 - 10129 - Torino - Italy____
____Tel. +39 +11 5682804____cell.0347 0743453____

2800. Re: RESERVOIR GODS email???

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: marko@atari.org
Message-ID: <7obib3tej1@nnrp1.deja.com>
Source record: 75120

try out this one:

mrpink.rg@zetnet.co.uk

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2801. KVM.. possible Java port?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A94200.6E20@geocities.com>
Source record: 75121

Fellow Atarians,

Well, I was hanging about in my OTHER orphaned platform newsgroup, the Newton MessagePad, and found an interesting article about a new java port that was done to the Palm Pilot in C.
Being that's the case, I thought I'd share this with the rest of the ST world and those trying to port over java to the ST.

Doctor Clu

@>-->----------

Subject: KVM: Possibly Java for the Newton
Date: 17 Jun 1999 20:04:33 GMT
From: Sean Luke <seanl@scruffy.cs.umd.edu>
Organization:U of Maryland, College Park, MD 20742
Newsgroups: comp.sys.newton.misc, comp.sys.newton.programmer

See http://java.sun.com/products/kvm/wp/

Further, at the Java One conference today, Sun committed to porting the KVM and its Java2 Micro Edition code to the Palm Pilot. This is a very controversial move on Sun's part, as it seems to be leaving some of the Sun licensees in the dust.

According to the white paper, the KVM is written entirely in clean C with relatively few system calls (and *possibly* no threading requirements), which would likely make porting to the Newton feasible. It needs "128K of available memory", though later the page says it's designed to work in "tens of K of heap". The engine and Micro Edition library has no AWT, in fact, no graphics calls of any kind. It's very stripped down, relying on the native GUI of the device (quite a departure from Sun's run-everywhere philosophy previously). This is accomplished through native function calls, which should make setting up an API to call NewtonScript calls pretty simple.

The big question is if/when Sun is going to release the code. If they never release it as open source, this may be just a pleasant excercise.

Sean, who really doesn't have time for this kind of thing, but thinks it's easily within the realm of doability...
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2802. Re: RESERVOIR GODS email???

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37A95581.BBB044A7@cnet.francetelecom.fr>
Source record: 75122

Just try :

mrpink.rg@zetnet.co.uk

:-)
Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

2803. Re: KVM.. possible Java port?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: bhills@my-deja.com
Message-ID: <7obsdq$3pv$1@nnrp1.deja.com>
Source record: 75123

Hi,

> Fellow Atarians,
>
> Well, I was hanging about in my OTHER orphaned platform
newsgroup, the
> Newton MessagePad, and found an interesting article about a new java
> port that was done to the Palm Pilot in C.
> Being that's the case, I thought I'd share this with the rest
of the ST
> world and those trying to port over java to the ST.

There is an Atari port of an early version of Kaffe, the GNU
Java Virtual Machine. It doesn't support any graphics, but it's
a start. :-)

Regards,

Ben Hills
ben@imperial.co.uk

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2804. Re: Looking for app to run TTP's in window

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7obpjhldb1@sun27.hrz.tu-darmstadt.de>
Source record: 75124

Hi!

In article <37a88cf4290ed72@ping.be>,
tos4ever@ping.be (Martin "Nightowl" Byttebier) writes:
> Maybe you mean 'tos2gem'?

No, I'm quite sure he didn't mean TOS2GEM.

> This autodir prog lets you run TTP's into a window.

When using applications that support it, e.g. Thing or current versions
of Okami. It's not enough on its own to run TOS/TTP-programs in a
window.

It's more likely he ment something like TosWin/MiniWin (MiNT/MultiTOS)
or VT52 (MagiC), where only the first two allow an application-specific
menu bar, IIRC.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2805. IDE from Pera Putnik

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7obr4d$ss0$1@news.onet.pl>
Source record: 75125

Hi !

Did any of you build Pera Putnik's IDE interface? If so, could you send
me , how did you do this?
What drivers do you use? Is "Glue" the DMA Chip?

Roman

My adress: mrroman@friko2.onet.pl

2806. ST2DISK

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <37A976FB.DC0462DE@bellatlantic.net>
Source record: 75126

I am looking for a copy of ST2DISK. Anyone know where
I can get this from. It is not on the authors site anymore.

Ajpolitz

2807. looking 4 Falcon A/D converter

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7obtbrcfq1@as102.tel.hr>
Source record: 75127

I'm looking for Falcon A/D converter (for DSP port)....

send me an E-mail...

sasa

2808. Phoenix2

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7obtl6cfq2@as102.tel.hr>
Source record: 75128

I'm looking for the non-demo version of Phoenix2 - the one which
doesn't produce those lines all over the picture...;))

so, maybe someone could help a bit...;))

sasa

2809. Re: Timeworks "Data Manager" and year 2000 - possible?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a9b174433f21@mail.otenet.gr>
Source record: 75129

on Wed 04-08-1999 14:41 Tom & Glynis McCartney wrote:
>
>On 4 Aug 1999, Randy Kwak wrote:
>
< snip >
>> Any ideas? Or are there any other comparable Data bases in the Atari world?
>>
>> All suggestions welcome.
>>
>> Randy Kwak
>>
You can try Superbase. IIRC it takes 4 digit years and is very powerful
if you ask me (even with today's Delphi standards ;-)

>I have tested the y2K question using Dbman 5 (both 5.2 and 5.3) and it
>seems to work fine. With DBman you need to set the century seting to on.
>
>i.e SET CENTURY ON
>
>I use Dbman because its fully relational and the files are compatible with
>the Dbase standard so can be imported and exported into programs on
>"other" platforms.
>
>Tom McCartney
>
What is Dbman ? I've ported CodeBase 4.x from PC/Unix etc (also fully
relational and Dbase III plus and Clipper compatible), and use this
library for database work on my ATARIs but I'd like to see Dbman.
Is it commercial, shareware or what ?

Thanks

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2810. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37a9b174433f20@mail.otenet.gr>
Source record: 75130

on Wed 04-08-1999 19:14 Mr. Atomic wrote:

>Thanks Man! BUT I FOUND IT!
>
Great!!

>After some digging in the storage shed looking for my HP 4 Plus manual, I
>found the damn Gemulator manual (16 page pamphlet really.)
>
...'cause I found it also! I have no idea what it was doing between German manuals (ACS and Easyrider ;-) but it's 35 pages! (version 4.0).

< snip >

The dip switch section is the same though :-)

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2811. Re: GTLOOK 2 is PD

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A9A0CB.83538211@patent.gov.uk>
Source record: 75131

Derryck,

A humble correction to my earlier reply. Your suggestion re. use of SCSIDRV.PRG worked. I'm still not sure why it didn't before. The 'external SCSI' box is now available and all is well .... there is still the very minor problem of the red 'incorrect command received from computer' light coming on on the scanner .. a reset cures that. I have extracted all the internal german text, GEMTraded it and will post an english lang. version if any one is interested. The coding does include english as well as french 'resource' text, so perhaps the install program with the commercial version had an option to enable the required language?. There is also a grayed out drop-down menu item to print .. the code refers to a prog. DA's Print? Any one heard of it?

Bob-King

Derryck Croker wrote:
>
> On 2 Aug 1999 11:04:17 +, Bob King wrote:
> >The Epson scanner software is now PD, version 2.11 according to:
> >
> >http://www.atari-computer.com/xonline/maine.htm
>
> Yep. Nice to see programs where support has ceased being released into the
> PD, rather than being zapped from the developers' drives.
>
> >The connection possibilities have now grown, and the one I/we want....
> >external SCSI .. is grayed out. The 'return' button seems dead as well,
> >and my Falcon seizes up. I just can't get it to run
>
> Hmm. A quick GEMTrade of the readme seems to suggest that you can use either
> the builtin SCSI routine or an external SCSI driver. I suggest that you get
> hold of Steffen Engel's SCSIDRV.PRG (I found it in the GEMAR distribution),
> and run this before you run the scanner software. You can do this from the
> desktop, it should report all the drives (and hopefully the scanner too).
>
> >Can any one help, not with the translation but with getting it to work.
> A silly question, but did you have the scanner switched on before you booted
> the Falcon? I think this is a necessity.
>
> >these. It came on HD with the computer so I have no manual. Any help
> >please.
> The above is a suggestion based on my experiences with Nima's scanner
> driver, hope it helps.
>

> Rgds, Derryck
>
> /--/
> / The Cheshunt Computer Club Herts UK /
> / http://www.cix.co.uk/~derryck/index.htm /
> /--/

2812. Re: not so magiC

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a9a2b9$0$155@news.zetnet.co.uk>
Source record: 75132

Hugh Lutley <spewy@catvomit.u-net.com> wrote in message
news:37A70AED.503D31D@catvomit.u-net.com...
> I've sorted out the problem. Using HD Driver 6 I changed the
Compatability
> to 'TOS, Minimal Sector Size' as opposed to the default option of 'TOS,
> Standard.
Ah a simple case of RTFM

2813. FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37A90965.6BB1@alphalink.com.au>
Source record: 75133
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

Ray Whitehurst wrote:
>
> Hi
>
> I have an Atari ST 1040 with mono monitor + music software for sale.
>
> Price $ 150.oo Pickup Only

I also Have an Atari STE with 4 meg of memory as above for $ 180.oo

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2814. fs: atari stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: NNoiseux@tiac.net
Message-ID: <37a9a5bb.2009464@news.tiac.net>
Source record: 75134

```
Atari St Parts clearance
Atari custom chips (floppy,mmu,dma,cpu,etc) $5 each
Atari 1040st motherboards (2 and 6 chip tos available) $10
Atari Mega motherboard 4 meg ram $50
Atari 1040st keyboards, cases, and power supplies $10 each
SC1224 color monitor $50
SC1435 color monitor $75
SM124 mono monitor $50
Adaptec 4000/4070 scsi controllers (used in SH-xxx boxes.) $5
unfortunately, no mice, no floppies
all must go, cheap!
```

2815. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9aa0e.45963420@news.secoast.net>
Source record: 75135
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

On Tue, 3 Aug 1999 16:37:22 GMT,
maury@remove_this.sympatico.ca.invalid (Maury Markowitz) wrote:

>Hi,
>
> A while back I was writing an article on space related games and I asked if
>anyone out there remembered playing Sundog. Some of you replied with some
>cool notes and such, but soon after that I lost my job, and the mail along
>with it.
>
> So I'm trolling for Sundog players again. If you loved the game as much as
>I did and are willing to read over my article (it's not that long) and
>correct it or add to it, could you drop me a line?
>
>Maury
>
Sundog was my favorite ST game and after selling my ST about 11 years
ago, I'm currently enjoying Sundog all over again right now through
WinSTon which runs the game perfectly on my PC. So you can send it me
if you want.

dw

Dave Webster
dwebster@medioane.net

2816. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9abfc.46456867@news.secoast.net>
Source record: 75136
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

On Wed, 04 Aug 1999 01:17:55 -0400, Doctor Clu
<clu-da-bard@geocities.com> wrote:

> As for me, I'm an old Star Raiders fan, but I've been meaning to try my
>hand at SunDog. Where can I find a copy?
>
> Doctor Clu
>
>--

Same here, since I first bought it in 1981, Star Raiders will always
be my personal favorite, but Sundog (and Amiga Pirates!) ranks right
up there with it for sheer enjoyment. If you haven't played Sundog,
you really should check it out. It's a different type of game than
SR, but just as interesting and addictive. There is a plot and a goal
you need to accomplish, but you're completely on your own as to how
you go about completing the game. Lots of things to do and see.

Check this site out, it's a great resource for Sundog:

http://www.lukin.com/sundog/index2.html

There's a couple of emulators that run Sundog, I've found WinSTon runs
it almost perfectly, it allows saving games but only the current one,
the library feature doesn't work. Otherwise, it's great.

Dave Webster
dwebster@medioane.net

2817. Re: WTB: Burned ROM Cartridge of ST Star Raiders

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9af6b.47335781@news.secoast.net>
Source record: 75137

On Wed, 04 Aug 1999 01:30:42 -0400, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>Hello Atari hard ware hackers out there,
>
> I have a Star Raiders collection going. What can I say? Star Raiders
>was my favorite game on the Atari 8-bit, and so, weither it sucked or
>not, I also went about getting the 2600, 5200, 8-bit, & ST versions of
>Star Raiders, and Star Raiders II.
>
> (I'm curious if AtariSoft developed Star Raiders for any other
>platforms now... hmmm...)
>
Not that I know of, Star Raiders was an exclusive Atari game. There
have been many clones, but nothing like the original. The best SR
clone I've seen was Interactive Magic's Star Rangers. The CEO, Bill
Stealy mentioned that Star Raiders was one of his favorite games, so
Star Rangers was his salute to it. It was pretty faithful to the
original, but had several enhancements. It wasn't a bad game, but it
died in the PC market trying to go against the X-Wing and Wing
Commander series.
Dave Webster
dwebster@medioane.net

2818. Where can I

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: wedd8454@my-deja.com
Message-ID: <7ocihh$l3m$1@nnrp1.deja.com>
Source record: 75138

I'm trying to get my STE to print to an HP1100 Laserprinter.
I've heard that another NVDI user got his going by using a printing
(switch) box; apparently the output level of the STE isn't high enough
to drive the HP1100.
Does anyone know where can I buy such a box? I need
to have this working urgently for a job, so a local (UK) supplier would
be best.
Many thanks for all help.
Laurie

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2819. How to use an Atari formated with Magic Mac?

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ochbt$49h6$1@spnode25.nerdc.ufl.edu>
Source record: 75139

hellop friends:

No matter what I do I have not been able to get my Mac to read my scsi atari formated drive. I formated the drive on the Mac and it works no problem but I need to be able to copy all my internal ide partitions to the scsi drive and then connect it to the Mac. I have been told that it is supposed to work.
Has anyone details on exactly what to do to get it to work?

I formated the drive with HDriver and tried both single and multiples partitions.
Also I made sure I selected the scsi number on the Magic Mac setup.
The problem I have is that when the drive is atari formated the mac does not mount the scsi drive :(

If anyone is doing this, would you please describle your setup for me?

Thanks a lot.

Raymond

2820. weird ST error...

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: jeremiahstitch@hotmail.com
Message-ID: <37a9c970.36620047@news.lafn.org>
Source record: 75140

I'm having trouble with an old Hybrid Arts program called "Digital
Master".

I'd be grateful if anybody can tell me what the heck this error
means...

STOP: CACHE READ ERROR.
Terminating Program...

Thanks for your time,
JS

2821. Re: Need Gemulator Dip switch settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: atomic@wirethebastardsforelectrocutionforspamweb.net
Message-ID: <rqjjgmqt5c27@corp.supernews.com>
Source record: 75141

In article <37a9b174433f20@mail.otenet.gr>, papval@mail.otenet.gr (Vassilis Papathanassiou) wrote:

>Great!!
>....'cause I found it also! I have no idea what it was doing between German
>manuals (ACS and Easyrider ;-) but it's 35 pages! (version 4.0).
Wow, the manual must be up to over a hundred pages by the current release!!!
:-)

>The dip switch section is the same though :-)
Some things never change... He he he!

Thanks for taking the time to look...

Mr. Atomic

2822. Need a 3.5" ST Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: atomic@wirethebastardsforelectrocutionforspamweb.net
Message-ID: <rqjk6hqj5c268@corp.supernews.com>
Source record: 75142

Ah, my buddy's ST 3.5" interna floppy drive has crapped out. Where might I find a replacement? It's not 1.44 and I think you need a chip mod to use one of the current 3.5" 1.44 units.

So, just a basic internal 720k floppy drive please!

You can send him the info at
smallroach@(remove this part for spam control)webtv.net
or post here

Thanks in advance.

Mr. Atomic

2823. MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oci5p$ah71@news.ajou.ac.kr>
Source record: 75143

Need some info on the MegaSTE.

1. Is there any upgrades that will allow more than 4 megs in
a MegaSTE?

2. Is TOS 2.06 the highest version one can use in the MSTE?

3. Does one have to set any DIP switches or software settings to
allow a DS external disk drive to work on a MSTE if you have a stock
internal HIGH Density disk drive?

4. Can one use newer type SCSI hard drives with the MegaSTE's internal
SCSI board? What about CDROM and CDR SCSI devices, can these also be
used with the internal SCSI board of the MSTE?

5. Is there only one Chip that controls the internal and external
floppy drives on the MSTE? What is the name of this chip or chips and
where is it located?

Any help with these questions is much appreciated,
phantomm@kih.net

2824. Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oci65$ah72@news.ajou.ac.kr>
Source record: 75144

I was messing around with a MEGA ST4 that has the RainBow TOS
v.1.4 the other day and noticed something strange with the
internal disk drive.
This Mega ST4 is in like new condition, I don't think it has ever
been used. There is no trace of dust on the motherboard or Fan.

Anyway, I went to format a DS disk and got a error that the disk
was damaged. I then tried to read a DS disk that I had formatted on
a 1040 STE TOS 1.62 4megs. And the Mega ST4 would not read it.

I then noticed that the disk I had tried to format and read were
High Density Disks.

I then tried to format a normal DD disk and had no problems at
all formatting. I formatted about 7 disks in a row with no trouble.

Also I tried to read normal Commercial program disks with no problems
and also DS DD disks that I had made on the STE TOS 1.62 and had no
problems.

But if I tried to read or format any High Density Disks then I would
get error messages.

This is the first time I have really used a TOS version below 1.62.
Now with the STE TOS 1.62 I can format High Density Disks into
DS/DD disks. My STE just has a normal stock DS DD disk drive.

But it seems that with the MEGA ST4 TOS 1.4 with stock internal
DS/DD drive I can only read/format DS/DD disks.

I was trying to read/format with the stock TOS 1.4 DeskTop. No other
disk formatting software or OS was tried.

Is this due to the TOS version or is something else causing this?
I thought that TOS 1.4 could format HIGH Density Disks into DS/DD
disks, maybe I am wrong on that.

Any help is appreciated.
phantomm@kih.net

2825. DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: fpinto@byu.edu
Message-ID: <37ABC571.D6BC72D@byu.edu>
Source record: 74945
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC running an emulator? was it possible to access PC's midi outputs?

Thanks, Phil.

2826. SV: looking 4 Falcon A/D converter

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <M%pq3.2545$i%3.4690@nntpserver.swip.net>
Source record: 75008

Sasa Andrijasevic <sandrija@pravo.hr> wrote:

> I'm looking for Falcon A/D converter (for DSP port)....
>
> send me an E-mail...

Hi,
Check out new ones with professional data at: www.lineaudio.se . The
JAM-IN boxes are great!

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2827. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <N%pq3.2546$i%3.4690@nntpserver.swip.net>
Source record: 75009

Phantomm <phantomm@kih.net> wrote:

> Need some info on the MegaSTE.
>
> 1. Is there any upgrades that will allow more than 4 megs in
> a MegaSTE?

I believe there have been some, but I'm afraid they don't work well with all programs... :(
Unfortunately, I can't remember any manufacturers of such things - maybe someone else?

> 2. Is TOS 2.06 the highest version one can use in the MSTE?

Yes - as far as I know...

> 3. Does one have to set any DIP switches or software settings to
> allow a DS external disk drive to work on a MSTE if you have a stock
> internal HIGH Density disk drive?

I believe it's switch 6 or 7 that should be changed (it's only one switch you have to change). You can easily see if it's the right one by choosing to format a disk. You'll see an option extra for HD formatting... Do the switching when the computer's turned off - and then boot up again to check if it was the right one...

> 4. Can one use newer type SCSI hard drives with the MegaSTE's internal
> SCSI board? What about CDROM and CDR SCSI devices, can these also be
> used with the internal SCSI board of the MSTE?

Most SCSI-1, SCSI-2 and Fast SCSI-2 should work. Use HDDriver to get the best compatibility, as many other drivers don't support drives that are too big... Avoid drives with bus arbitration!

> 5. Is there only one Chip that controls the internal and external
> floppy drives on the MSTE? What is the name of this chip or chips and
> where is it located?

There are a couple of chips involved, but mostly it's the WDC1772 and the DMA controller. Check out the schematics at... (searching old mails...) ah - found it:
http://www.fortunecity.com/skyscraper/quadra/455/ . As i recall it, the schematics are saved in some PC picture format, but there are tons of graphic converters out there...

Best regards,
Claes
My e-mail address: claes@holmerup.com

My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2828. SV: Need a 3.5" ST Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <O%pq3.2548$i%3.4690@nntpserver.swip.net>
Source record: 75010

Mr. Atomic <atomic@wirethebastardsforelectrocutionforspamweb.net> wrote:

> Ah, my buddy's ST 3.5" interna floppy drive has crapped out. Where might I
> find a replacement? It's not 1.44 and I think you need a chip mod to use one
> of the current 3.5" 1.44 units.
>
> So, just a basic internal 720k floppy drive please!
>
> You can send him the info at
> smallroach@(remove this part for spam control)webtv.net
> or post here

You can use a regular PC drive even though the drive itself is an 1.44MB -drive. It will only work as a 720kB-drive, but it's much easier to find such a drive than an original drive.
The trick is to turn the flat ribbon cable - NOT THE POWER CABLE!!! - 180 degrees around (so that it doesn't fit the coding slot - some mild violence is probably needed...). You also have to set the drive to DS0 (Drive Select 0) with a jumper switch or soldering pad. As default, PC-drives are always set to DS1, which doesn't work with Atari machines. Check out that such a jumper or soldering pad is available on the drive before you buy, since not all drives have them...
In rare cases you may have a problem when you exchange disks in such a drive - and the directory of the old disk appears instead of the new disk's directory. In such cases, just press the Esc-button to send a "force media change" and the new one appears instead. There is a hardware solution for this rare problem, with a resistor and a capacitor, but I can't remember the values or where to connect them Someone else maybe remembers it?

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2829. SV: Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <N%pq3.2547$i%3.4690@nntpserver.swip.net>
Source record: 75011

Phantomm <phantomm@kih.net> wrote:

> I was messing around with a MEGA ST4 that has the RainBow TOS
> v.1.4 the other day and noticed something strange with the
> internal disk drive.
> This Mega ST4 is in like new condition, I don't think it has ever
> been used. There is no trace of dust on the motherboard or Fan.
>
> Anyway, I went to format a DS disk and got a error that the disk
> was damaged. I then tried to read a DS disk that I had formatted on
> a 1040 STE TOS 1.62 4megs. And the Mega ST4 would not read it.
>
> I then noticed that the disk I had tried to format and read were
> High Density Disks.
>
> I then tried to format a normal DD disk and had no problems at
> all formatting. I formatted about 7 disks in a row with no trouble.

This is quite normal - unfortunately :(
All drives follow Ataris' specs, but some go beyond the specs. This means that all drives will work with DD-disks and with a 720kB normal format. Very many drives can also handle HD-disks and strange formats (80/10 etc...), but some will never work properly with other than the "normal" operation :(
I believe EPSON drives (with a small eject-button at the lower right of the disk slot) didn't work with HD-disks, while Chinon drives (with a long eject-button centered below the disk slot) did (or was it the other way around...?).

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2830. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7odiq9$atc1@news.ajou.ac.kr>
Source record: 75012

On 5 Aug 1999 23:26:38 G, Joe M. Villarreal wrote:
>On 5 Aug 1999 17:38:01 G, Phantomm wrote:

>
>A DS external drive will work just fine on the Mega STe. I replaced the DS
>DD drive mechanism in Master 3S external drive with a high density drive
>mechanism. It's been working great for several years; it's now connected to
>my TT.
>
>

I also have a external Master 3S. With the High Density Mechanism you
replaced in yours, you still only get the standard DS/DD, Right?

And when replacing Atari DS/DD drive mechs with High Density ones,
Is there any brand or type that is better to use or do all of them
work fine?

Also if anyone can answer the other questions in the first posting
it would be helpful.

Thanks,
phantomm@kih.net

2831. FS:USA: Atari 1040STE/MegaFile System

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7odirk$atc4@news.ajou.ac.kr>
Source record: 75013

I have for sale a 4meg Atari STE TOS 1.62. It has a
nice Composite Output Modification and comes with a
Atari MegaFile 30 Hard Drive.

If you are interested in a good working STE,
then e-mail me for the details on this system
including price.
phantomm@kih.net

2832. Re: Timeworks "Data Manager" and year 2

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7odir6$atc3@news.ajou.ac.kr>
Source record: 75014

On 5 Aug 1999 14:42:24 -, John Kolak wrote:

Is DBMan the same as DB Master One?

If so, I have a original disk and manual in like new condition.
Still has the registration card and Addendum. No Box.
According to the About selection in the Menu, it is version
6114.

I'll part with it if someone wants to buy it. Make me a offer.
Buyer pays shipping.
phantomm@kih.net

>dbMan is an old dBase III clone. Commercial, but old, so you'll have to
>find someone willing to part with one, or check with a dealer.
>

2833. Re: Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7odiqt$atc2@news.ajou.ac.kr>
Source record: 75015

>My understanding is that there is a physical difference between DS/HD diskettes
>and DS/DD diskettes. The HD disks are thinner, thus there is a greater chance
>that writing to side A will erase side B and vice versa. I could format some
>HD disks, but not others. I was using TOS 1.62 and 1.4. It didn't seem to
>matter though, since I had problems with both computers.

>Gail

Hi Gail,

Well, I have quite alot of High Density type disks that I formatted
with the TOS 1.62 STE. I had just bought a package of 50 FujiFilm
2HD IBM Formatted 3 1/2 disks and they work just fine on my STE.
I have a GoldenImage Master 3S external drive hooked up to it and
use it mostly when formatting. But the stock internal STE drive
also works fine with these disks. I've never had a problem with
disks, until I starting messing around with this MegaST4 TOS 1.4.
This MegaST4 is stock and does have a Blitter chip.

At this point, I'm not sure if this has to do with the TOS versions
or the chip in the computers that controls the disk operations.
Maybe it is the drive mechs? I'd sure like to get this cleared up.

Does anyone know the answer to this?

phantomm@kih.net

2834. Re: Taking the Spin out of Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7oe3b5$o2v$1@nnrp1.deja.com>
Source record: 75016

In article <933880618.1323.0.nnrp-14.9e9823c4@news.demon.co.uk>,
"Neil Orton" <neil@ataria.freeserve.co.uk> wrote:
> Hi Chaps and chapesses
>
> After trying to get my CD ROM to work with "Spin" with varying degrees
> of success,(Magic nor GEM would allow a desktop icon for the drive but
> I could access it through "Freedom"???), eventually I ran out of
> patience and brought ExtenDos Gold (which is excellent). My problem
> now is that I can't get rid of "Spin". I deleted every file that even
> had a passing acquaintance with program but still at Boot up I get
> "Spin" related errors and a dozen or so bombs!
>
> Anybody any Ideas?
> TIA for any help

First, if the CDROM was accessible from a file selector, SPIN certainly
was installed correctly. Why you haven't been able to configure your
desktop to show it is strange, but it certainly sounds unrelated to
SPIN.

Having said that, it's probably best to remove all traces of SPIN*.*,
META*.* and CONFIG.SYS and then to install one of the two drivers from
scratch. You have to look into MagiC's extension folder, the auto
folder, and the root folder of your boot drive...

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2835. Re: Straight-Fax (with UsR 56K Voice) p

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: ravamarc@iol.it
Message-ID: <7odtus$9he$1@aquila.tiscalinet.it>
Source record: 75017

On 5 Aug 1999 22:50:54 +, Pascal Ricard wrote:
>Hello,
>
> in article <7o4mqunek1@aquila.tiscalinet.it> (comp.sys.atari.st)
> Marco Ravasini wrote on Mon 02-08-1999 18:08 (GMT):
>
>>
>> Since I've upgraded my UsR Sportster Flash modem to 56K (they installed me
>> the 56K Voice ROMs, B567...), Straight-Fax doesn't work any longer. It
>
>Maybe it's a matter of FClass. I have a similar problem with my Olitec
>Speed Voice 56000 modem, which is only Class 1, (not 2 nor 2.0) and
>StarFax who works "only" Class 2 and 2.0.
>
>Bye,
>/Pascal/

Hi Pascal, and thank you for your suggestion. But the UsR 56K Voice Modem (such my former Sporster Flash has become after the upgrade to V90) is a Class 1 and 2.0 device. Besides my Straight-Fax 2.5 version (maybe the last one to be put on the market) works also in Class 1, so that is not the question... I take the opportunity to repeat my request: fellow Atarians, is there any of you who keeps on using Straight-Fax with 56K (UsR preferably) Modems? If so, which is your hardware and software setup?

Marco

email: ravamarc@iol.it

_____Marco Ravasini_____
____via S. Caboto 38 - 10129 - Torino - Italy____
____Tel. +39 +11 5682804____cell.0347 0743453____

2836. Re: ST2DISK

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37AA9588.C328173B@cnet.francetelecom.fr>
Source record: 75018

Did you try JayMSA ? It's really great ! :-)

Anthony Politz a ï¿½crit:
>
> I am looking for a copy of ST2DISK. Anyone know where
> I can get this from. It is not on the authors site anymore.
>
> Ajpolitz

2837. Help!!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7oe763$or5$1@news.onet.pl>
Source record: 75019

Did you build an DIY IDE Interface(designer: Pera Putnik)? If so, please send me a description how did you do this? I try build it self but it doesn't work. Pleaase ,help me!!!

Roman

My adress: mrroman@friko2.onet.pl

2838. WTD Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7oe85fjvt1@news4.svr.pol.co.uk>
Source record: 75020

Still looking for a Falcon. Anything considered

Offers to info@techsoftware.freeserve.co.uk

Regards

Bob.

2839. Re: ST2DISK

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Stargazer <Stargazer69@gmx.ch>
Message-ID: <37AAADCF.2FB9D720@gmx.ch>
Source record: 75021

Anthony Politz wrote:

> I am looking for a copy of ST2DISK. Anyone know where
> I can get this from. It is not on the authors site anymore.
>
> Ajpolitz

Try this ftp:

ftp://ftp.lip6.fr/pub8/atari/Utilities/st2disk.zip

Regards

Nico

2840. Re: "airball" for atari computer

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Stargazer <Stargazer69@gmx.ch>
Message-ID: <37AAAEA5.DFCC1F16@gmx.ch>
Source record: 75022

BigDan wrote:

> Has anyone heard of a game for the atari st computer
> called airball? in it you are a bubble bluncing around in a castle.
> It was really neat.....
>
> if you have an idea of the whereabouts of this game please let me know
>
> -Dan
> eec@integrityonline.com

Download it here:
http://www.fatal-design.com/cgi-bin/desktop/freq/grab.pl?site=2&file=A_04.ZIP

Regards

Nico

--
N. Peritat

Economic Reconstruction and Developement in South East Europe
http://www.seerecon.org/

Note: No Microsoft programs were used in the creation or distribution of
this message. If you are using a Microsoft program to view this message,
be forewarned that I am not responsible for any harm you may encounter as
a result.

2841. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <4zyq3.265$P3.23324@typ11>
Source record: 75023

On 6 Aug 1999 02:55:05 G, Phantomm wrote:
>On 5 Aug 1999 23:26:38 G, Joe M. Villarreal wrote:
>>On 5 Aug 1999 17:38:01 G, Phantomm wrote:
>
>>
>>A DS external drive will work just fine on the Mega STe. I replaced the DS
>>DD drive mechanism in Master 3S external drive with a high density drive
>>mechanism. It's been working great for several years; it's now connected to
>>my TT.
>>
>>
>
>I also have a external Master 3S. With the High Density Mechanism you
>replaced in yours, you still only get the standard DS/DD, Right?
>

No. It works great as a high density drive. Of course, the Mega Ste needs
to support high density drives. Some older ones don't.

>And when replacing Atari DS/DD drive mechs with High Density ones,
>Is there any brand or type that is better to use or do all of them
>work fine?
>

The Master 3S had a Teac DS/DD drive mechanism. I found a Teac high density
drive mechanism at a local computer store for $45; I could of found one
cheaper mail order though. It was a perfect fit in the Master 3S.

>Also if anyone can answer the other questions in the first posting
>it would be helpful.
>
>
>Thanks,
>phantomm@kih.net
>.

2842. Re: IDE from Pera Putnik

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7oe3jk$g31$1@SOLAIR2.EUnet.yu>
Source record: 75024

Roman <mrroman@friko2.onet.pl> wrote in message
news:7obr4d$ss0$1@news.onet.pl...
> Hi !
>
> Did any of you build Pera Putnik's IDE interface? If so, could you
send
> me , how did you do this?
> What drivers do you use? Is "Glue" the DMA Chip?
>

Glue chip is quad form, 68 pin, end of sign is ...15-38, MMU's (other quad
chip) sign end is ... 12-38.
DMA chip is 40-pin DI, sign end is ...13-38. It's by chips in first series
of ST.

Pera

2843. hard disk or host adapter needed

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: more@mtl.clubplus.net
Message-ID: <7oeh33$hqd@ahab.centra.ca>
Source record: 75025

Is there someone out there who is kind enough to give me the plans of
his(her) host adapter so I can keep on using my atari...

Or if you know of a canadian distributor that I could contact, please
email me.............

thank you
more@mtl.clubplus.net

2844. To Pera Putnik

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7oeg6vrmi1@news.onet.pl>
Source record: 75026

Hi!

Take a look to your e-mail. What is it that TUP transistor? What do
those red squares on the IDE connector pins mean? I want to build this
interface but I need some help.

Roman

Adress: mrroman@friko2.onet.pl

2845. audiomaster export cue

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: C Johnsen <cjohnsen@earthlink.net>
Message-ID: <7oefk3ppu1@fir.prod.itd.earthlink.net>
Source record: 75027

When I go to export cue list, I get the audiofile rewritten but none of the fades and volume changes . Falcon 14ram seagate ext. hddr nvdi 2.5.
Anystep bystep suggestions?
thanx,curt

2846. Re: ST2DISK

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <37AACE54.F3EFA2A0@bellatlantic.net>
Source record: 75028

Thanks !

Ajpolitz

Stargazer wrote:

> Anthony Politz wrote:
>
> > I am looking for a copy of ST2DISK. Anyone know where
> > I can get this from. It is not on the authors site anymore.
> >
> > Ajpolitz
>
> Try this ftp:
>
> ftp://ftp.lip6.fr/pub8/atari/Utilities/st2disk.zip
>
> Regards
>
> Nico

2847. Re: "airball" for atari computer

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37AAD55D.A2D9D89C@erols.com>
Source record: 75029

Anyone know where I can find instrucitons fo rthis game? I got it for my
Atari XE and besides the obvious (moving around), I can't seem to figure
out how to 'use' the objects I can pickup. So far I've seen a cross and
what looks like a hammer or spoon??

Any info/tips appreciated.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

chris wrote:

> Yes faboulous game, one of the best ones
>
> but protected....gonna see if I can find one mailable ;)
>
> On 4 Aug 1999 20:49:16 -, "BigDan" wrote:
> >Has anyone heard of a game for the atari st computer
> >called airball? in it you are a bubble bluncing around in a castle.
> >It was really neat.....
> >
> >if you have an idea of the whereabouts of this game please let me know
> >
> >-Dan
> >eec@integrityonline.com
> >
> >
> >
> >.

2848. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: David Macphail <davidmacphail@compaq.com>
Message-ID: <7oeptp$4at$1@mailint03.im.hou.compaq.com>
Source record: 75030
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

```
Peter Ammon wrote in message ...
>In article <7o3501$sf5@dfw-ixnews6.ix.netcom.com>, "Caye Silverlight"
><msoftmonkey@crosswinds.net> wrote:
>
>> Oh you better believe I'm ignoring it. Everyone, please express to Steve
how
>> much you are ignoring his test
>
Test? Where?

Evil Dave
>>
>>
>> Harold R.G. Alley Jr. <ataripc@earthlink.net> wrote in message
>> news:37A292DF.C7ED7B1A@earthlink.net...
>> >
>> >
>> > Steve wrote:
>> >
>> > > This is a test, please ignore.
>> > >
>> > > Thanks :-)
>> > >
>> > > --
>> > > Steve <<macgamer@ukonline.co.uk>>
>> > >
>> > > MacGamer UK
>> > > http://web.ukonline.co.uk/macgamer/
>> >
>> > Oops I forgot to read the main body where it said ignore.
>> >
>> > Harold Alley
>> > AtariPC@earthlink.net
>> > @2die4.com
>> > @pipeline.com
>> >
>> >
>> >
```

2849. Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7oeqekhat2@news.campuscwix.net>
Source record: 75031

Okay, since yesterday, my 1987 Mega ST 4 (Tos 1.04/Adspeed) has developed a problem that I've not encountered before. (BTW, this is the Mega that runs DarkForce! so its been operating near continuously for nigh on 4-5 years now). Anyways, if I insert a floppy disk (any floppy - I've tried several including new and old ones), the computer immediately resets and cycles between accessing the floppy and resetting in a never-ending loop.

Is it time for a floppy disk drive replacement? <smile> If so, should I try to get a new one from some place like Best Electronics or would I be better off trying to find the same kind of drive in an old beat-up 1040 somewhere (cheap)? Thanks for any help! ;-)

Note that this is not critical - the Mega is still running my BBS, hard drives and CD-ROMs work just fine...just no floppy. ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2850. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dw4iya.4g0o08188kshgN@pm-d15.rhein-main.de>
Source record: 75032

> I would like for other CT2 owners to e-mail me information
> on what software they have found that works or doesn't work
> with the CT2 in TURBO Mode.

Hm, i doasnï¿½t have a special report. All what i have works perfectly.
Only some demos doasnï¿½t run in turbo mode.
I doansï¿½t have/use music software like CAF, Steinberg or some else.

MagiC 6.01 works great, fast.

> Also, information on working AUTO Folder configurations.
> Since some programs need to run in a certain order in the

Magxboot
Nvdi
Drivin
Scc
Centscrn3
Extendos
Sting

Allways the latest release..

> If you e-mail me information, please include info about your current
> system, like the OS you run, Memory, external hardware, version of
> the Flash you are using, Type of Hard Disk driver you are using,
> CT2 board version you have A or B, Resolution you are running and etc.

CT2 board Rev."A", 32MB Fast-, 14Mb ST-RAM, HDDriver 7.7x (Cecile)
ScreenRes: 928x608x256 mainly
Flash v1.99 (Later releases canï¿½t be loaded in my flash)
(I donï¿½t know why)

TOS 4.04
MagiC 6

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2851. Re: To Pera Putnik

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7oeqb1qas1@SOLAIR2.EUnet.yu>
Source record: 75033

Roman <mrroman@friko2.onet.pl> wrote in message
news:7oeg6vrmi1@news.onet.pl...
> Hi!
>
> Take a look to your e-mail. What is it that TUP transistor? What do
> those red squares on the IDE connector pins mean? I want to build this
> interface but I need some help.
>

First thing what comes to my mind: did you connected power to IC 74LS03 ?
It's not on schematic, because it's self-understanding. So, you need to
connect pin 7 of 74LS03 to GND, and pin 14 to VCC (+5V) .

Did you connected lines A2, A3 & A4 from CPU to lines A0, A1 & A2 of IDE
in order as it's on scheme ?
A2 to A0, A3 to A1 and A4 to A2.

There is no general rule where to connect chips. It's not possible, because
we have many PCB layouts of Atari ST machines, with very different IC
arrangement. Good place for GAL is near to CPU. 74HCT245's you can put near
to IDE connector.

Sorry for bad STF schemes, but it's all what we have. I have also some
photo-copy, and mark-number's of IC's are different in every other PCB
version.

You asked about red squares at IDE connector. This shows orientation of
signal, we have also bi-directional lines - such are all data lines. Small
black square on some pins mean that it's not connected, as it's obvious.

TUP is Transistor Universal PNP. You can use every silicon PNP small power
transistor there. This abbrev. is used in most of electronic magazines.

Pera

2852. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37ab1d3b$0$159@news.zetnet.co.uk>
Source record: 75034

> 2. Is TOS 2.06 the highest version one can use in the MSTE?
as far as I know

> 4. Can one use newer type SCSI hard drives with the MegaSTE's internal
> SCSI board? What about CDROM and CDR SCSI devices, can these also be
> used with the internal SCSI board of the MSTE?

the internal host can only support one device
I tried several some were "seen" some wern't some showed only 1 gig when
in fact they were 2 or more
Kevin

2853. Re: FS:USA: Atari 1040STE/MegaFile System

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990806154141.01572.00000809@ng-cg1.aol.com>
Source record: 75035

What else does this Machine come with, games etc, How much?

>
>I have for sale a 4meg Atari STE TOS 1.62. It has a
>nice Composite Output Modification and comes with a
>Atari MegaFile 30 Hard Drive.
>
>If you are interested in a good working STE,
>then e-mail me for the details on this system
>including price.
>phantomm@kih.net
>
>
>
>
>
>

2854. ST>New at the Belgian ftp-site 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <060819991353129404%tos4ever@ping.be>
Source record: 75036
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
-----------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**sound-utils**

ftp://193.190.204.128/atari/sound-utils/mp2_0995.zip
(MPEG Audio Layer II PRG/ACC Realtime DSP Decoder) (159.050 bytes)
ftp://193.190.204.128/atari/sound-utils/n_play32.lzh
(GEM sound player for ATARI STE/TT/FALCON (needs DMA sound). (41.764 bytes)
ftp://193.190.204.128/atari/sound-utils/n_play32_f.lzh (Falcon version) (47.503 bytes)

**www**

ftp://193.190.204.128/atari/www/aftp/aftp154b.lzh (MiNTnet version ) (194.799 bytes)
ftp://193.190.204.128/atari/www/aftp/aftp154b.zip (STiK/STiNG version) (182.547 bytes)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2855. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: mike@jborsley.freeserve.co.uk
Message-ID: <7ofia3$t7f$1@news5.svr.pol.co.uk>
Source record: 75037

On 6 Aug 1999 00:58:49 +, "kevin dermott" wrote:
>
>> 2. Is TOS 2.06 the highest version one can use in the MSTE?
>as far as I know
>
>> 4. Can one use newer type SCSI hard drives with the MegaSTE's internal
>> SCSI board? What about CDROM and CDR SCSI devices, can these also be
>> used with the internal SCSI board of the MSTE?
>
>the internal host can only support one device
>I tried several some were "seen" some wern't some showed only 1 gig when
>in fact they were 2 or more
>Kevin
I went into this, and the answer is as Kevin say's the original
host adapter cannot handle above 1 gig hard drives, and don't support
parity. System Solutions have more up to date host adapters for the
Mega STE that don't have the above restrictions.
Mike

2856. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: macaddict@mapson.tesco.net
Message-ID: <1dw4hoh.107lozdmlz7efN@dialup.62-172-31-72.tesco.net>
Source record: 75038
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

I've given up on tests - England always loose. :-(
--
Macaddict at Tesco dot net: Remove 'mapson.' to respond by email!
"So you want to build a Power Colour Classic?" page at:
http://homepages.tesco.net/~macaddict/PowerCC.html

2857. SV: audiomaster export cue

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <hnlq3.3176$i%3.5496@nntpserver.swip.net>
Source record: 75039

C Johnsen <cjohnsen@earthlink.net> wrote:

> When I go to export cue list, I get the audiofile rewritten but none
of the
> fades and volume changes . Falcon 14ram seagate ext. hddr nvdi 2.5.
> Anystep bystep suggestions?
> thanx,curt

Hi,
I don't know since I don't use AM, but normally SoundPool are very
helpful if you send an e-mail to them: info@soundpool.de
Maybe you should check out their Support area at their site first, to
see if there's anything on the topic: www.soundpool.de .

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2858. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ofnue$4js$1@news.campuscwix.net>
Source record: 75040

On 6 Aug 1999 16:59:56 +, Robert Schaffner wrote:

->CT2 board Rev."A", 32MB Fast-, 14Mb ST-RAM, HDDriver 7.7x (Cecile)
->ScreenRes: 928x608x256 mainly
->Flash v1.99 (Later releases can't be loaded in my flash)
->(I don't know why)
->
->TOS 4.04
->MagiC 6
->
->Regards, Robert

Hi Robert. I have a question out of simple curiosity. With the
C2's power, can't you run that same resolution in True Color?
Running a fairly hi-res (higher than 640 x 480, which I can get
with my Nemesis) desktop with TC is one of the better things
that I would have thought the C2 would make available...

Thanks for any info!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

2859. WTB : Link 96/97

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ofpr6$9ee$1@news1.xs4all.nl>
Source record: 75041

Hi everybody !
I'm looking for a good Link 96/97 SCSI adaptor.
I got lots of Atari hard and soft for sale or exchange(swap)
But money (cash) is also possible
Please react !
Jos
PS. Personal email prefered !

2860. Re: Timeworks "Data Manager" and year 2

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37ab6897.172367878@news.jax.bellsouth.net>
Source record: 75042

On 6 Aug 1999 02:55:34 GMT, phantomm@kih.net (Phantomm) wrote:

>On 5 Aug 1999 14:42:24 -, John Kolak wrote:
>
>Is DBMan the same as DB Master One?
>
>If so, I have a original disk and manual in like new condition.
>Still has the registration card and Addendum. No Box.
>According to the About selection in the Menu, it is version
>6114.
>
>I'll part with it if someone wants to buy it. Make me a offer.
>Buyer pays shipping.
>phantomm@kih.net
>
>
>>dbMan is an old dBase III clone. Commercial, but old, so you'll have to
>>find someone willing to part with one, or check with a dealer.
>>
>

No, DB master one was a database I believe developed in Britian.
DBman was done by Versasoft I believe was the name of the company
which also made it for PC, Unix and other platforms as a DBIII
compatible database program. Once knew a Atari/Amiga/PC dealer that
had created her inventory and accounting setup using DBman.
I have a copy here somewhere, never got to play with it enough
to learn it all that well.

Mike

2861. this is just a little test.

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: James Burr <jamesburr1@earthlink.net>
Message-ID: <7og56ncgf1@fir.prod.itd.earthlink.net>
Source record: 75043

this is a little test just to see if i can post to this newsgroup. please disregard.

James.

2862. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-08-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ogkmb$r29$1@user2.teleport.com>
Source record: 75044
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

2863. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dw5jcv.8ht8h9gjic4yN@pm-d08.rhein-main.de>
Source record: 74946

> C2's power, can't you run that same resolution in True Color?
> Running a fairly hi-res (higher than 640 x 480, which I can get
> with my Nemesis) desktop with TC is one of the better things
> that I would have thought the C2 would make available...

I donï¿½t know. Not tested.
Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2864. Re: Highrez colour graphics card for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <37abfd5e$0$165@news.zetnet.co.uk>
Source record: 74947

On 2 Aug 1999 16:00:54 G, John Browning wrote:
>Hi everybody ,
>
>Just been reading the review of the veloce+ in ACC10,and it sounds
>exactly what I want for my ST setup.
>However is there/was there any higrez colour
>graphics cards for the ST.
>With the Veloce+ and maybe such a card I'll be able to hang onto my ST
>well into the next millenium for professional use.

If you come across one let me know! It's the one major upgrade left for
my Atari.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2865. Re: SV: looking 4 Falcon A/D converter

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37ac04eb$0$161@news.zetnet.co.uk>
Source record: 74948

On 6 Aug 1999 01:51:08 , "Claes Holmerup" wrote:
>Sasa Andrijasevic <sandrija@pravo.hr> wrote:
>
>> I'm looking for Falcon A/D converter (for DSP port)....
>>
>> send me an E-mail...
>
>Hi,
>Check out new ones with professional data at: www.lineaudio.se . The
>JAM-IN boxes are great!
>

I've got a FAD2/2 made by the same people and it is fantastic....Sorry it's not for sale but I'd wholeheartedly recommend the LineAudio stuff as it's all based on the same basic circuitry, the JAM things have balanced inputs and the FAD's don't....they do everything from a 2 I/P-no-O/P device to a rackmounted 8 I/P-8 O/P one....fit one and stop worrying about the quality of your recorded sound...

chrisc

2866. Re: GTLOOK 2 is PD

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7oh951$f94$1@news7.svr.pol.co.uk>
Source record: 74949

On 5 Aug 1999 15:33:47 +, Bob King wrote:
>Derryck,
>
>A humble correction to my earlier reply. Your suggestion re. use of
>SCSIDRV.PRG worked. I'm still not sure why it didn't before. The

One of those things! :-))

>'external SCSI' box is now available and all is well .... there is still
>the very minor problem of the red 'incorrect command received from
>computer' light coming on on the scanner .. a reset cures that. I have

Don't know about this I'm afraid.

>extracted all the internal german text, GEMTraded it and will post an
>english lang. version if any one is interested. The coding does include
>english as well as french 'resource' text, so perhaps the install

I suppose that it could also use the language cookie to display the correct
language.

>program with the commercial version had an option to enable the required
>language?. There is also a grayed out drop-down menu item to print ..
>the code refers to a prog. DA's Print? Any one heard of it?

No, don't know about that either I'm afraid - pity, as it would let you use
it like a photocopier in the same manner as Nima's driver does.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2867. Re: Where can I

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7oh953$f94$2@news7.svr.pol.co.uk>
Source record: 74950

On 5 Aug 1999 17:44:20 G, wedd8454@my-deja.com wrote:
>
>
>I'm trying to get my STE to print to an HP1100 Laserprinter.
>I've heard that another NVDI user got his going by using a printing
>(switch) box; apparently the output level of the STE isn't high enough
>to drive the HP1100.

I can't comment on the suitability of this for your needs, but I'd suggest
that you would be looking for a printer _buffer_ rather than a simple switch
box.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2868. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7oh955$f94$3@news7.svr.pol.co.uk>
Source record: 74951

On 5 Aug 1999 17:38:01 G, Phantomm wrote:
>Need some info on the MegaSTE.
>
>1. Is there any upgrades that will allow more than 4 megs in
>a MegaSTE?

www.aixit.com for the memory upgrade - up to 12Mb or so.

I don't have a MSTe so can't comment on your other queries.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2869. Re: Taking the Spin out of Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7oh956$f94$4@news7.svr.pol.co.uk>
Source record: 74952

On 5 Aug 1999 20:23:57 +, "Neil Orton" wrote:

>now is that I can't get rid of "Spin". I deleted every file that even
>had a passing acquaintance with program but still at Boot up I get
>"Spin" related errors and a dozen or so bombs!

Have you removed the XFS driver from your "Start" folder? In general, some
of the components will still run even if renamed BTW.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2870. What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: "Terrence R. Redding, Ph. D." <terry@oltraining.com>
Message-ID: <7oham4$k9c$1@fir.prod.itd.earthlink.net>
Source record: 74953

I still like to use a statistics program called bSTat and would like to be able to take it with me when I travel. I have PowerPC, and would like to install STe emulation software.

What is available - and what is considered the easiest to install and use?

Thanks for the help.

Atari user since 1982 - with a Mega STe in daily operation.

Terry

--
Terrence R. Redding, Ph.D. | GED Preparation
President/CEO | Insurance Agent License Preparation
OnLine Training, Inc. | over 90 computer courses online.
| One Stop ISP and Training Development
http://www.oltraining.com | Key Note Address
(561) 357-0841 voice | Global Learn Day, 24 hour distance Edu
(561) 357-0842 FAX | Self-Directed Learning Research

2871. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ohd55$m9p$1@news6.svr.pol.co.uk>
Source record: 74954

On 5 Aug 1999 17:38:01 G, Phantomm wrote:
:>Need some info on the MegaSTE.
:>
:>1. Is there any upgrades that will allow more than 4 megs in
:>a MegaSTE?

Yep!, this ere PAK board is letting me have 4 Meg ST + 16 Meg TT RAM
and at a slightly higher speed.!!

:>2. Is TOS 2.06 the highest version one can use in the MSTE?

Ive got 3.06 in mine

:>3. Does one have to set any DIP switches or software settings to
:>allow a DS external disk drive to work on a MSTE if you have a stock
:>internal HIGH Density disk drive?

Nope.

:>4. Can one use newer type SCSI hard drives with the MegaSTE's internal
:>SCSI board?

Yep!!, although ive fitted a link 96, this gives me an external SCSI
2 port.

:>What about CDROM and CDR SCSI devices, can these also be
:>used with the internal SCSI board of the MSTE?

See above answer, but not possible with the atari adaptor.

:>5. Is there only one Chip that controls the internal and external
:>floppy drives on the MSTE? What is the name of this chip or chips and
:>where is it located?

Er!, depends what you mean by control, there's about 3 (control)
chips that get a say in what the drives are doing.

:>Any help with these questions is much appreciated,
:>phantomm@kih.net

Kool Dude!!..

Laters!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2872. Re: Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ohd56$m9p$2@news6.svr.pol.co.uk>
Source record: 74955

On 5 Aug 1999 17:38:13 G, Phantomm wrote:

:>I was messing around with a MEGA ST4 that has the RainBow TOS
:>v.1.4 the other day and noticed something strange with the
:>internal disk drive.

:>But if I tried to read or format any High Density Disks then I would
:>get error messages.

Suprise!!, the only thing in common with DD and HD disks is the
shape, else they are analogous to chalk and cheese.

:>This is the first time I have really used a TOS version below 1.62.
:>Now with the STE TOS 1.62 I can format High Density Disks into
:>DS/DD disks.

I wouldnt trust these with important data!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2873. FA: Atari 520ST and SC1224 color monitor ($9.99 each)

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-0708990949100001@47.199.34.97>
Source record: 74956

520 includes power supply, mouse and video cable. SC1224 is sold
separately. Everything looks and works great.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=geastman

2874. Re: FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <37ac3eb0.831899762@news.mindspring.com>
Source record: 74957
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

On Thu, 05 Aug 1999 13:47:49 +1000, Ray Whitehurst
<audronic@alphalink.com.au> wrote:

>Ray Whitehurst wrote:
>>
>> Hi
>>
>> I have an Atari ST 1040 with mono monitor + music software for sale.
>>
>> Price $ 150.oo Pickup Only
>
>I also Have an Atari STE with 4 meg of memory as above for $ 180.oo
>
>Leave Email or Ring on 9 397 7695
>Williamstown, Victoria, Australia
>
>Yours Ray Whitehurst.

I'm interested. By "pickup only" do you mean you will only sell to
someone who can pick up the computer physically in Australia?

Brandon

2875. Re: Wanted: STOS 3D box

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lqkPV$ABiDr3EwLy@steverosie.demon.co.uk>
Source record: 74958

On Thu, 5 Aug 1999 at 04:06:08 a message from Wvejumper was created on
the subject of Wanted: STOS 3D box.
>why?
>
>:-)
>
>btw, I have it, but I think I might need some encouragement to go get it.
>;-)
>ciao,
>phil

Why, good question;)

When I am coming across certain packages, I am collecting them for
future reference for other Atari users in the future. Ironically I've
had ALL the programs for STOS and sold them as I thought there were
plenty around.

I do like to have software in the original packaging as it helps me
locate it easier if needed; easier to find a box with STOS 3D on it than
a disk and manual!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2876. WTB: Atari 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <37ac41b7.832675083@news.mindspring.com>
Source record: 74959

My faithful Atari STF just had some sort of memory failure after nine
years of steady cooperation. Does anyone have one in good condition
for sale? Would like to have a mono monitor as well but not mandatory.
In US, reply here or e-mail composer22@mindspring.com.

Al.

2877. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <37ac437e.833129752@news.mindspring.com>
Source record: 74960
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:

>Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
>running an emulator? was it possible to access PC's midi outputs?
>
>Thanks, Phil.
>

No help, but tell me more about Dr. T emulation on PC. I called the company about six months ago and they were not in business. I also called Emile Tobenfeld's number and left a message but never heard back.

I've got tons of KCS and Copyist files that I would like to transfer to some currently supported environment. At least I'd like to emulate if that's possible. If you know anything about this please respond.

Al.

2878. Re: WTB: Atari 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VNuz8JBrPEr3Ewfd@steverosie.demon.co.uk>
Source record: 74961

On Sat, 7 Aug 1999 at 14:32:03 a message from Brandon Alexander was
created on the subject of WTB: Atari 1040 STF.
>
>My faithful Atari STF just had some sort of memory failure after nine
>years of steady cooperation. Does anyone have one in good condition
>for sale? Would like to have a mono monitor as well but not mandatory.
>In US, reply here or e-mail composer22@mindspring.com.
>
>Al.

I have but the wrong side of the ponds, Sorry!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2879. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Chris Emmitt <chris@emmitt.freeserve.co.uk>
Message-ID: <7ohil7$n6n$1@news7.svr.pol.co.uk>
Source record: 74962

Gemulator 98 is probably the best one for the Mac. Don't know where you can
get it though.

Terrence R. Redding, Ph. D. <terry@oltraining.com> wrote in message
news:7oham4$k9c$1@fir.prod.itd.earthlink.net...
> I still like to use a statistics program called bSTat and would like to be
> able to take it with me when I travel. I have PowerPC, and would like to
> install STe emulation software.
>
> What is available - and what is considered the easiest to install and use?
>
> Thanks for the help.
>
> Atari user since 1982 - with a Mega STe in daily operation.
>
> Terry
>
>
> --
> Terrence R. Redding, Ph.D. | GED Preparation
> President/CEO | Insurance Agent License Preparation
> OnLine Training, Inc. | over 90 computer courses online.
> | One Stop ISP and Training Development
> http://www.oltraining.com | Key Note Address
> (561) 357-0841 voice | Global Learn Day, 24 hour distance Edu
> (561) 357-0842 FAX | Self-Directed Learning Research
>

2880. Using an SCSI Atari formated drive on Magic Mac

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ohkhk$32li$1@spnode25.nerdc.ufl.edu>
Source record: 74963

Ok, I finally can use my Quantum scsi drive with Magic Mac. This is usefull
as I can now very easily transfer my AIFF files from Logic Audio and Cubase Audio to
the Mac and then make my cds. Also, I can use this method to backup all my
Falcon files using TOAST on The Mac.

All I did was to select on the Magic Mac Util. the SCSI number for the scsi
drive and then on Magic Mac desktop "Install Devices". From the Magic Desktop
I can then copy all the Falcon files to the Mac's Internal HD :)
One thing, the scsi internal drive in the Mac is set to scsi #0 so I had to change my
Falcon's
drive to scsi #1.

Raymond

2881. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7ohk23$a0q$1@scotsman.ed.ac.uk>
Source record: 74964
Cross-posted to: comp.sys.mac.games.action,comp.sys.mac.misc,uk.comp.sys.mac,uk.games.video.playstation,alt.games.video.nintendo-64,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.sinclair

MacAddict (macaddict@mapson.tesco.net) wrote:
: I've given up on tests - England always loose. :-(

That's the beauty of the game... :))))

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

2882. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Stargazer <Stargazer69@gmx.ch>
Message-ID: <37AC5AE4.53F671B2@gmx.ch>
Source record: 74965

You can download Gemulator 98 for free at http://www.emulators.com
It runs under Windows95/98/NT

Chris Emmitt wrote:

> Gemulator 98 is probably the best one for the Mac. Don't know where you can
> get it though.
>
> Terrence R. Redding, Ph. D. <terry@oltraining.com> wrote in message
> news:7oham4$k9c$1@fir.prod.itd.earthlink.net...
> > I still like to use a statistics program called bSTat and would like to be
> > able to take it with me when I travel. I have PowerPC, and would like to
> > install STe emulation software.
> >
> > What is available - and what is considered the easiest to install and use?
> >
> > Thanks for the help.
> >
> > Atari user since 1982 - with a Mega STe in daily operation.
> >
> > Terry
> >
> >
> > --
> > Terrence R. Redding, Ph.D. | GED Preparation
> > President/CEO | Insurance Agent License Preparation
> > OnLine Training, Inc. | over 90 computer courses online.
> > | One Stop ISP and Training Development
> > http://www.oltraining.com | Key Note Address
> > (561) 357-0841 voice | Global Learn Day, 24 hour distance Edu
> > (561) 357-0842 FAX | Self-Directed Learning Research
> >

2883. Re: Disk Drives and Disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: banbury@madhousenet.spam.co.uk
Message-ID: <37ac68b8.0@news.madhouse.uk.com>
Source record: 74966

On 6 Aug 1999 02:55:25 G, Phantomm wrote:
>
>
>
>>My understanding is that there is a physical difference between DS/HD diskettes
>>and DS/DD diskettes. The HD disks are thinner, thus there is a greater chance
>>that writing to side A will erase side B and vice versa. I could format some
>>HD disks, but not others. I was using TOS 1.62 and 1.4. It didn't seem to
>>matter though, since I had problems with both computers.
>
>>Gail
>
>
>Hi Gail,
>
>Well, I have quite alot of High Density type disks that I formatted
>with the TOS 1.62 STE. I had just bought a package of 50 FujiFilm
>2HD IBM Formatted 3 1/2 disks and they work just fine on my STE.
>I have a GoldenImage Master 3S external drive hooked up to it and
>use it mostly when formatting. But the stock internal STE drive
>also works fine with these disks. I've never had a problem with
>disks, until I starting messing around with this MegaST4 TOS 1.4.
>This MegaST4 is stock and does have a Blitter chip.
>
>At this point, I'm not sure if this has to do with the TOS versions
>or the chip in the computers that controls the disk operations.
>Maybe it is the drive mechs? I'd sure like to get this cleared up.
>
>Does anyone know the answer to this?
>
>phantomm@kih.net
>.
I used to use HD disk on my 1040 STFM (Tos 1.2)and my STE (Tos
1.62) formatted to DD standards with no problems but a mate could
not format the HD disks with his STE (Tos 1.62) It looked like the
disks did not like some drives.

Cheer John

2884. atari for sale

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <934046287.6342.0.nnrp-13.c1ed70d1@news.demon.co.uk>
Source record: 74967

Atari st 11 meg
mega 2 b+w monitor
Atari ste 4 meg, 270 meg hard drive, 33600 external modem fast connection
chip installed
video capture vidist and vidirgb
lots of boxed games
about 75 st magazines and even more cover discs
there may be some other bits and pieces
2 dot matrix printers

also an 8bit Atari 1200 with 2 disk drives assembler editor cartridge
few magazines and games
de re atari
atari tech manuals
set up used to write atari games years ago needs a good home.

lewis

lewis@freezone.co.uk

2885. Atari formatted hdd on M;agicPC??

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <2ZZq3.213$FX2.1224@news1.online.no>
Source record: 74968

Is it possible to connect an Atari formatted SCSI harddisk to a PC running MagicPC? I have successfully connected the drive to a Mac running MagicMac, but until now there have been no contact between the PC and the disk.

Any suggestions or solutions are welcome!

P&#65533;l Monstad
PM data, Sauda - Norway

2886. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC6FFA.C4C9F908@jps.net>
Source record: 74969

I've seen this before, but can't recall the cause. Best is rather
pricey, so if you can sacrifice a 1040 for the floppy, much better, or
an SF314. The slanted face plate with the large center ejector is
somewhat less common though....

DarkChyld wrote:
>
> Okay, since yesterday, my 1987 Mega ST 4 (Tos 1.04/Adspeed) has developed
> a problem that I've not encountered before. (BTW, this is the Mega that
> runs DarkForce! so its been operating near continuously for nigh on 4-5
> years now). Anyways, if I insert a floppy disk (any floppy - I've tried
> several including new and old ones), the computer immediately resets and
> cycles between accessing the floppy and resetting in a never-ending loop.
>
> Is it time for a floppy disk drive replacement? <smile> If so, should I
> try to get a new one from some place like Best Electronics or would I be
> better off trying to find the same kind of drive in an old beat-up 1040
> somewhere (cheap)? Thanks for any help! ;-)
>
> Note that this is not critical - the Mega is still running my BBS, hard
> drives and CD-ROMs work just fine...just no floppy. ;-)
>
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>

2887. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC70B1.80BEDAF0@jps.net>
Source record: 74970

MagiC Mac is the most commonly used emulator on the Mac, not sure it it
runs bStat though....

"Terrence R. Redding, Ph. D." wrote:
>
> I still like to use a statistics program called bSTat and would like to be
> able to take it with me when I travel. I have PowerPC, and would like to
> install STe emulation software.
>
> What is available - and what is considered the easiest to install and use?
>
> Thanks for the help.
>
> Atari user since 1982 - with a Mega STe in daily operation.
>
> Terry
>
> --
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> http://www.oltraining.com | Key Note Address
> (561) 357-0841 voice | Global Learn Day, 24 hour distance Edu
> (561) 357-0842 FAX | Self-Directed Learning Research

2888. Re: Atari formatted hdd on M;agicPC??

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC722B.9589848F@jps.net>
Source record: 74971

I reformatted the SCSI drive under DOS 6 as this format is supported by
HD Driver under MagiC. I have no trouble accessing this drive by the PC
or the Falcon, though Windows sometimes gives and error message if I
don't turn off the Falcon first.

"Pï¿½l Monstad" wrote:
>
> Is it possible to connect an Atari formatted SCSI harddisk to a PC running
> MagicPC? I have successfully connected the drive to a Mac running MagicMac,
> but until now there have been no contact between the PC and the disk.
>
> Any suggestions or solutions are welcome!
>
> Pï¿½l Monstad
> PM data, Sauda - Norway

2889. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC7132.95F0D299@jps.net>
Source record: 74972
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thought I read an announcment that all Dr. T Atari software were going into public domain, and were supposed to be posted on Emile's web site for download. The downside to all ST emulators is that none to my knowledge support the MIDI port.

Brandon Alexander wrote:
>
> On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:
>
> >Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
> >running an emulator? was it possible to access PC's midi outputs?
> >
> >Thanks, Phil.
> >
>
> No help, but tell me more about Dr. T emulation on PC. I called the
> company about six months ago and they were not in business. I also
> called Emile Tobenfeld's number and left a message but never heard
> back.
>
> I've got tons of KCS and Copyist files that I would like to transfer
> to some currently supported environment. At least I'd like to emulate
> if that's possible. If you know anything about this please respond.
>
> Al.

2890. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oi13o$cj31@news.ajou.ac.kr>
Source record: 74973

On 7 Aug 1999 08:13:39 +, Robert Schaffner wrote:
>
>
>> C2's power, can't you run that same resolution in True Color?
>> Running a fairly hi-res (higher than 640 x 480, which I can get
>> with my Nemesis) desktop with TC is one of the better things
>> that I would have thought the C2 would make available...
>
>I don't know. Not tested.
>Regards, Robert
>

I don't know what the A version of the CT2 can do, But I do know that
with the CT2 B version 800x600 in TrueColor on a SVGA Monitor works
well.

I use 800x600 in TC mode quite often and it is as clear and stable as
640x480 in 16 colors normal Falcon Mode.

My 17inch SVGA Monitor will only Sync down to a Horizontial of
30kHz and I get 800x600 in TrueColor Mode right around a Horizontial
frequency of 29kHz using CentScreen and CentVidel. This is pushing
my SVGA abit but it works just fine. Also I use the MultiSync DATA
file with CentScreen/CentVidel.

In 256 color Mode I have went as high as 1280x960 and 1280x1280 and
these modes work excellent as well, very stable and clear.
I know I can achieve higher Resolution that 1280x1280 cause I still
have frequency BandWith to Play with in CentVidel before it Maxes out
at my SVGA monitors Frequency Limit.

Now if I had a True MultiSync Monitor that would Sync Down to 15kHz,
I am sure that 1024x768 in True Color Mode would be Possible. Maybe
even 1280x960 in True Color which would be nice. But 800x600 works
very well for me. Using programs like TruePaint and etc in 800x600 TC
is very nice. And it is still much faster than a stock Falcon in
640x480 16 color mode!

At first I didn't think I could get 800x600 TC mode with my SVGA.
But CentVidel will allow you to set the Horizontial and Verticle
Frequencys 1kHz at a time. So I had to play with the settings
before I got it right. Again I had to set the Horizontial around
29.xxxkHz before I found the right frequency but it does work
extremely well. I see no need for a Graphics Card at this point
with the CT2B. Maybe I'll get a good MultiSync one day and see
just how far one can go in True Color Mode.

Does any CT2 owners out there have a Multi Sync Monitor, if so just how high can you go in TC Mode with your CT2?

phantomm@kih.net

2891. Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7oi59fbch1@nnrp02.primenet.com>
Source record: 74974

Does anyone know where I can pick up a midi sequencer for my falcon
I have been using kcs omega but unfortantley it will only work in st high mode. I want something made specifically for the falcon or something that will run in 800 x 592 (centscreen) resolution. It does not have to be in color But I hate the low resolution stuff. If anyone knows if Notator or Cubase score will work at higher resolutions on the falcon then please let me know. If anyone can point me the way to Cubase audio or Emagics Logic Audio then please do.

Gene
Please leave me email.

2892. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7oi6bpenj1@news.campuscwix.net>
Source record: 74975

On 7 Aug 1999 19:23:36 G, Phantomm wrote:

Thanks for the info, Phantomm! I felt sure that the C2 could do better since I get 800 x 592 x 256 colors with my Nemesis, and 640 x 480 in True Color...

Bet a C2 would go good with my 17" Electrohome multisynch! (it does synch down to the ST's 15kzh level). ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2893. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7oi6hrenj2@news.campuscwix.net>
Source record: 74976

On 7 Aug 1999 10:42:18 -, John Kolak wrote:
->I've seen this before, but can't recall the cause. Best is rather
->pricey, so if you can sacrifice a 1040 for the floppy, much better, or
->an SF314. The slanted face plate with the large center ejector is
->somewhat less common though....

Hi John. Yes, I've noticed that Brads' prices are a little bit on the high side sometimes. I've actually got a couple of 1040's lying around (for spare parts), so sometime this weekend I'm going to pull one of those floppies and swap out.

Thanks for the advice! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2894. New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37acb636.732003@n3.idirect.com>
Source record: 74977

Hi everyone.

I recently picked up some atari equip from various thrift stores but
am having troubles getting any disk to read or format.

I have tried 4 different SF354's, and 3 Different 520ST's and 1 5 1/4
drive (some generic drive someone made i believe)

I have the most success with the 5 1/4 as it will read some disks, but
will not format. The format status bar will reach the end then it
will give me an error message, even though these disks are fine
(tested on my PC).

With the 354's, nothing will read and format wont even format a track.
I cant see 4 drives and 3 systems all being bad though.

Does atari need special disks ? Ive tried HD and DD.
Is there a better format program other than the one built into the OS
??
Arer atari drive notorious for breaking down ??

Any help would be appreciated.

Thanks

2895. External Floppy

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: link <cushman@execulink.com>
Message-ID: <37ACEA9E.50FF@execulink.com>
Source record: 74978

Hi,

recently my atari STf floppy drive broke. Today i found an external floppy drive that fits into the Hard disk port on the back of my ST. Is there any way to use this drive, rather than spend the money to buy a new internal floppy?

thanks

Lincoln

2896. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37ACE639.D209B7F2@qnet.com>
Source record: 74979

Dan wrote:

> Hi everyone.
>
>
>
> I have the most success with the 5 1/4 as it will read some disks, but
> will not format. The format status bar will reach the end then it
> will give me an error message, even though these disks are fine
> (tested on my PC).
>
> With the 354's, nothing will read and format wont even format a track.
> I cant see 4 drives and 3 systems all being bad though.

Sounds like you have the drive plugged in incorrectly.

>
>
> Does atari need special disks ? Ive tried HD and DD.
> Is there a better format program other than the one built into the OS
> ??

The SF354 is a single sided drive. The DD should work fine. There are
many other disk utilities try one like Fast Copy III is was alot fast then
TOS. Can be found at UMICH

>
> Arer atari drive notorious for breaking down ??

Ive never had a problem with them I have about 7 of them that work great.

Don

>
> Any help would be appreciated.
>
> Thanks

2897. Atari Sc1224 for Sale and some other ST stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-07 00:00:00 UTC
From: Matthew Neitzel <mneitzel@execpc.com>
Message-ID: <7oj0tf$3ap@newsops.execpc.com>
Source record: 74980

I have an early SC1224 for sale. The case is a little dirty, but its works great. Looking for a good offer.

Also have an 520st with a 4 meg zram upgrade(case bulges a bit open) and a ssdd and dsdd drives. Also a Megafile 30 in great shape. And one more thing a Golden Image Hand scanner Black and white. It is in good shape, except there is a break in the power cord someplace and sometimes needs a little wiggling to get it working. Will take any decent offers.

Please email offers

Matthew Neitzel
mneitzel@execpc.com

2898. Graoumf Tracker

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37ad7d13$0$162@news.zetnet.co.uk>
Source record: 74895

Hi all!

I'm looking for a player that can play GT2 type soundtracker files, on my Falcon.

I've looked at the author's website, but all I can find there are files for PCs.

Can anyone point me in the right direction?

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2899. Atari Online News, Etc. #01-23

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <pzc-i1t.dpj@delphi.com>
Source record: 74896

A-ONE #0123 08/06/99

~ Morton Downey Goes Web ~ People Are Talking! ~ ACE Swap Meet!
~ New Palm IIIe To Debut ~ Pets Online Is Booming ~ MSN Free??
~ Mitnick To Clear Name ~ MS Office Vulnerable! ~ New Java Chip?
~ Atari Banner Exchange ~ Anti-Cybersquatting OK ~ New Look PCs

-* Sega Gets ISP For Dreamcast! *-
-* Hackers Vandalize Security Sites! *-
-* Delphi Forums Attain Million Message Month *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2900. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0808991237300001@chaosnet15.idirect.com>
Source record: 74897

In article <7oeqekhat2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:

> Okay, since yesterday, my 1987 Mega ST 4 (Tos 1.04/Adspeed) has developed
> a problem that I've not encountered before. (BTW, this is the Mega that
> runs DarkForce! so its been operating near continuously for nigh on 4-5
> years now). Anyways, if I insert a floppy disk (any floppy - I've tried
> several including new and old ones), the computer immediately resets and
> cycles between accessing the floppy and resetting in a never-ending loop.
>
> Is it time for a floppy disk drive replacement? <smile> If so, should I
> try to get a new one from some place like Best Electronics or would I be
> better off trying to find the same kind of drive in an old beat-up 1040
> somewhere (cheap)? Thanks for any help! ;-)
>
> Note that this is not critical - the Mega is still running my BBS, hard
> drives and CD-ROMs work just fine...just no floppy. ;-)
>
>
oh my goodness, he's been iMaced! :)

actually, you could try to get ahold of a Sony hi-density unit and use
that in the Mega - I believe that Ken, the TAF president, installed one
of these in a 1040 and it works great, the button even mathes up with the
holes on the body so you won't have to carve up the front.

2901. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7okl11$2dk$1@nnrp1.deja.com>
Source record: 74898

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2902. FS: STacy w/b&w monitor - MidEast USA

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: mcandrdw@toad.net
Message-ID: <37adc29a.227052394@news.newsguy.com>
Source record: 74899

I have an Atari Stacy with an Adspeed, max ram and 130 MB hd. A mono monitor is included, as well as whatever software is loaded on the system.

Any interest please email me at - mcandrdw@toad.net

2903. Atari Software etc FS - UK, but will ship elsewhere!

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <R_kr3.91$wC.2388@stones>
Source record: 74900

The final clearout - continued!

Amazingly, I still keep finding surplus and duplicate copies of various Atari software, mags and bits and bobs which could do with finding a good home soon!

I'm open to offers on any or all of the following items. Postage & packing is extra, but charged at cost. Or items can be collected in person from Sheffield.

Atari Software:
Polytype Font Designer - design Calamus and Pagestream fonts.
GENUS Font Designer - design Calamus fonts.
Home Accounts - version 1.
1st Mail - mail merge package for use with 1st Word Plus.
Oxford Chess - chess program!
Easytext Pro - vector font DTP package.
CompoScript - Postscript interpreter for Atari.
Timeworks Publisher 2 DTP - manual and disks.
MAGE - Majic Arcade Graphics Engine - design quality games in GFA Basic, full package with manual, GFA Basic, sprite disks and extras. *Rare*

Atari Magazines with cover disks:
ST Review - 12, 13, 14, 15, 16, 17, 19, 20, 21, 22, 23, 24, 26, 27.

Atari Magazines without cover disks:
ST Review - 18, 35.
Atari World - 1, 2, 4.
ST Applications - 54.
ST Format - 48, 52, 53, 54, 55, 56, 57, 59, 62, 68, 69.

Atari Cover Disks (no mags):
ST Review - 6 (2 disks), 7 (2 disks), 8 (2 disks), 9 (2 disks), 10 (2 disks), 11 (2 disks), 21, 26, 27, 30, 33 (only disk 1)
ST Format: 14, 15, 16, 18, 19, 20, 21, 22, 23, 25, 26, 27, 29, 30, 31, 32, 39, 40, 41, 52, 53.

Atari Software Manuals (no disks):
That's Write v1.5 manual
ST Basic - sourcebook and tutorial
STOS manual (3 copies)
Discovery Pack manual for Neochrome, First Basic, ST Tour, Utilities and more.

Misc:
Atari/Syquest 44MB Megafile cartridge

Atari Games:
Various - list in preparation, ask for details if you're interested.

Email: publish@cix.co.uk

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2904. Portfolio FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7okq6s$i75$1@news8.svr.pol.co.uk>
Source record: 74901

Portfolio - Atari palm size computer with carry pouch, file
transfer software (pc), six floppys of other games/utils
and manual = 45pounds

Serial interface for Portfolio = 12pounds

Parallel interface for Portfolio = 12pounds

32k memory card for Portfolio = 10pounds

CD "Portfolio Club Deutschland" = 10pounds

or 85pounds for the lot. All prices inc P&P in UK.

-
steve@greenies81.freeserve.co.uk
Atari Falcon030 crawling the net

2905. Memory (16mb) for Falcon FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7okq6t$i75$2@news8.svr.pol.co.uk>
Source record: 74902

16mb memory (14meg only addressed by Falcon) board =
15pounds inc P&P in uk.

-
steve@greenies81.freeserve.co.uk
Atari Falcon030 crawling the net

2906. Re: Looking for app to run TTP's in win

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <bPmr3.4880$X3.60455@news.tpnet.pl>
Source record: 74903

On 3 Aug 1999 19:49:35 G, Chris Crosskey wrote:
>On 3 Aug 1999 02:02:18 , petersansom@my-deja.com wrote:
>>Hello Atarians
>>
>>A while ago now I came across a program that allowed TTP
>>programs to be run in a Gem window. It was also able to
>>send commands to the TTP froma customisable menu system.
>>A sort of shell , you could say.
>>
>>Anyway , I can not find this program anywhere as I cant
>>remember what it is called. I have searched through the
>>Umich index many times to no avail. Can anyone help
>>with the name or loaction of this very useful program ?
>
>
>This sounds staggeringly useful...especially to graphics card owners....ME2
>please
>
Try TOS2GEM. It doesn't have a built-in shell but at least one can
run TOS-TTP prg's in GEM windows

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

2907. Desktop icon for zip drive partitions... ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37ADF6B9.6D59@geocities.com>
Source record: 74904

Hey folks, Thanks to the innovation of the ICD cables and software I
was able to set up a zip drive for backing up my scsi hard drive. Now I
have a few questions if all of you don't mind:

1) can a zip disk become the main bootable hard drive?

2) Now that I have a zip disk working through my scsi drive, I am
trying to get it so that I can access all the drives on the zip drive
and scsi drive. This is on a single TOS system (1.04).
Right now, the partitions C through E show up for the scsi drive.
Drives F through J do not show up as icons.
With a TOS 2.06 system you can manually select a drive using the
[control] (drive letter) command. But with my main system, with the
1.04 system, this trick cannont be used.
However, I have found I can SELECT files THROUGH programs, like word
processors, Movie Player, conpression programs, ect.

But really, how can I set up icons for zip drive partitions that I can
click FROM THE DESKTOP?

3) How can I connect a scsi zip disk through a hard drive on the asci
format using neodesk? (Need to back this drive up real bad...)

Thanks in advance!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2908. Re: Memory (16mb) for Falcon FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Hugh Lutley <spewy@catvomit.u-net.com>
Message-ID: <37AE0550.AA8C6C0E@catvomit.u-net.com>
Source record: 74905

I'll take it,
Where are you in the UK?

Hugh

steve green wrote:

> 16mb memory (14meg only addressed by Falcon) board =
> 15pounds inc P&P in uk.
>
> -
> steve@greenies81.freeserve.co.uk
> Atari Falcon030 crawling the net

2909. WTB: Old ATARI STUFF

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990808191311.09553.00003502@ng-bj1.aol.com>
Source record: 74906

Games and accessories for the ATARI 1040.

2910. Re: Looking for app to run TTP's in win

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7ol2so$al9$4@sun27.hrz.tu-darmstadt.de>
Source record: 74907

Hi!

Maciej Rozmus <rozmusm@piwo.bl.pg.gda.pl> wrote:
> Try TOS2GEM. It doesn't have a built-in shell but at least one can
> run TOS-TTP prg's in GEM windows

As I already wrote in another posting, that's not correct: Without
additional software supporting it (e.g. Thing), TOS2GEM won't do
anything. It just offers a service to be used by applications.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2911. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908081319.a1404@su2.maus.de>
Source record: 74908

Hi Dan,

D>I have tried 4 different SF354's, and 3 Different 520ST's and 1 5 1/4
D>drive (some generic drive someone made i believe)
if I remember correctly my ST times ('88), the SF 354 is single sided drive and the corresponding 314 the double sided one.

For the 5.25" drive you'll have to change the stepping time from 3 to 6 milli-seconds.

D>Does atari need special disks ? Ive tried HD and DD.
No, it will read both Atari and PC formatted disks.

D>Is there a better format program other than the one built into the OS ??
Yes, I don't know anybody who uses the buit-in routines. Try PROCOPY, FASTCOPY, KOBOLD or thousands (o.k. dozens) of programs.

D>Arer atari drive notorious for breaking down ??
No. The original Atari drives were mnufactured by Chinon and Epson, as far as I remember, and you may try them with a PC, if correctly jumpered.

Is your floppy controller right? You may try any floppy formatted on a PC if it's not a HD one. And even a HD floppy disk may be used as a DD one if you tape the "selection hole".

Peter

2912. Re: weird ST error...

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37ae4ece@nemo.idirect.com>
Source record: 74909

On 5 Aug 1999 17:29:46 G, Jeremiah Stitch wrote:
:I'm having trouble with an old Hybrid Arts program called "Digital
:Master".
:I'd be grateful if anybody can tell me what the heck this error
:means...
:STOP: CACHE READ ERROR.
:Terminating Program...
:Thanks for your time,
:JS
:.
well I have no idea about this specific program, but...
try renaming the *.inf or *.cfg file (wherever Digital Master
might store startup info) and starting up Digital MaSTer.
It appears to be (from your error description) that Digital
MaSTer can not read a cache setting (perhaps cache was set to a disk
that no longer exists?) so starting it up with no information
may avoid this problem, and allow you to reconfigure your setup from
within Digital MaSTer and save it.
other options (not nearly as likely)
-disable any disk cache you may have set up
-run with minimal auto programs and no acc's and see if that fixes it.
ken
the TAF guy
;-)

2913. TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37AE6466.604EEBE2@qnet.com>
Source record: 74910

I asked this question awhile back but, didnt get the answer for what I was trying to do.

I have a TT with 160meg hard drive. Now I want to add another 160 meg hard drive to the TT. Here is where I think I confused everyone. I bought a new SCSI (24" double header ribbon cable). I want to hookup both drives on the same ribbon cable. The second drive will receive its power from another source. Both drives will be on the same cable that is connected to the TT motherboard.

How do I get this to work? is there a special length of cable needed to do this? can it be done?

I have tried everything. Maybe its my teminations I have the TT and the last drive terminated.

Any help is appreciated.

Don

2914. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908082048.a2383@su2.maus.de>
Source record: 74911

Hi Dan,

D>
D>Still cant get the 5 1/4 to work though. It was brand new when i got
D>it. Does the 520 ST support 5 1/4 properly ??
yes it does. But make sure it's correctly jumpered (e.g. as drive B:)

D>Mabye its looking at it like a 3 1/2 drive ?
Yes that's the point I answered to in my parallel mail (stepping speed
should be adjusted)

D>One final question, has anyone succeded in getting IBM HD to read
D>single sided DD formatted disks ?? If so, how ??
Yes, 360KB should be 40 tracks a 9 sectors. So at least, the other way
round should work: Format the disk on a PC and get it over to the ST.

Generally the ataris do accept nearly any PC formatted floppy disk
whereas sometimes you may run into problems when trying to read a disk
on PC formatted on a second one.

Peter

2915. Re: Atari formatted hdd on M;agicPC??

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <Gg3r3.378$FX2.2630@news1.online.no>
Source record: 74981

John Kolak skrev i meldingen <37AC722B.9589848F@jps.net>...
>I reformatted the SCSI drive under DOS 6 as this format is supported by
>HD Driver under MagiC. I have no trouble accessing this drive by the PC
>or the Falcon, though Windows sometimes gives and error message if I
>don't turn off the Falcon first.

Yes I know. I have formatted another SCSI disk on the PC. This disk is
accessable from both the PC and an Atari. The problem is the drive which is
Atari-formatted; I can't access it from MagicPC.

P&#65533;l Monstad
PM data - Sauda, Norway

2916. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37acc3af$0$157@news.zetnet.co.uk>
Source record: 74982

Steve Sweet <steve@sweet3.freeserve.co.uk> wrote in message
news:7ohd55$m9p$1@news6.svr.pol.co.uk...
> On 5 Aug 1999 17:38:01 G, Phantomm wrote:
> :>Need some info on the MegaSTE.
> :>2. Is TOS 2.06 the highest version one can use in the MSTE?
>
> Ive got 3.06 in mine

Is that on rom or file?
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2917. Portfolio Serial Interface FS

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7oin0f$iu5$2@mohawk.hwcn.org>
Source record: 74983

I have a Portfolio Serial Interface for sale, complete in box, as well as "The Check Writer" Portfolio Program Card complete in plastic package both for $20 US plus shipping from Canada.

2918. Re: WTB: Atari 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990807223819.10901.00003543@ngol08.news.cs.com>
Source record: 74984

I've got a 520STFM, TOS 1.0, 720K disk, 1MB RAM machine in the closet. I had in mind to set up a dedicated game machine some day, but I don't think I'll ever have enough room. $25+shipping? (I'm in the San Diego area; where are you?)

2919. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oirnd$d051@news.ajou.ac.kr>
Source record: 74985

On 6 Aug 1999 10:13:20 G, Joe M. Villarreal wrote:
>On 6 Aug 1999 02:55:05 G, Phantomm wrote:
>>On 5 Aug 1999 23:26:38 G, Joe M. Villarreal wrote:
>>>On 5 Aug 1999 17:38:01 G, Phantomm wrote:
>>

>
>No. It works great as a high density drive. Of course, the Mega Ste needs
>to support high density drives. Some older ones don't.
>
>>And when replacing Atari DS/DD drive mechs with High Density ones,
>>Is there any brand or type that is better to use or do all of them
>>work fine?
>>
>
>The Master 3S had a Teac DS/DD drive mechanism. I found a Teac high density
>drive mechanism at a local computer store for $45; I could of found one
>cheaper mail order though. It was a perfect fit in the Master 3S.
>

My MegaSTE does have the High Density internal Floppy. So All I have
to do is replace the Master 3S drive Mech with a High Density One
and I get a External High Density Drive? Cool!

Thanks for this info,
phantomm@kih.net

2920. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7oirnr$d052@news.ajou.ac.kr>
Source record: 74986

On 7 Aug 1999 13:43:01 G, Steve Sweet wrote:
>On 5 Aug 1999 17:38:01 G, Phantomm wrote:

>Yep!, this ere PAK board is letting me have 4 Meg ST + 16 Meg TT RAM
>and at a slightly higher speed.!!
>
>:>2. Is TOS 2.06 the highest version one can use in the MSTE?
>
>Ive got 3.06 in mine

ok, But you have to have a PAK board in order to use TOS 3.06 right?

I'd like to have one of those PAK boards, but I'd say they are hard
to find now.
>
>
>:>3. Does one have to set any DIP switches or software settings to
>:>allow a DS external disk drive to work on a MSTE if you have a stock
>:>internal HIGH Density disk drive?
>
>Nope.
>

>
>Yep!!, although ive fitted a link 96, this gives me an external SCSI
>2 port.
>
>:>What about CDROM and CDR SCSI devices, can these also be
>:>used with the internal SCSI board of the MSTE?
>
>See above answer, but not possible with the atari adaptor.

I do have a ICD Link II that I could use with it.

>
>Er!, depends what you mean by control, there's about 3 (control)
>chips that get a say in what the drives are doing.

Mosly I am interested in the chip or chips that control the
Formatting and read/write of the internal drive.
I have a High Density Internal Floppy and it is not working
correcly. I suspect that it is the Floppy Drives ribbon cable
because it is bent and twisted very badly. I'm going to replace
that first. Since the external Disk Drive does seem to work
fine, I guess the Floppy drives chips are ok. Unless there is
a seperate chip for the internal and external floppy drives.

>Kool Dude!!..
>
>Laters!.

Thanks to all that has helped answer questions and etc regarding
the MSTE.

Now, I have another question regarding the MegaSTE and
a AlberTT card. When using the AlberTT card. Should I see anything
on the monitor when I first turn the MegaSTE on. Or do I have to
wait until the Drivers for the AlberTT card are loaded before I get
a Video Display?
phantomm@kih.net

2921. NVDI printer spooler

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7oj2ba$gi2$1@nnrp02.primenet.com>
Source record: 74987

Can anyone tell me how to enlarge the print spooler for NVDI 5.
If I am correct I can adjust the size of the spooler and speed up the
print process of my falcon. I am on a sigle task system in case that
matters. Please let me know what to do.

Gene

2922. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37ad0d2b.13058823@n3.idirect.com>
Source record: 74988

On Sat, 07 Aug 1999 19:06:49 -0700, Schoengarth <dons@qnet.com> wrote:

Thanks,

shorty after posting i figured out the 354's problem, and yup you got
it. I was formatting double sided.

Still cant get the 5 1/4 to work though. It was brand new when i got
it. Does the 520 ST support 5 1/4 properly ?? Mabye its looking at
it like a 3 1/2 drive ?

Im pretty sure its plugged in properly, as it's quite straight foward.
2 Connectors, in and out. Pretty hard to mess that up.

One final question, has anyone succeded in getting IBM HD to read
single sided DD formatted disks ?? If so, how ??

2923. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37AD1DE2.1253@geocities.com>
Source record: 74989

Previously...

One final question, has anyone succeded in getting IBM HD to read
single sided DD formatted disks ?? If so, how ??

@>-->-------------------------

First off, welcome to the world of Atari. I have been using an ST
since about February of this year and I find it a fun system. Mainly
for desktop publishing, BBS'ing, movie playing, and internet surfing.
And it becomes more and more useful as time goes on.

Your floppy drive question is simple. I don't believe a single density
(360 K) disk will work unless you have the proper disk utility on the
PC to read it.
But if you can secure a 720 K disk drive, then you have it made.
Either format the disk on the PC first, or find the special utility that
allows you to format a IBM PC disk. FRom there, no problem, the Atari
was designed to read PC disks from the get go. :)

Take care!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2924. ICD Utility disks...

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: rsw@ecn.ab.ca
Message-ID: <37ad3c87.0@ecn.ab.ca>
Source record: 74990

is ICD still around? i've been using their Link2 hardware to connect a SCSI drive to my STe. problem is i wiped the ICDBOOT.SYS file and, having just moved, can't find either my ICD disks or a rescue disk. i'm kinda hoping ICD's gotta a small little back-door program i can use to get back in my hard-drive. or even just something to re-format the whole thing. everything's backed up, but it's annoying (to say the least) not to have the use of the HD.

anyway, thanx in advance

rob
<rsw@ecn.ab.ca>

2925. wtb: notator sl

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Matt Jones <jones514@earthlink.net>
Message-ID: <37AD4CEB.FE3A3F8@earthlink.net>
Source record: 74991

I want to purchase a copy of Notator SL that has the book and all the disks that come with it e-mail me a bluebike_7@hotmail.com my earthlink e-mail is packed with junk mail. sorry.

2926. Re: CENTurbo 2 Info wanted

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dw7fnb.1mpa8hddb0mq2N@pm-d22.rhein-main.de>
Source record: 74992

Phantomm <phantomm@kih.net> wrote:

> I don't know what the A version of the CT2 can do, But I do know that
> with the CT2 B version 800x600 in TrueColor on a SVGA Monitor works
> well.

The board do the same as the B Rev in grafix. Only I doasnï¿½t test it.

> I use 800x600 in TC mode quite often and it is as clear and stable as
> 640x480 in 16 colors normal Falcon Mode.

Yes.

> In 256 color Mode I have went as high as 1280x960 and 1280x1280 and
> these modes work excellent as well, very stable and clear.

Yes. You doasnï¿½t need eyeglasses to identifiy some icons ? :->
I know that higher resolutions works fine.

Other question:
Whitch software definitv needs 800x600 or higher in true color?

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2927. Chip music tech questions

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: "D. Cooper" <db_coopr@hotmail.com>
Message-ID: <37AD21D6.396C@hotmail.com>
Source record: 74993

Hi everyone...

I've really become quite interested in chip-music lately, and especially in the
techniques used to improve the sound quality of the YM2149 chip beyond what it
is supposed to be capable of. I'm talking of things like SID-voice, buzzsounds,
digidrums etc. I've looked at various chip-music composing programs, but none
of them give any explanation of how these effects are achieved. So can anyone
out there explain these (and any other) techniques to me please? Don't worry
about getting too technical, I want *all* the gory details :) Also let me know
if there's any sites or docs I should take a look at.

Thanks in advance,
Dale.

2928. Re: ICD Utility disks...

Newsgroup: comp.sys.atari.st
Date: 1999-08-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vvOd0pAotWr3Ew7p@steverosie.demon.co.uk>
Source record: 74994

On Sun, 8 Aug 1999 at 08:15:03 a message from was created on the
subject of ICD Utility disks....
>is ICD still around? i've been using their Link2 hardware to connect a
>SCSI drive to my STe. problem is i wiped the ICDBOOT.SYS file and, having
>just moved, can't find either my ICD disks or a rescue disk. i'm kinda
>hoping ICD's gotta a small little back-door program i can use to get back
>in my hard-drive. or even just something to re-format the whole thing.
>everything's backed up, but it's annoying (to say the least) not to have
>the use of the HD.
>
>anyway, thanx in advance
>
Hi

That's a little drastic really. All you need is to get hold of the ICD
floppy disk and boot the hard disk driver from floppy, move the relevant
file over or make it bootable again!

If no one helps, drop me a line and I'll help sort it out:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2929. Re: WTB: Old ATARI STUFF

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990809172733.24326.00003935@ng-fi1.aol.com>
Source record: 74845

I want alot i need a list

>
>On Sun, 8 Aug 1999 at 23:13:11 a message from Proverb192 was created on
>the subject of WTB: Old ATARI STUFF.
>>Games and accessories for the ATARI 1040.
>
>How much do you want:)
>

2930. Re: How to use an Atari formated with Magic

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7onjh7sjd1@jair.pressenter.com>
Source record: 74846

On 5 Aug 1999 17:24:13 , guitarra@afn.org wrote:
>
>
>hellop friends:
>
>
>No matter what I do I have not been able to get my Mac to read my scsi atari
>formated drive. I formated the drive on the Mac and it works no problem but
>I need to be able to copy all my internal ide partitions to the scsi drive and then
>connect it to the Mac. I have been told that it is supposed to work.
>Has anyone details on exactly what to do to get it to work?
>
>I formated the drive with HDriver and tried both single and multiples partitions.
>Also I made sure I selected the scsi number on the Magic Mac setup.
>The problem I have is that when the drive is atari formated the mac does not mount the
scsi drive :>(
>
>If anyone is doing this, would you please describle your setup for me?
>
>Thanks a lot.
>
>Raymond
>
>.

I'm not sure what's supposed to be possible with the latest edition
of HD driver, but under MagicMac you should be able to read your SCSI
atari HD (AHDI compatible) from the Atari side of the Mac. You won't
be able mount it on the Mac side. Select the option to install
drives on your desktop while on the Atari side and your Atari HD
should appear as the next available drive letter. Once the stuff is
copied to the Mac hard disk you will be able to access any files from
the Mac side.

--Terry Kelly

2931. TTM195

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7onjhmsjd2@jair.pressenter.com>
Source record: 74847

I posted here several months ago looking for help on my dead TTM195 19 inch BW monitor. It went completely dead after working fine for about two years or so. The power led does not light. The fuse is OK. I've finally had some time to dismantle the monitor, and I can't see any obvious burned areas. I remember reading references to the "flyback transformer" but have no idea what component that is. There is a transformer by the power supply area on the right side of the board (from the rear) and there is something which might be a transformer on the left side which has a high voltage wire coming out of it that attaches to the CRT.

Does anyone know what to look for when the TTM195 fails? I remember references to a repair guide by Berne Diotte but I don't know where to locate that.

Any help would be appreciated.

Terry Kelly

2932. X-files closed, place 2 be opened

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908091919.a23481@kr.maus.de>
Source record: 74848

http://atari-computer.de/xonline/ moves to http://place2be.de/

Hi!

After exactly one year (August 9th 1998 - August 9th 1999) as a constant news service and allround Atari site 'The X' closes its' doors and instead the new 'place 2 be' opens.

Well, why did I make this decision?

I got a cheap offer for my own top level domain name and I simply couldn't resist. While checking for some suitable x like top level domain names I came across a big bunch of either X-Rated or X-Files related websites with no suitable name left for my little X. So I decided to go for a new name.

So what will change besides the name?

Currently nothing but there are some new sections and services (now possible with the new server) that will be added in the near future.

So what do I have to change in my Hotlist, Bookmarks, Favorites ...?

For the German pages use either
http://place2be.de/ or http://www.place2be.de/

For the English pages add indexe.htm so use either
http://place2be.de/indexe.htm or http://www.place2be.de/indexe.htm

I'm currently evaluating the possibility of using e.g. a .com address for the english pages but in the meantime I'm going to register a short subdomain at ATARI.ORG.

Anything left?

I want to use this opportunity to inform you about the CAB campaign that has been started a while ago. The 'Most Wanted' section of my page allows you to vote for a new CAB version and the count is currently at about 70 so there is much room for improvement left.:-) So if you haven't yet voted go to my site and do so.

Regards,
Jan

2933. Re: Graoumf Tracker

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37AE1DD7.E801298@club-internet.fr>
Source record: 74912

Hello there,

James F. Haslam a ï¿½crit:
>
> Hi all!
>
> I'm looking for a player that can play GT2 type soundtracker files, on my
> Falcon.
>
> I've looked at the author's website, but all I can find there are files
> for PCs.
>
> Can anyone point me in the right direction?

Have you tried the MegaTracker Player ?
Now it's freeware and you can find the last version (1.15) on most
FTP sites.

Bye

Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag

2934. GTLOOK2 and my GT5000 scanner

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37AE1FA7.DE0EFC53@club-internet.fr>
Source record: 74913

Hello there,

I've downloaded GT Look 2, as it is freeware, and
I wanted to try it with the parallel scanner I'm
using on PC. It's an Epson GT 5000.
But it seems GT Look 2 doesn't want to recognize
my parallel scanner... When I click to start
the program, the red "Error" light of the scanner
switches on...

Errr... in fact I'm not sure GT Look 2 can use a
parallel scanner... what can I do ???

Thanks !

Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag

2935. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ol8i5$3lh$1@news.campuscwix.net>
Source record: 74914

Okay, after stripping the PS and floppy drive from an older 1040STf, and swapping back and forth with my problematic Mega's PS and FD, I have found that my problem is indeed, the power supply. The old PS had brown marks/burnt smell on the yellow colored tower (transistor, I guess? It had wire wrap). Anyways swapping floppies didn't make any difference, but swapping PS's did. So now I'm going to order a Mega ST PS from Best Electronics. I'd use the 1040's, but it doesn't have the fan attachment, and I figure a new one is the best way to go... ;-)

Thanks to everyone for their help/suggestions!

PS DarkForce will still be accessible, running on a 4 meg 1040STe, just slower... (the Mega runs at 16mhz)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2936. Re: Desktop icon for zip drive partitions..

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ol9ed$3lh$2@news.campuscwix.net>
Source record: 74915

On 8 Aug 1999 17:29:30 -, Doctor Clu wrote:

-> 1) can a zip disk become the main bootable hard drive?

Not sure about this. I know you can make an EZ 135/230 into
a bootable device. Seems like you should be able to...

-> 2) Now that I have a zip disk working through my scsi drive, I am
->trying to get it so that I can access all the drives on the zip drive
->and scsi drive. This is on a single TOS system (1.04).
-> Right now, the partitions C through E show up for the scsi drive.
->Drives F through J do not show up as icons.

Only the partitions that -exist- will be available for the icons.
Surely you don't have the Zip drive divided up into partitions
ranging from F thru J? (or am I misunderstanding what you are
saying?) The Zip drive should ideally only be 1 or 2 partitions.

-> With a TOS 2.06 system you can manually select a drive using the
->[control] (drive letter) command. But with my main system, with the
->1.04 system, this trick cannont be used.

From TOS 2.05 and up, you can select "Install all devices" and it
will put an icon for each legitimate device that the system found
when booting up.

Before TOS 2.05, you have to select the last icon that you can see
in the chain, (for example "E"), highlighting it, then pick install
drive from the drop-down menu. Give it the next letter (F) as an
assignment, then it should appear. Go through each of your remaining
partitions like this...

Don't forget to save your desktop after you get everything in place!

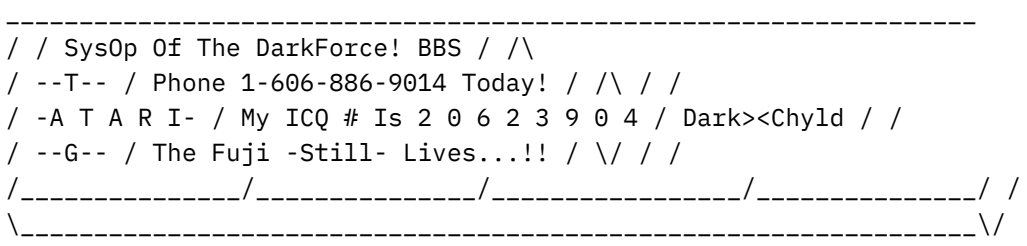
;-)

-> 3) How can I connect a scsi zip disk through a hard drive on the asci
->format using neodesk? (Need to back this drive up real bad...)

I used to use Geneva/Neodesk. Been awhile, but if I remember correctly,
it will find your partitions once you have them setup correctly in
TOS... Also, I think it has some kind of drop-down menu command that is
similiar to "install all devices".

Again, if I'm understanding your question right...

Hope this helps! ;-)


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

2937. Re: New User (Thanks Everyone)

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37ae5a9c.906777@n3.idirect.com>
Source record: 74916

On Sat, 07 Aug 1999 22:48:19 GMT, Mephiston@idirect.com (Dan) wrote:
Thanks for all the help guys.

I now got A fully working 520 ST. Got both drives working and am
safely transfering files from my PC that i downloaded.

Im glad to see you guys actually help poeple. I once asked a question
about transfering PC to Amiga in the #Amiga on IRC..

Heh, what a mistake. They act like PC is the ultimate evil and
Amiga's were created by gods, and they all the "If you dont know, then
im not gonna tell you attitude"

Thanks again guys...

Dan (Happy Atari User :)

(Now i need to upgrade)

2938. More than 2 Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37af5d0c.1530186@n3.idirect.com>
Source record: 74917

Is there anyway to have TOS (1.02 I think) recognise more than 2 drives.

Also, do you think it would be worth it for me to sink much effort in upgrading a 520 or should i just try to hunt down a 1040 or better ?

2939. Re: Desktop icon for zip drive partitions..

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37AE6F7D.5448@geocities.com>
Source record: 74918

Thanks for the help (as you usually do!) :)

I'll give it a try.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2940. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37ae7e84c0504030@holleman.demon.nl>
Source record: 74919

on Sun 08-08-1999 22:17 Schoengarth wrote:

>I have a TT with 160meg hard drive. Now I want to add another 160 meg
>hard drive to the TT. Here is where I think I confused everyone. I
>bought a new SCSI (24" double header ribbon cable). I want to hookup
>both drives on the same ribbon cable. The second drive will receive its
>power from another source. Both drives will be on the same cable that is
>connected to the TT motherboard.
>
> How do I get this to work? is there a special length of cable needed
>to do this? can it be done?
>
>I have tried everything. Maybe its my teminations I have the TT and the
>last drive terminated.

Hi Dan,

nope, you haven't tried everything, it would have started to work then :-)

Now I wonder what you mean by "both drives will be on the same cable that
is connected to the TT mb"

Right, this is possible, then remove the termination from the first drive
on the cable and enable termination on the last drive on the cable. You
gotta adapt the cable for that, since it has only one connector...

A more convenient way is making use of the external SCSI socket on the
backside of the casing. I gather your first HD sits inside. You just leave
it there (PS is there any room for your 2nd drive inside???). Also leave
it terminated. Next hook up your 2nd drive to the SCSI socket. In that
case the 2nd drive needs to be terminated as well and you have to remove
the internal terminators in the TT.

I got the impression you want to use the internal flatcable to hookup 2
drives. In fact you only need to add another connector.

To summarize: as soon as you start using the SCSI outlet on the TT
combined with an internal HD on the flatcable you have to remove the
internal terminators from the motherboard. If you use only an internal HD
on the flatcable the terminators should stay in.
On one flatcable you can connect many devices. The physical last one on
the "chain" needs termination, the others don't. Now that's the theory,
but some TT's appearently develop strange habits with termination, so if
it doesn't work, you gotta use the "trial-and-error" method... which
should start by putting back the internal TT terminators once you removed
these...

HTH,

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2941. WTD Latice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7om3imvem1@news7.svr.pol.co.uk>
Source record: 74920

Hi,

Im using Latice C 5.5, which is fine but would like to update
to Latice C 5.6 if possible. Anyone got a copy of sale?

Regards

Bob.

2942. GTLOOK PD

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37AEA510.AD7ED042@patent.gov.uk>
Source record: 74921

On the assumption it's really PD, I've translated the embedded German RSC so that the prog's in English. If any one wants this anglicized version, let me know.

Bob King.

2943. Re: WTB: Old ATARI STUFF

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <gT6e7IA4qqr3EwY5@steverosie.demon.co.uk>
Source record: 74922

On Sun, 8 Aug 1999 at 23:13:11 a message from Proverb192 was created on
the subject of WTB: Old ATARI STUFF.
>Games and accessories for the ATARI 1040.

How much do you want:)

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2944. Graphic cards for ST?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7ome08ghe1@news.onet.pl>
Source record: 74923

Hi!

Are graphic cards for ST ,which expand the resolution and no of colours?
Could I connect they to VGA monitor?
Are they expansive? (falcon will be cheaper?)

Roman

2945. Re: Graoumf Tracker

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Guillaume Déflache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <0bdf01bee25b$9d86a1a0$5ff35ec2@dtrd.de>
Source record: 74924

> > I'm looking for a player that can play GT2 type soundtracker files, on
my
> > Falcon.
> >
> > I've looked at the author's website, but all I can find there are files
> > for PCs.
Some time ago the last Atari version got a link... is the author ashamed
of his roots?

> > Can anyone point me in the right direction?
Just get the last (AFAIK) version of the tracker:
ftp://ftp.lip6.fr/pub/atari/Falcon/Music/gtk08665.lzh. It's obviously its
format's best player :-)... Some say it's also the best XM replayer for
Falcon. And there is a separate format-conversion program too.

> Have you tried the MegaTracker Player ?
> Now it's freeware and you can find the last version (1.15) on most
> FTP sites.
I'm afraid this one doesn't even replay GTK modules (first Graoumf
format version). According to what is stated in the docs, it was planned but
will sadly never be implemented (as development has ended). BTW if you want
the latest and last (freeware) version of the MegaPlayer (the best for all
formats but XM... and Graoumf Tracker's), look for 1.16: same as 1.15 but
registered.

Bye,
G.

To Stephane: Hey Beast, a few questions 2u:
- how come your YM-player doesn't work on my bare Falcon? Checked the
source but can't figure out why sound didn't come out (no crash though). And
yes I think I have check the ADC-matrix thing too...
- will u go 2 the RTS2?
- done w/ the army?
Nice and fun 2 speak 2u in English... please answer soon by e-mail... in
French!

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2946. Notator Logic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37AECBCD.6E565E01@cnet.francetelecom.fr>
Source record: 74925

Hello !

Some time ago, I was told that EMagic had released their Notator Logic Falcon version for free. Is it true ? If so where can I put the hand on it ?

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/
UTSI : http://www.multimania.com/falkweb/utsi.htm

2947. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: tcordes@escape.ca
Message-ID: <OVAr3.3953$mH4.247977@typhoon.mbnet.mb.ca>
Source record: 74926

MOUSE PAD "IBM Services" attractive plastic over foam base $ 3

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 68
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 32
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 75
cord

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 18
mouse

520STf computer with DS disk external drive, add $5 for a mouse $ 39

520STfm computer dead internal power supply (looks like it melted down); $ 21
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 2

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK LIVRE De 1st Word Plus formation, exemples et applications, a book in $ 1
French, 200 pages hardcover, looks at 1st Word processor in depth, mint
condition, comes with disks

BK MANUAL 1040ST original either 86 or 87, good condition $ 3

BK MANUAL PTC1426 for the color TT 14" monitor, bit warped $ 3

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 4

BK MANUAL TTM195 for the 19" mono TT monitor, multilanguage $ 3

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2

CABLE 25PIN Modem/serial/printer cable 25 male to 25 male Dsub approx 5' $ 3

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 8
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 15
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 33
cable and power supply

FLOPPY Atari external floppy drive $ 24

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 8
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 13 Atari mags, 1 Atari disk all together in one $ 2
super cheap set! email for titles, shipping not included

MEGA STe computer 16Mhz 4MB RAM, 300MB+ internal hard drive, HUGE PRICE $266
REDUCTION - was $425! everything works, Great computer with BIG hard drive

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 9
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 9
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 8
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 16
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 17

MONITOR color Atari SC1224 working $ 33

MONITOR color Atari various models working $ 33

MONITOR mono Atari various models working $ 29

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! minorly broken, button sometimes works and sometimes doesn't, and it often doesn't want to move right; comes with special gridded mouse pad $ 1

MOUSE PAD by Moustrak Inc, grey $ 1

MOUSE original Atari mouse guaranteed working $ 10

POWER SUPPLY external for 520 ST's $ 17

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 3

PRINTER SWITCHBOX Pengo 25-pin for modems or printers $ 10

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $532

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with ROMS (disk/docs/cable) $ 27

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your clock automatically every time you boot. Incl box, software and hardware. Suggested retail was $57.95. Brand new. No guarentee on lithium battery (estimated 10 year lifespan) $ 16

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 1

SW AEGIS Animator animation generator and viewer (disk) $ 1

SW ASSEMPRO assembly language compiler (disk/docs) $ 1

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 4

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d, plotter & drivers, human design disk, cartoon design disk, cyber control (disk) $ 19

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 8
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 25
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by $ 1
some to be the best ST RPG game ever! (disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 1
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 1

SW FSM GDOS 5 disks (disk) $ 2

SW GDOS original Atari version 2 disks (disk) $ 2

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 3

SW LEXICOR Chronos keyframe animator tt030 v1.3 amazing animator for TT $ 13
(disk)

SW LEXICOR Chronos keyframe animator v1.3 3disks amazing animator (disk) $ 13

SW LEXICOR Prism Paint v1.5b 4disks, top notch paint program (disk) $ 10

SW LEXICOR Prism render TT030 v1.03 top notch rendering program (disk) $ 11

SW LEXICOR all 4 Lexicor software packages together, great deal! (disk) $ 20

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original $ 6
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MARBLE MADNESS from the arcade version, great fun! (disk/docs) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 5
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 2

SW OSS Personal Pascal v2 (disk/docs) $ 7

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW SPEEDO starter kit, incl SpeedoGDOS and 20 bitstream Speedo outline $ 7
fonts & 5 disks of fonts from Toad computers; 9 disks in all! (disk/docs)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 17

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 8

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 6
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks (disk)

SW TEST DRIVE by accolade (disk/docs) $ 3

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 8

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 12

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 10

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW WORLD GAMES by Epyx challenge yourself or a friend in different $ 1
events! (disk/docs)

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 67
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 19

SYQUEST CART 44MB no bad secs $ 28

SYQUEST CART 88MB no bad secs $ 33

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $109

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 18
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 6

ATARI JAGUAR game Checkered Flag (racing) incl FREE shipping $ 10

ATARI JAGUAR game Iron Soldier (3D robot 1st person shootemup) incl FREE $ 12
shipping

ATARI JAGUAR video game console system mint condition, less than 1 year $ 48
old, lightly used, incl original boxes/manuals, A/C adapter, TV conv, 1
controller, with both games

--
E-Mail: tcordes@escape.ca

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://www.escape.ca/~tcordes/forsale.html

2948. FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: midigear@gis.net
Message-ID: <37aef547.2082478@news.gis.net>
Source record: 74927
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,ne.forsale,comp.sys.mac.wanted

```
FS: NEC Tripple Spin CD ROM
external SCSI CD ROM drive
excellent condition
also works great as stand-alone audio CD

(has transport controls, display, volume knob,audio outputs etc.)

with power supply and manual

Best Offer
```

2949. Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <37aedbdf.0@news.pacifier.com>
Source record: 74928

D> So now I'm going to order a Mega ST PS from Best Electronics.

I've got a Mega ST4 Power Supply in very good shape I'll let you have for $25 plus $5 for shipping.

It was a spare power supply for my Bear Cavern BBS (360 573-2054), a Mega ST4. Later the ST4 was replaced with a Mega STe. The PS is now surplus.

Reply via email to: dschmidt@pacifier.com

Don Schmidt
(360) 573-3333
11111 NE 30 Ave
Vancouver, WA 98686-4326

... Don Schmidt dschmidt@pacifier.com Vancouver, WA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2950. Atari Games FS - UK, but will ship!

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <H%Dr3.456$wC.13687@stones>
Source record: 74929

The Games clearout!

I'm open to offers on any or all of the following items. Postage & packing is extra, but charged at cost. Or items can be collected in person from Sheffield.

All games suitable for Atari ST, all require a colour monitor/TV, although a couple will run in mono. All with proper manuals where required, packaging and original disks.

Games Software:
Borodino/Armada (twin pack) - war/strategy)
Borodino (on its own!)
Terrorpods
Xenon - shoot em up
Zombi
Italia 90 - football
Wild Streets
Legend of the Sword
Warlock's Quest
Italy 1990 - football
Uninvited - Gothic horror
Phantasm - shoot em up
Goldrunner 2 - space shoot em up
Lotus Esprit Turbo Challenge - racing car game
Jewel of Darkness - three adventures using logical thought and puzzle solving
League Challenge - football league management simulation
Crazy Cars
Mach 3 - arcade game
Galdregons Domain
Foundations Waste
The Dream Team - three games; The Simpsons Bart vs the Space Mutants, Wrestlemania, Terminator 2 Judgement day
Dark Castle

Go on, make an offer for any or all of the above!

Email: publish@cix.co.uk

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/

*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2951. Atari ST (Toad) HD in PC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.4.10.9908091326340.25734-100000@wpi.WPI.EDU>
Source record: 74930

I have a Toad 50MB scsi harddrive hooked up to my ST through an ICD Link adapter (old style...) I would really like to get all these files on it over to my PC so I can burn an archival CD-R for safekeeping. (The CD-R won't work on my ST, the ICD link doesn't handle parity)

Anyway, can I just take this 50MB drive and stick in my PC's SCSI chain? The drive has 4 partitions. Will the PC be able to read it and get the 4 partitions?

I'd try it out right except I am afraid it'll destroy the data on the disk. I don't want this to happen--

any help would be appreciated. Thanks!
-brian

2952. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dwaa03.q5kkx5158o4beN@tnt-10-177.easynet.co.uk>
Source record: 74931

Terrence R. Redding, Ph. D. <terry@oltraining.com> wrote:

> I still like to use a statistics program called bSTat and would like to be
> able to take it with me when I travel. I have PowerPC, and would like to
> install STe emulation software.
>
> What is available - and what is considered the easiest to install and use?

Don't know about bSTat, but try MagiC Mac, PowerST, or NoSTalgia.

Try
http://www.emulation.net
http://users.skynet.be/sky39147/

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2953. Re: Graoumf Tracker

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37af2018$0$157@news.zetnet.co.uk>
Source record: 74932

On 9 Aug 1999 02:16:23 +, "St&#65533;phane Perez" wrote:

```
>> I'm looking for a player that can play GT2 type soundtracker files, on my
>> Falcon.

>Have you tried the MegaTracker Player ?
>Now it's freeware and you can find the last version (1.15) on most
>FTP sites.

Hi Stephane!

I've got the MegaTracker, but it doesn't support this format.
Unfortunately.

Cheers!

James

+----------------------------------------+------------------------------+
| James F. Haslam Now on ICQ! 37135025 | |
| | Atari Falcon 030 14Mb MagiC 6 |
| Email: jfhaslam@zetnet.co.uk | |
| | Cheshunt Computer Club member |
| Website: | |
| http://www.users.zetnet.co.uk/jfhaslam/ | Yes, Ataris CAN surf the Web! |
| | |
+----------------------------------------+------------------------------+
```

2954. Link2>Syquest EZ230 problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: techho@my-deja.com
Message-ID: <7onab1tsi1@nnrp1.deja.com>
Source record: 74933

Hello,
I'm having problems w/ my harddrive setup on my STe.
I'm currently using ICD Link 2 w/a Syquest EZ flyer 230.
Usually after I format and use the drive a couple of times I start to
get an '$MSense' message on the upper right hand corner of the screen,
after this point the drive seems unable to access data and usually comes
up with a 'unable to access, drive may be damaged' message. I've tried
mapping and zeroing out all the partitions w/ HD Utilities, and
reformatting. This continues to happen consistently after a few boots.
Is this a hardware or media problem? should I just try formatting a
fresh disk? Any thoughts appreciated. Thanks.

-HCS

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2955. 520ST FM with monitor for sell

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Sylvain Ricard <sylvain.acqtr@sympatico.ca>
Message-ID: <FoFr3.58281$5a.67421@news20.bellglobal.com>
Source record: 74934

goto this auction

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=143835436

2956. Re: Notator Logic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <934228708-739669AEicMi@xs4all.nl>
Source record: 74935

Hi, Yann, you wrote

>Some time ago, I was told that EMagic had released their Notator Logic
>Falcon version for free. Is it true ? If so where can I put the hand on
>it ?

Like to know that as well. Would be great! But I have also been told that
there (maybe) would be a final bugfix for CAF.
Somehow I don't think so..:-((((

Guido

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon-----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

2957. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7on8q2sjs1@news6.svr.pol.co.uk>
Source record: 74936

Louis <louis@holleman.demon.nl> wrote in message
news:37ae7e84c0504030@holleman.demon.nl...
> on Sun 08-08-1999 22:17 Schoengarth wrote:
> Now that's the theory,
> but some TT's appearently develop strange habits with termination, so if
> it doesn't work, you gotta use the "trial-and-error" method... which
> should start by putting back the internal TT terminators once you removed
> these...

:-)) Dead right, Louis. I have one internal HD and a whole bunch of SCSI devices external the last of which is terminated. This configuration goes MAD unless I put back the internal bus termination. Don't ask me why!! The laws of physics don't seem to apply here :-)

2958. Re: More than 2 Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7on8q3sjs2@news6.svr.pol.co.uk>
Source record: 74937

Dan <Mephiston@idirect.com> wrote in message
news:37af5d0c.1530186@n3.idirect.com...
> Is there anyway to have TOS (1.02 I think) recognise more than 2
> drives.

Do you mean floppies or HDs? Generally TOS will install 16 drive devices A:
to P:. Other systems, Magic and MiNT, will allow more to be attached.

> Also, do you think it would be worth it for me to sink much effort in
> upgrading a 520 or should i just try to hunt down a 1040 or better ?

I guess you could probably buy a 1040 for the same price as a RAM upgrade
nowadays.

2959. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7on8q4sjs3@news6.svr.pol.co.uk>
Source record: 74938

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in message
news:7ol8i5$3lh$1@news.campuscwix.net...
> The old PS
> had brown marks/burnt smell on the yellow colored tower (transistor,
> I guess? It had wire wrap).

Aha!

>. So now I'm going to order a
> Mega ST PS from Best Electronics.

This is likely to be a bit expensive. Why not try replacing the brown,
smelly bit first ? :-)

... or, you could use an old PC power supply externally if you don't mind
the wires. These can be had for next to nothing.

2960. Re: Notator Logic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: claytone@aa.net
Message-ID: <934225725.679775@cacheraq001>
Source record: 74939

Hi Yann,

Logic Audio 2.01 and Logic 2.01 are the programs, but (last I've heard) you still need the LOG3 dongle to be able to run them. Also, I'm not sure, but I think the ftp site does not have the fonts, etc. I may be wrong about that - it's been awhile since I've been there. But I could help you out there anyway - I have Logic 2.0, 2.01, 2.5, and Logic Audio 2.01. Not having a manual could make things.... difficult. ;-)

The ftp sites:

dir.mcc.ac.uk/pub/emagic/LOGIC/UPDATES/ATARI
(I think this is where the programs are. On some PC browsers, you may have trouble getting to this one because the address doesn't start with "ftp". I know of one fellow who had success using an ftp program called (I think) "Bulletproof Ftp".)

ftp.mcc.ac.uk/pub/music/emagic/LOGIC
(Not sure what's here.)

ftp.emagic.de
(Maybe worth a "look-see")

If anyone knows differently, please let me (us) know. Since they no longer have anything to do with Atari, it would be nice if Emagic released all Atari software to the public, without the need for a dongle, etc. Especially since Ataris are where they got their start!!!!

Good luck, and let me know if I can be of further assistance. (and thanx for the Reservoir Gods address)

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 9 Aug 1999 14:38:37 +, Yann Lossouarn CNET/DIH/LAN wrote:
>Hello !
>
> Some time ago, I was told that EMagic had released their Notator Logic
>Falcon version for free. Is it true ? If so where can I put the hand on
>it ?
>
>
>Yann Lossouarn / Falk'Asso
>Falk'Web : http://www.multimania.com/falkweb/
>UTSI : http://www.multimania.com/falkweb/utsi.htm

2961. unix on 1 MB Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: Paul Samwel <sammie@xs4all.nl>
Message-ID: <7on9aq$4rt$1@news1.xs4all.nl>
Source record: 74940
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an atari 520 STM with 1 MB internal and 30 MB harddisk that is doing
nothing at the moment.

Is there software available to run Unix or a Unix like OS (minix?)
available to run on this configuration?
If yes, where can I get it?

Thanks,

Paul

2962. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7onbpg$84u$1@news1.xs4all.nl>
Source record: 74941

On 8 Aug 1999 22:17:26 , Schoengarth wrote:
>
>I have a TT with 160meg hard drive. Now I want to add another 160 meg
>hard drive to the TT. Here is where I think I confused everyone. I
>bought a new SCSI (24" double header ribbon cable). I want to hookup
>both drives on the same ribbon cable. The second drive will receive its
>power from another source. Both drives will be on the same cable that is
>connected to the TT motherboard.
>
There is a minimum distance of 20 cm between connections on the SCSI-
bus.
Further: somehow the internal SCSI connection in TT is only working
good for the majority of people with one drive connected. Just as
you: trouble when trying 2.
Why? Ask Atari...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl.

2963. Eclipse compatibility...

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37af3d42$0$155@news.zetnet.co.uk>
Source record: 74942

Eclipse works fine with Sting and Newsie...and CDAUDIO.ACC and
CLOCK.ACC....all currently being used as I look at a vast resolution while
I send this to you online :-))...

Falcon, Eclipse and a 21" monitor.....size matters :-))

chrisc

2964. Re: GTLOOK2 and my GT5000 scanner

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37af3ea0$0$155@news.zetnet.co.uk>
Source record: 74943

On 9 Aug 1999 02:24:07 , "St&#65533;phane Perez" wrote:
>Hello there,
>
>I've downloaded GT Look 2, as it is freeware, and
>I wanted to try it with the parallel scanner I'm
>using on PC. It's an Epson GT 5000.
>But it seems GT Look 2 doesn't want to recognize
>my parallel scanner... When I click to start
>the program, the red "Error" light of the scanner
>switches on...
>
>Errr... in fact I'm not sure GT Look 2 can use a
>parallel scanner... what can I do ???
>

You'll have to get a SCSI scanner...

chrisc

2965. playing sound in Mymail

Newsgroup: comp.sys.atari.st
Date: 1999-08-09 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37af415a$0$155@news.zetnet.co.uk>
Source record: 74944

Hi All,

How do you get Mymail to call Gemjing to play sounds?

Thanks in advance,

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
Oxford,England

2966. Re: How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37AF5AFC.17DC93DE@ihug.co.nz>
Source record: 74849

Gudday!,

guitarra@afn.org wrote:
>
> Chris your method works great! I am connected to the Net and using my Falcon's
> Lan port connected to the Mac transfering files with no problem from Falcon <>
> Mac. I can even use the Mac and Falcon while transfering files!

Glad to hear it!

> I was not sure this was going to work this well. I am glad the Falcon has a LAN
> port :) (which I never used before)

The LAN port is sadly under-utilised. I'm surprised no-one has coded an Appletalk compatible network layer to connect to a Localtalk Mac network or similar. Its a waste of hardware really, but at least its there if some coder wishes to do a wee project like that (hint!)...;^)

> Thanks again for your help
>
> Raymond

Anytime,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2967. Re: playing sound in Mymail

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7oo01k$3jt$1@zingo.tninet.se>
Source record: 74850

```
On 9 Aug 1999 21:00:10 G, Gordy wrote:
>Hi All,
>
>How do you get Mymail to call Gemjing to play sounds?
>
>Thanks in advance,
>
>Gordy.
>--------------------------------------------------------------------
># E-mail:tesla1@zetnet.co.uk ICQ:37182286
># Join the *All New Atari Mailing List*
># Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
># Oxford,England
>--------------------------------------------------------------------
>
>.
Hi Gordy

Under "options" you've got "sound settings" and there you must point to
the sound you want to use for a specific event and then click on "use
sound" and "use Gemjing". I hope i remember correctly.
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

2968. Re: TTM195

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7oo6ui$l4m$1@nnrp02.primenet.com>
Source record: 74851

Terence Kelly <tkelly@pressenter.com> wrote:
: I posted here several months ago looking for help on my dead TTM195
: 19 inch BW monitor. It went completely dead after working fine
: for about two years or so. The power led does not light.

Well, the power LED is lit from a -6.5 volt supply, which seems to
come from a TV-type IC, marked TDA2553A. That does not mean there
is anything wrong with it, but such chips are usually cheap.

And, there are, on the circuit digram I paid a small fortune for,
power supply outputs of 62 v, 58 v, 27 v, 12 v, GND, -6.3 v, and
sync, and each of them should be there, and each is protected by a
zero ohm resistor used as a fuse. In the same order, these are
said to be marked LK 162, 163, 164, 167, 161, 165, and 168.

That gives you seven voltages and eight more fuses to check.
The large black square thing is the power transformer. Those
LK-numbers are between it and front board edge.

That IC is IC301, and is on the same end of the main board as the
lump with the thick wire to the CRT, about a quarter of the way
from the front.

So far, seems to me that you have lost one or more power supply
voltages. This monitor is 1990 TV-set technology, and most of the
parts are common industry parts.

Check those fuse resistors, then tack solder some long wires
in place on them, put things back together, and measure for
power supply voltages. What you find determines what you do
next.

: Does anyone know what to look for when the TTM195 fails? I remember
: references to a repair guide by Berne Diotte but I don't know where
: to locate that.

That was about Q205 and Q206, horizontal drivers, left rear corner,
and not a problem, yet. You either lost an IC or a power supply.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2969. FS: New Syquest 200mb disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Lynn Sturgeon <lynn.sturgeon@juno.com>
Message-ID: <19990809.224020.2279.32.lynn.sturgeon@juno.com>
Source record: 74852

16 Verbatim 200mb disks for Syquest 5.25" drives, brand new, Mac
formatted (but this can easily be changed). $20 apiece plus shipping from
Colorado, $15 apiece if you take them all.

lynn.sturgeon@juno.com

Get the Internet just the way you want it.
Free software, free e-mail, and free Internet access for a month!
Try Juno Web: http://dl.www.juno.com/dynoget/tagj.

2970. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: fodell@wincom.net
Message-ID: <37afb78d@news.wincom.net>
Source record: 74853

"Mark Davies" <pov@tesco.net> wrote:

>After looking at the Team Atari group stats, I was wondering what computers
>us Atariarians are using to process the SETI*Home info.

>Name Units Average CPU time per work unit
>1) Gary Priest 88 18 hr 30 min 45.3 sec
>2) Bud Connolly 39 13 hr 55 min 52.1 sec
>3) tannoz 37 16 hr 48 min 38.5 sec
>4) Joe Mirando 33 17 hr 36 min 39.7 sec
>5) Nicolas Roard 30 11 hr 21 min 09.2 sec
>6) Elliot Swanton 20 26 hr 02 min 12.5 sec
>7) Chris Emmitt 8 35 hr 45 min 11.4 sec
>8) Mark Davies 6 80 hr 08 min 19.6 sec
>9) sebastien 5 51 hr 53 min 33.4 sec
>10) JeanLulu 5 32 hr 39 min 55.8 sec
>11) Marc-Anton 1 109 hr 46 min 22.9 sec
>12) ibral 1 0 hr 21 min 36.0 sec
>13) dunk 1 16 hr 09 min 26.6 sec
>14) BobJ 0 0 hr 00 min 00.0 sec
>15) RMahlert 0 0 hr 00 min 00.0 sec
>16) Penguin 0 0 hr 00 min 00.0 sec

>So here I am at number 8 and I run SETI@home on

>1) 233Mhz K6
>2) 166Mhz Intel Pentium
>3) HP 7000/712

>What about the rest?

I run seti@home on a 200mmx. Completed 13 units
Guess I'm slow at about 108 hrs/unit.

Jim Odell

2971. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37afcbfad0984420@holleman.demon.nl>
Source record: 74854

on Mon 09-08-1999 16:59 Roger Cain wrote:

>:-)) Dead right, Louis. I have one internal HD and a whole bunch of SCSI
>devices external the last of which is terminated. This configuration goes
>MAD unless I put back the internal bus termination. Don't ask me why!! The
>laws of physics don't seem to apply here :-)

Hi Roger,

yes, that's what I heard too. I've got one internal Quantum terminated,
and another Quantum, a Seagate, a Syquest removable and CD-ROM externally,
the CD-ROM is terminated as the last one and the internal terminators
removed. Works flawless from day 1.
I seem to recall that Dennis Vermeire once wrote he had 2 TT's (I even
believe he said identical ones) where on set 1 he had to remove the
terminators and exactly the same setup on set 2 he had to put them back
in... Then there's the stuff from people who needed an extra active
terminator on the end since "term enable" on the last drive wouldn't
work... So go figure! :-) Just now I read from Ronald that some TT's won't
allow for more than 1 device on the internal flatcable. If you look at it
that way it's still an ACSI bus :-)))

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2972. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37B00CB6.8DAAD80F@portone.com>
Source record: 74855

Schoengarth wrote:

> I asked this question awhile back but, didnt get the answer for what I
> was trying to do.
>
> I have a TT with 160meg hard drive. Now I want to add another 160 meg
> hard drive to the TT. Here is where I think I confused everyone. I
> bought a new SCSI (24" double header ribbon cable). I want to hookup
> both drives on the same ribbon cable. The second drive will receive its
> power from another source. Both drives will be on the same cable that is
> connected to the TT motherboard.
>
> How do I get this to work? is there a special length of cable needed
> to do this? can it be done?
>
> I have tried everything. Maybe its my teminations I have the TT and the
> last drive terminated.
>
> Any help is appreciated.

Don,

I'm not sure about the TT, but on Mega/MegaE computers you cannot attach a second drive to the internal host adapter.

It's more advisable to put the second drive in an external case and use the SCSI port on the TT to connect it up. The SCSI port does not need a host adapter, and the connection is rock solid on my TT. I know that this isn't the way you want to connect it, but it's probably the most reliable and easiest.

Maybe someone else will jump in here and have better news for you.

Take care,
Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

2973. Re: Link2>Syquest EZ230 problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7op7fljfr1@news5.svr.pol.co.uk>
Source record: 74856

<techho@my-deja.com> wrote in message news:7onab1tsi1@nnrp1.deja.com...
> Usually after I format and use the drive a couple of times I start to
> get an '$MSense' message on the upper right hand corner of the screen,

What follows the $MSense? There is usually some indication of the type of failure.

> after this point the drive seems unable to access data and usually comes
> up with a 'unable to access, drive may be damaged' message. I've tried
> mapping and zeroing out all the partitions w/ HD Utilities, and
> reformatting. This continues to happen consistently after a few boots.
> Is this a hardware or media problem? should I just try formatting a
> fresh disk? Any thoughts appreciated. Thanks.

Well, I'd bet on an electrical problem. Check the cabling and the drive termination. If you have another disc to hand yoou could try formatting and accessing it - it would, at least, give a steer on whether it was a media problem.

2974. Re: Mega ST FD help?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7op7ub$e9m$1@news.campuscwix.net>
Source record: 74857

On 9 Aug 1999 17:12:35 +, "Roger Cain" wrote:

->Aha!

What a coincidence - thats the very exact thing I said when I
found it! ;-))))

->This is likely to be a bit expensive. Why not try replacing the brown,
->smelly bit first ? :-)

Hmm...thats a thought, its just that I doubt me feeble soldering skills
are up to the task!

->.... or, you could use an old PC power supply externally if you don't mind
->the wires. These can be had for next to nothing.

Well, they are cheap nowadays, I know. Still, I guess I'll go with the
offer that I got from another user.

Thanks for your help!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2975. Re: unix on 1 MB Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7op84i$e9m$2@news.campuscwix.net>
Source record: 74858

On 9 Aug 1999 21:13:18 +, "Paul Samwel" wrote:
->I have an atari 520 STM with 1 MB internal and 30 MB harddisk that is doing
->nothing at the moment.
->
->Is there software available to run Unix or a Unix like OS (minix?)
->available to run on this configuration?
->If yes, where can I get it?
->
->Thanks,
->
->Paul
->
->
->.

I'm not sure but I think you would really need a 4 meg setup
to get the best out of a basic MiNT installation. To be sure,
if you are gonna run replacement AES's, desktops, and more,
then you'll need more Ram than that... (hard on a 520ST).

How 'bout upgrading? 2nd hand TT's and Falcons are pretty
cheap these days... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2976. Re: Eclipse compatibility...

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37B01DC4.EF86A029@mrgs.cix.co.uk>
Source record: 74859

```
Chris Crosskey wrote:
>
> Eclipse works fine with Sting and Newsie...and CDAUDIO.ACC and
> CLOCK.ACC....all currently being used as I look at a vast resolution while
> I send this to you online :-))...
>
> Falcon, Eclipse and a 21" monitor.....size matters :-))
>
> chrisc

You swine you ;-)) Bet you won't bring that to the next WAG meeting?

Chris
--
Mr.G on his G3
```

2977. Re: playing sound in Mymail

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37b0328b$0$162@news.zetnet.co.uk>
Source record: 74860

On 10 Aug 1999 01:42:12 , J�rgen Nyberg wrote:
>On 9 Aug 1999 21:00:10 G, Gordy wrote:
>>Hi All,
>>
>>How do you get Mymail to call Gemjing to play sounds?
>>
>>Thanks in advance,

>Under "options" you've got "sound settings" and there you must point to
>the sound you want to use for a specific event and then click on "use
>sound" and "use Gemjing". I hope i remember correctly.
>
>Cheer's J�rgen

Thanks for that....I had already set this bit up but still it would
not work.I then discovered that I had not put in the enviroment
varible GEMJINGPATH in my Magx.inf file once set it works
perfectly.The problem was MyMail could not find GEMJING and load in
the sound.

Thanks for your help,

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
Oxford,England

2978. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.9908101201570.43502-100000@acis.mc.yu.edu>
Source record: 74861

This would be very welcome news if confirmed. Anyone know more and the location of said page?

Wouldn't it be nice if somebody would "emulate" Dr.T hisself?

Rick Brown
rbrown@ymail.yu.edu

On Sat, 7 Aug 1999, John Kolak wrote:

> Thought I read an announcment that all Dr. T Atari software were going
> into public domain, and were supposed to be posted on Emile's web site
> for download. The downside to all ST emulators is that none to my
> knowledge support the MIDI port.

2979. Re: How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: escaisey@hotmail.com
Message-ID: <37b23c5c.84444193@news.northrock.bm>
Source record: 74862

I would love to try this out.
What software or drivers do I need on the mac and the falcon to make
the Lan ports work?

On Tue, 10 Aug 1999 11:49:33 +1300, J WILKINSON <jwandjw@ihug.co.nz>
wrote:

>Gudday!,
>
>guitarra@afn.org wrote:
>>
>> Chris your method works great! I am connected to the Net and using my Falcon's
>> Lan port connected to the Mac transfering files with no problem from Falcon <>
>> Mac. I can even use the Mac and Falcon while transfering files!
>
>Glad to hear it!
>
>> I was not sure this was going to work this well. I am glad the Falcon has a LAN
>> port :) (which I never used before)
>
>The LAN port is sadly under-utilised. I'm surprised no-one has coded an Appletalk
>compatible network layer to connect to a Localtalk Mac network or similar. Its a
>waste of hardware really, but at least its there if some coder wishes to do a wee
>project like that (hint!)...;^)
>
>> Thanks again for your help
>>
>> Raymond
>
>Anytime,
>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.

2980. Re: WTB: Old ATARI STUFF

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37B05155.536E@geocities.com>
Source record: 74863

If you are looking for older software, I might be able to help you out
there. What do you need to make your Atari setup complete however?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

2981. Cartridge named "DeskCart!" ???

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37B05279.3FCD@geocities.com>
Source record: 74864

Hi folks!

Got a cartridge recently that has "QMI" and "DeskCart!" on it.

Any idea what it does?

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2982. Floppy Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: David Baxter <David@thebaxterfamily.freeserve.co.uk>
Message-ID: <7opocogqf1@news6.svr.pol.co.uk>
Source record: 74865

Hi All,

My brother has a 520STFM and it seems to have developed a problem with the floppy drive. When he tries to save anything it says the disk is write protected, I have checked and he is doing everything right.

Is there anywhere in the UK I could get a replacement floppy drive ?

Any ideas ?

Regards,

Dave

2983. Which ST for MIDI ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: David Baxter <David@thebaxterfamily.freeserve.co.uk>
Message-ID: <7opocpgqf2@news6.svr.pol.co.uk>
Source record: 74866

Hi,

I am looking to buy an ST for MIDI, which is the best model to go for now days. I used to have a 520ST when they first come out, but sold it a while back.

Regards,

Dave

2984. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: ddc@imaginet.fr
Message-ID: <7opq6j$107$1@news.imaginet.fr>
Source record: 74867

On 8 Aug 1999 02:58:03 G, Phantomm wrote:
>On 7 Aug 1999 13:43:01 G, Steve Sweet wrote:
>>On 5 Aug 1999 17:38:01 G, Phantomm wrote:
>Mosly I am interested in the chip or chips that control the
>Formatting and read/write of the internal drive.
>I have a High Density Internal Floppy and it is not working
>correcly. I suspect that it is the Floppy Drives ribbon cable
>because it is bent and twisted very badly. I'm going to replace
>that first. Since the external Disk Drive does seem to work
>fine, I guess the Floppy drives chips are ok. Unless there is
>a seperate chip for the internal and external floppy drives.
Contrary to what some might say, I could *not* access reliably HD drives
in my Mega STE until I fitted an AJAX controller. With that component
fitted, I never had a problem. It seems that some stock
controllers can cope with 1.4M, but not all. The DIP switch only enables
the HD formatting option in TOS 2.0x, it will not solve an access problem.

HTH,

--
Didier BRIEL
ddc@imaginet.fr

2985. Re: Eclipse compatibility...

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37b090fa284b3c0@club-internet.fr>
Source record: 74868

Hello,

in article <37af3d42$0$155@news.zetnet.co.uk> (comp.sys.atari.st)
Chris Crosskey wrote on Mon 09-08-1999 20:42 (GMT):

> Eclipse works fine with Sting and Newsie...and CDAUDIO.ACC and

... and I hope my car is compatible too. What ? Oh yes, I'm thinking
to THE eclipse ;-) tomorrow morning ... A long way from home but I
don't want to miss that.

Do not forget your glasses!

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

2986. Re: GTLOOK2 and my GT5000 scanner

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b091b411552e0@ping.be>
Source record: 74869

on Mon 09-08-1999 20:48 Chris Crosskey wrote:

>On 9 Aug 1999 02:24:07 , "Stï¿½phane Perez" wrote:
>>Hello there,

>>But it seems GT Look 2 doesn't want to recognize
>>my parallel scanner... When I click to start
>>the program, the red "Error" light of the scanner
>>switches on...
>>
>>Errr... in fact I'm not sure GT Look 2 can use a
>>parallel scanner... what can I do ???
>>
>
>You'll have to get a SCSI scanner...

On my Hades there is a GT6500 scanner connected to the printerport. With the older GTLOOK II v1.0 there is no problem to use the scanner. However with the latest GTLOOK version I'm unable to use it.

When I start the program, that is v1.0, the scanner usualy return me an error message but after resetting the scanner everything works just fine. To use the GT range scanners on the printerport of a TT030 you must do a little soldering inside the TT030. I don't know however what exactly but it's certainly a very small operation. The manual says that one must make a connection by means of a small wire between PIN 14 of the soundchip and PIN 17 of the Centronics port. If one must do that on other types of machines I don't know.
It's certainly not needed on the Hades.

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2987. Re: Which ST for MIDI ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37b08c60$0$157@news.zetnet.co.uk>
Source record: 74870

On 10 Aug 1999 18:46:50, "David Baxter" wrote:
>Hi,
>
>I am looking to buy an ST for MIDI, which is the best model to go for now
>days. I used to have a 520ST when they first come out, but sold it a while
>back.
>
>
Reccomend STe's...plus a mono monitor...if it done already have 4Mb get
four 1MB SIMM's and stick em in.....

chrisc

2988. Re: Eclipse compatibility...

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37b08ca3$0$157@news.zetnet.co.uk>
Source record: 74871

On 10 Aug 1999 13:40:38, "Mr.G" wrote:
>Chris Crosskey wrote:
>>
>> Eclipse works fine with Sting and Newsie...and CDAUDIO.ACC and
>> CLOCK.ACC....all currently being used as I look at a vast resolution while
>> I send this to you online :-))...
>>
>> Falcon, Eclipse and a 21" monitor.....size matters :-))
>>
>> chrisc
>
>You swine you ;-)) Bet you won't bring that to the next WAG meeting?
>

Shouldn't see why not...I half killed myaself bringing the 21 to the last,
the base unit hardly weighs any more just cos there's another card in
there...

chrisc

2989. Re: playing sound in Mymail

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37b08ce6$0$157@news.zetnet.co.uk>
Source record: 74872

On 9 Aug 1999 21:00:10 , Gordy wrote:
>Hi All,
>
>How do you get Mymail to call Gemjing to play sounds?
>
>Thanks in advance,
>
>
You dial the Samaritans and ask for help I think Gordy.....if you want a computer to talk to you, get a TI-99A

chrisc

2990. Re: Chip music tech questions

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7oq2ip$3vv$1@barcode.tesco.net>
Source record: 74873

The sid tunes use a timer (probably timer A) to change the YM frequency
and/or the waveform type.

Mark
MSD/POV

2991. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7oq2pk$4fv$1@barcode.tesco.net>
Source record: 74874

That's faster than my 166Mhz laptop at work! The last work unit took 110 hrs. My 450Mhz one does in under 20 hrs.

> I run seti@home on a 200mmx. Completed 13 units
> Guess I'm slow at about 108 hrs/unit.
>
> Jim Odell
>

2992. Re: Link2>Syquest EZ230 problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: dburns@world.std.com
Message-ID: <FG9tH4.A3r@world.std.com>
Source record: 74875

"Roger Cain" <roger@cainr.freeserve.co.uk> writes:

><techho@my-deja.com> wrote in message news:7onab1tsi1@nnrp1.deja.com...
>> Usually after I format and use the drive a couple of times I start to
>> get an '$MSense' message on the upper right hand corner of the screen,

>Well, I'd bet on an electrical problem. Check the cabling and the drive
>termination. If you have another disc to hand yoou could try formatting and
>accessing it - it would, at least, give a steer on whether it was a media
>problem.

I just bought a couple of these drives. The only thing I can add is that
they self-terminate, so that is unlikely to be the problem.

Good luck. :)

Dave Burns
Lowell, MA

2993. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7oqcpn$25m$1@news1.xs4all.nl>
Source record: 74876

well Boys,
I can tell you that it's possible to hook two harddisks on the internal SCSI flatcable ! I have in my TT Tower a Seagate Baracuda SCSI 3 as first drive on the internal flatcable, this cable had a loose end, so my dealer terminated this end with a passive terminator. Yesterday I removed this terminator and hooked a Seagate ST3620N on this loose end .I removed the resistor terminators on this drive, but I'm certain that doesn't matter..What matters is Term Power and my both harddisk have this option....cause months ago I hooked my Mustek scanner to this loose end and after that I tried my CDROM player but NO, SIR !! That doesn't work because these devices have no Term Power.
Now these two Seagates work wonderful together and I have 2.6 Gb altogether....
On my SCSI external port I have my CDROM Pioneer drive and after that my scanner. The last one has a terminator on its second SCSI outbus. All works flawlessly !I only want to use my ACSI/DMA bus and my Link adaptor, that combination works only for my harddisk with Term Power, but the solution which I described above is much more smoother and uses less cable !
Jos

2994. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <934405499.10410.0.nnrp-06.9e98e4aa@news.demon.co.uk>
Source record: 74877

It probably depends how you run the Seti program. ie. as a screensaver or all the time.
I run it on two pcs (home is a PIII 450mhz, and work is a PII (not sure of speed, either 350 or 400 or so). At work I run NT and hence run the NT command line version. On either PC it now takes about 10.5 to 12 hours to do a block. This is with 1.06 on the home W98 machine.
Are you sure you're using the latest version of the seti prog? Before 1.05 mine used to take about 24 hours per block, as of 1.05 it's halfed.

Gary

Mark Davies <pov@tesco.net> wrote in message news:7oq2pk$4fv$1@barcode.tesco.net...
> That's faster than my 166Mhz laptop at work! The last work unit took 110
> hrs. My 450Mhz one does in under 20 hrs.
>
> > I run seti@home on a 200mmx. Completed 13 units
> > Guess I'm slow at about 108 hrs/unit.
> >
> > Jim Odell
> >
>
>

2995. Re: Graphic cards for ST?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908102046.a5026@su2.maus.de>
Source record: 74878

Hi Roman,

R>Are graphic cards for ST ,which expand the resolution and no of
R>colours? Could I connect they to VGA monitor? Are they expansive? (
R>falcon will be cheaper?)
the Mega ST provides a VME bus. And even for the "smaller" STs there
are solutions, but where to get the hardware??

R>(falcon will be cheaper?)
Mybe not, but certainly easier to handle with.

Peter

2996. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908102049.a5027@su2.maus.de>
Source record: 74879

Hi Roger,

RC>This configuration goes MAD unless I put back the internal bus
RC>termination.
according to SCSI theory my internal HD is terminated, the TT itself
is not, and the last external device is! And it works properly!

But, of course, I'm forced to keep (at least) one external device
attached and switched on. And this one has to provide term power!

Peter

2997. Re: Atari ST (Toad) HD in PC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-10 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7onlup$10n$1@SOLAIR2.EUnet.yu>
Source record: 74880

Brian Whitman <bwhitman@wpi.edu> wrote in message
news:Pine.OSF.4.10.9908091326340.25734-100000@wpi.WPI.EDU...
>
> I have a Toad 50MB scsi harddrive hooked up to my ST through an ICD Link
> adapter (old style...) I would really like to get all these files on it
> over to my PC so I can burn an archival CD-R for safekeeping. (The CD-R
> won't work on my ST, the ICD link doesn't handle parity)
>......

Go to http://www.emulators.com and download free program Gemexplorer. It
should do the job.

Pera

2998. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37B13744.EED94FD6@usa.net>
Source record: 74795

Louis wrote:
>

8< 8<

> choose from 4096 instead of 16.

I think that should have been 256 not 16.

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

2999. 800XLDJ and ATR images?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7oreqvclj1@news.onet.pl>
Source record: 74796

Hi!

Does 800XLDJ work with ATRs? If it doesn't, could I convert ATRs to
800XLDJ format?

Roman

Atari 65XE and 1040STFM.

3000. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7ori4luqd1@nnrp1.deja.com>
Source record: 74797

Hi,

>
> I've been trying the OXO thing earlier... just a no-go. Apart from
that it
> needed its own stack. Then LoA sees the lite. Same stuff. I fetched
an
> early demo. Crippled, works for 10 minutes.
> Wow, that gives me good
> chances to evaluate! OK, give it a try then.

That's a difficult thing for a programmer - demo versions need to be crippled in a way and disabling the "Save" option in a web browser doesn't make much sense.

> Now I'm running in TC here
> and it won't run in TC.

Then mail it to Jens: jheitmann@debitel.net .

>
> Matthias, with all due respect, this is IMHO NOT the way programmers
> should proceed. Same bloody stuff with ASH, they come up with Emailer
> which needs its own stack.

By the time Adamas was developed the Atari TCP/IP stacks were in an early stage of development. I don't like the 5 (IConnect, Sting, MintNet, Wensuite, Draconis) TCP/IP situation on the Atari either and it's being criticized in my reviews (in the German ST mag) of both Fiffi, Draconis etc. . However, there will be gateways (at least for Draconis) to use Sting/MintNet applications this year.
I don't think that ASH, Oxo or Mucs will be giving up their own TCP/IP stacks because they are designed to be a reason to buy the software.

>Yep, you can use Fiffi then but if you don't
> like it you need another stack to be able to FTP. By the way, is
there any
> way to go Telnetting, Gophering or IRC-ing with those different
stacks???

Draconis: Telnet and IRC - yes. There is currently no Gopher client.

>
> As for Alex: well, obviously he decided to go for "The B-I-G money"
this
> time, now people expect me to holler "Hey come back!"... No way! If
he'd

> expected to get rich from the Atariscene, he's had wrong
expectations.
> (Now I surely hope he does get rich from programming for the Mac, but
I do
> have some doubts...)

Well, some former Atari companies have succeed on Mac/PC (Emagic,
Steinberg) and some not (GFA). But Alex will probably not get as famous
on the Mac as he could be on the ST. I bet most Mac users will take a
look at iCAB, say "interesting browser" and then continue using
IE/Netscape.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3001. WTD MagiC for PC/Mac

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7orfcl$586$1@news5.svr.pol.co.uk>
Source record: 74798

Hi,

Looking for MagiC for PC and/or Mac. Needs to
be version 4 or higher.

Regards

Bob.

3002. Re: stunt car racing for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37B152F9.1CCE18F5@usa.net>
Source record: 74799

Tinky wrote:
>
> > I `m german, my english is not so good. I search a game
> for ATARI ST.
> > The name of this is Stunt Car Racing. I would be glad if
> I find this
> > game.
> >
> > Bye, Alfons
>
> I remember this game it was called "Stunt Car Racer" where
> you drove round a raised circus type track with jumps and
> loop the loops etc. This was a great game where you raced
> against your computer or could play multiplayer via a null
> modem connection with another ST. Fantastic. Unfortunately
> I have recently given away my ST and all my games , still
> it's nice to reminisce. If I can get hold of a copy I'll
> let you know.

I'm sure I've got a couple of copies. Reply to me by e-mail if you're
interested.

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

3003. Re: unix on 1 MB Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7oroj7$2pm$1@nnrp1.deja.com>
Source record: 74800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7on9aq$4rt$1@news1.xs4all.nl>,
"Paul Samwel" <sammie@xs4all.nl> wrote:
> I have an atari 520 STM with 1 MB internal and 30 MB harddisk that is
doing
> nothing at the moment.
>
> Is there software available to run Unix or a Unix like OS (minix?)
> available to run on this configuration?
> If yes, where can I get it?

There were Unix-like OS available for plan 1040ST back in the 80's.
They are however, not able to run today's software and are very rare.
Minix is not available anymore, but the file system is quite popular on
MiNT. I guess if you expand the memory to 4 MB you would be able to run
a UNIX-like environment with MiNT.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3004. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: "Terrence R. Redding, Ph. D." <terry@oltraining.com>
Message-ID: <7orldb$a2p$1@ash.prod.itd.earthlink.net>
Source record: 74801

Thank you to all who responded. I have NoSTalgia 0.6 PPC, and PowerST 0.2 both installed and running. I was surprised they ran so slow. May be if I run them out of a RAM disk they will speed up.

It seems to me, about three years ago, I tried an emulator on my PowerPC that actually had a higher bench mark speed then the Mega STe I run at home.

bSTat is a statistical analysis program, written in basic, that produces a nice set of graphical outputs, which then should be printable from the Mac PowerPC. I like using it for both marketing studies and some basic learning theory research that I publish from time to time.

Again, thanks for all of the help. Terry

--
Terrence R. Redding, Ph.D. | GED Preparation - online
President/CEO | Insurance Agent License Preparation-online
OnLine Training, Inc. | over 90 computer courses - online.
| One Stop ISP and Training Development
http://www.oltraining.com | Key Note Address
(561) 357-0841 voice | Global Learn Day, 24 hour distance Edu
(561) 357-0842 FAX | Self-Directed Learning Research

In article <1dwaa03.q5kkx5158o4beN@tnt-10-177.easynet.co.uk>,
macgamer@ukonline.co.uk (Steve) wrote:

> Terrence R. Redding, Ph. D. <terry@oltraining.com> wrote:
>
>> I still like to use a statistics program called bSTat and would like to be
>> able to take it with me when I travel. I have PowerPC, and would like to
>> install STe emulation software.
>>
>> What is available - and what is considered the easiest to install and use?
>
> Don't know about bSTat, but try MagiC Mac, PowerST, or NoSTalgia.
>
> Try
> http://www.emulation.net
> http://users.skynet.be/sky39147/
>
> --
> Steve <<macgamer@ukonline.co.uk>>
>
> MacGamer UK
> http://web.ukonline.co.uk/macgamer/

3005. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b153c2660070@holleman.demon.nl>
Source record: 74802

on Wed 11-08-1999 09:41 Alan Gauton wrote:

>> choose from 4096 instead of 16.
>
>I think that should have been 256 not 16.
>
Bonjour Alan,

just finished watching the (non-total) eclipse here: even thru' the clouds
a nice sight...

Come to think of it, it must have been 512...

--
CU NeXT msg,

```
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|
```

3006. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b153c2660071@holleman.demon.nl>
Source record: 74803

on Wed 11-08-1999 10:09 mjaap@atari-computer.de wrote:

>That's a difficult thing for a programmer - demo versions need to be
>crippled in a way and disabling the "Save" option in a web browser
>doesn't make much sense.

Hi Matthias,

right, I agree. But a browser that won't load from the net and a mailer
that won't fetch mail isn't much good either to "evaluate".

>
>> Now I'm running in TC here
>> and it won't run in TC.
>
>Then mail it to Jens: jheitmann@debitel.net .

Well, ask Martin Byttebier about this: he met the guy in Neuss, told him
it didn't run in TC on his Hades. The answer was: something wrong in your
setup! Well, probably same stuff with my TT then. Does it work in TC on a
Milan only, perhaps?

>I don't think that ASH, Oxo or Mucs will be giving up their own TCP/IP
>stacks because they are designed to be a reason to buy the software.

In that case they should consider a smaller market for their s/w rather
than making it work on existing stacks.

>Well, some former Atari companies have succeed on Mac/PC (Emagic,
>Steinberg) and some not (GFA). But Alex will probably not get as famous
>on the Mac as he could be on the ST. I bet most Mac users will take a
>look at iCAB, say "interesting browser" and then continue using
>IE/Netscape.

I bet you're right here too... I am probably going to switch to
Internetting from a Linux machine here soon. Using Netscape or maybe
Linux/Unix specific stuff. Especially the browser will be faster/better
compatible to nowadays standards... and free!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3007. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37B16B1E.B07FBA0D@usa.net>
Source record: 74804

Louis wrote:
>
> on Wed 11-08-1999 09:41 Alan Gauton wrote:
>
> >> choose from 4096 instead of 16.
> > >
> > >I think that should have been 256 not 16.
> > >
> > Bonjour Alan,
> >
> > just finished watching the (non-total) eclipse here: even thru' the clouds
> > a nice sight...
> >
> > Come to think of it, it must have been 512...

Actually, I think you're right. I haven't used my ST in a while, but
still keep an eye on the group. Watched the (non-total) eclipse here.
Bit of a disappointment though.

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

3008. Re: More than 2 Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: pls@no.spam
Message-ID: <7os1j2$g0s$1@zharh00t.europe.nortel.com>
Source record: 74805

In article <37b1199ce0e2b982@holleman.demon.nl>, louis@holleman.demon.nl (Louis) wrote:
>>I meant floppy drives, i have 3 hooked up to my ST right now. 2 354's
>>and 1 5/4. I only get icons for 2 when the computer boots. Ive also
>>tried the install new drive and tried adding a C drive but when i try
>>to access the drive it says it isnt there.

The original hardware only supports two floppy drives.
There was a product several years ago, which added two more, called
the octopus (or similar). It did some more things as well, but the extra
drives was the bit that stood out.

You could probably do some sort of hardware mod that would allow selection of
another floppy drive, but you would need software to support this also.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3009. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b17bd025accb0@holleman.demon.nl>
Source record: 74806

on Wed 11-08-1999 13:22 Alan Gauton wrote:

>Actually, I think you're right. I haven't used my ST in a while, but
>still keep an eye on the group. Watched the (non-total) eclipse here.
>Bit of a disappointment though.

Hi again Alan,

well, I think for lots from the UK. I had two TV-sets stacked, watched a several hour transmission from the Dutch TV, which also showed live stuff from Cornwall. I think the Druids over there accidentally did a rain dance :-)

Then I switched between Discovery, the Belgian, French and German telly on the 2nd set, so I saw pics from the Herc, from Ostend, from Saarbrucken and later from a place in Romania. 98 percent of the time it was cloudy over here, but I saw the whole thing. Sometimes I even didn't need my "triple-negatives-filter", which worked quite well. Just minutes after the maximum the sky broke open, completely blue :-)

My Australian pennant-rosella didn't know what to make of it. Around the maximum he climbed up to his sleeping stick, after that the sun broke thru' and even now he's still confuzed!

BTW, I had the TT running an astronomy program from 1988, showing the realtime progress of the eclipse. Barely off 15 secs, and my clock is synced to UTC permanently. Who said ST software is useless? :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3010. VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: philipt@dial.pipex.com
Message-ID: <7os41n$f93$1@lure.pipex.net>
Source record: 74807

In anticipation of my Atari monochrome monitor giving up the ghost
someday, I'm looking at an old monochrome PC monitor.
It's VGA, I think. It has a D-connector with three rows of pins
populated as follows

```
x o x x o
o o x x o x
x o o o x
```

where o is a pin and x is blank.

Can someone please tell me what these pins are, and how to connect
to the Atari pins/signals?
I have the Atari ST pin-signal list in my Atari manual.

Response by e-mail appreciated, to philipt@dial.pipex.com

Philip Taylor, Glasgow, Scotand

3011. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dwdylg.1ep87jufltfs0N@tnt-9-158.easynet.co.uk>
Source record: 74808

Terrence R. Redding, Ph. D. <terry@oltraining.com> wrote:

> Thank you to all who responded. I have NoSTalgia 0.6 PPC, and PowerST 0.2
> both installed and running. I was surprised they ran so slow. May be if I
> run them out of a RAM disk they will speed up.

Slow? What kind of Mac are you running again? These emu's run (at least)
at full STfm speeds for me.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3012. 4MB Atari STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Stephen Barr <sbarr@dircon.co.uk>
Message-ID: <37b1ba6d_1@newsread3.dircon.co.uk>
Source record: 74809

```
For Sale
4MB Atari STE
Colour Monitor
Mono Monitor
Hard Drive
Software (Applications, Utilities, Leisure)
No reasonable offer refused
Please contact for full details and to discuss price

Stephen Barr (Hertford UK)
Telephone 01992 428165
Email sbarr@dircon.co.uk
```

3013. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b1cf5e26487d0@ping.be>
Source record: 74810

on Wed 11-08-1999 10:09 mjaap@atari-computer.de wrote:

>
>it's being criticized in my reviews (in the German ST mag) of both
>Fiffi, Draconis etc. . However, there will be gateways (at least for
>Draconis) to use Sting/MintNet applications this year.
>

What exactly do you mean with this? Are you saying that with Draconis one
will be able to use STiNG/MiNtnet applications or do you mean that with
STiNG or MiNTnet one will be able to use Adamas, DRtelnet etc..

I surely wont give up my MiNTnet setup. Lately I've done a few tests with
Adamas online. I wasn't impressed at all. The first testpage I ran I was
already in big trouble. Adamas returned me something like this. Script-error:
Illegal character found. Yes, it was a java-script page but there is no
reason why Adamas should crash on this page.
The possitive point is that setting up Draconis TCP/IP stack is very easy,
much easier then STiNG for instance.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3014. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b1cf5e26487d1@ping.be>
Source record: 74811

on Wed 11-08-1999 01:27 maja9819@my-deja.com wrote:

>JavaScript enabled WWW browser. Why doesn't
>anybody support them? Both have published many
>fresh-ups and updates this year and they deserve
>support and feedback!

If the Adamas people want support then they should learn to listen to
people.
At the Neuss fair I have talked to the authors. I've told him that Adamas
won't work in True color on my Hades. Their answer was, It should
work, take a look at your system, probably there is something wrong.
Well, I don't like this kind of attitude at all.
IMHO: People who are reacting like this don't deserve feedback.

>If you find bugs in WenSuite or Light of Adamas
>report them to the programmers! Remember that
>they can be disappointed too if everyone mentions
>only CAB as THE Atari web browser.

The Wensuite people deserve feedback as they listen to what people have to
say. Wensuite is really making progress. They are working on javacript
too. If I may believe the author they are trying to implement MiNTnet
support.
Once Wensuite or Draconis comes with MiNTnet support I will try the
packages again but as long as they only works with there own TCP/IP stack
I refuse to work with it.
For the moment Cab is still the best Atari browser.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3015. Re: Cartridge named "DeskCart!" ???

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Michael Jacobs <michael.jacobst@lexis-nexis.com>
Message-ID: <01bee429$04d347e0$8ba20c8a@lnxjacoma.lexis-nexis.com>
Source record: 74812

It is basically a cartidge based desk accessory, including a clock
function. You need software to use it, and if I recall it was incompatable
with later versions of the operating system. That is all that I know.

Doctor Clu <clu-da-bard@geocities.com> wrote in article
<37B05279.3FCD@geocities.com>...
> Hi folks!
>
> Got a cartridge recently that has "QMI" and "DeskCart!" on it.
>
> Any idea what it does?
>
> Doctor Clu
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>

3016. Re: Cartridge named "DeskCart!" ???

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: gribnif@pair.com
Message-ID: <gribnif-1108991545470001@wilga.mtholyoke.edu>
Source record: 74813

In article <01bee429$04d347e0$8ba20c8a@lnxjacoma.lexis-nexis.com>,
"Michael Jacobs" <michael.jacobst@lexis-nexis.com> wrote:

> It is basically a cartidge based desk accessory, including a clock
> function. You need software to use it, and if I recall it was incompatable
> with later versions of the operating system. That is all that I know.

It also has a built-in clock, since that was something that was lacking in
the original 520s and 1040s.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3017. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B1A5C9.9B533981@ping.be>
Source record: 74814

Jos Vlietstra a *crit :

> well Boys,
> I can tell you that it's possible to hook two harddisks on the
> internal SCSI flatcable !

My TT WoodTTower has :
- 3 hard disks
- 1 Syquest 44
- 1 Pionneer CD ROM
connected to the scsi flat inner cable ... they all work perfectly.
And sometimes I hook up my Microtek E3 scanner to the external scsi port
with absolutely no problem ....
May I add that I have a laser printer SLM605 connected to the ACSI port
?

When it's question of scsi terminators (above all with the TT ...)
you'll have to try and test, but yes you'll surely have to remove the
internal TT terminators when using more than one device connected to the
TT ... More strange is I have to terminate ALL the devices connected
.... I know this is not normal, but it definitely works this way !

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3018. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B1C799.20012746@ping.be>
Source record: 74815

Martin Nightowl Byttebier a *crit :

> The Wensuite people deserve feedback as they listen to what people have to
> say. Wensuite is really making progress. They are working on javacript
> too. If I may believe the author they are trying to implement MiNTnet
> support.

Just a suggestion Martin: forget to believe anything coming from them. And absolutely avoid to send any money to this "dream factory" just like you do with people from a northern country .... when they'll go away it will not be momentaneously like the sun today ... just the sun will never take your money away.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3019. MagicPC - can it use an internal modem?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <934405500.10410.1.nnrp-06.9e98e4aa@news.demon.co.uk>
Source record: 74816

Hi all

I've just taken the plunge and bought MagiCPC1.2. I've managed to get STinG working with it when I use an external modem plugged into a com port, but I can't seem to get it to recognise my PC's internal modem. The modem is apparently COM3, but MagiCPC, STinG etc. doesn't recognise that it exists. Anyone got any idea?

Cheers,
Gary

3020. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7ostnlufv1@nnrp1.deja.com>
Source record: 74817

Hi,
>
> >
> >> Now I'm running in TC here
> >> and it won't run in TC.
> >
> >Then mail it to Jens: jheitmann@debitel.net .
>
> Well, ask Martin Byttebier about this: he met the guy in Neuss, told
him
> it didn't run in TC on his Hades. The answer was: something wrong in
your
> setup! Well, probably same stuff with my TT then. Does it work in TC
on a
> Milan only, perhaps?
>

I tried it on my Milan and it worked. Both CAB and LoA run like a dream
on the Milan.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3021. For Sale: Atari Object Mover Software for Kurzweil 1000

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: jr <JamesBRey@aol.com>
Message-ID: <37B1FE53.39B8@aol.com>
Source record: 74818
Cross-posted to: rec.music.makers.marketplace,rec.music.makers.synth,comp.sys.atari.st

For Sale: Atari Object Mover Software for Kurzweil 1000 series synths.

I have a copy of this software including binder, operating instructions etc.

If you have a Kurzweil 1000 series and an Atari ST then you probably need this. Allows you to handle the 1000 series synths from your computer. Works with Keyboards and modules.

Trades or Offers.

JamesBRey@aol.com

3022. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1108991859250001@chaosnet15.idirect.com>
Source record: 74819

In article <1dwdylg.1ep87jufltfs0N@tnt-9-158.easynet.co.uk>,
macgamer@ukonline.co.uk (Steve) wrote:

> > Thank you to all who responded. I have NoSTalgia 0.6 PPC, and PowerST 0.2
> > both installed and running. I was surprised they ran so slow. May be if I
> > run them out of a RAM disk they will speed up.
>
> Slow? What kind of Mac are you running again? These emu's run (at least)
> at full STfm speeds for me.

I believe that he has an older 100mHZ PowerPC Mac; according to the
review of NoSTalgia in AC last year it really runs its best under a G3
system. Only MagiCMac is designed to run at blazing speed under as little
as a 680x0 suystem.

BTW, is anyone willing to sell a copy of MagiCMac to me that they're
not using? I just bought a Quadra 950 three weeks ago and I really need to
set this thing up so I can use Edith and a number of other utilities I'm
missing.

3023. Re: MagicPC - can it use an internal modem?

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934415996.26836.0.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 74820

Gary Priest wrote in message
<934405500.10410.1.nnrp-06.9e98e4aa@news.demon.co.uk>...
>Hi all
>
>I've just taken the plunge and bought MagiCPC1.2. I've managed to get STinG
>working with it when I use an external modem plugged into a com port, but I
>can't seem to get it to recognise my PC's internal modem. The modem is
>apparently COM3, but MagiCPC, STinG etc. doesn't recognise that it exists.
>Anyone got any idea?

Hi Gary,

It works OK with my internal modem, but it worked pretty much from scratch.
Might be worth checking port settings for the PC's COM port, MagiC-PC's
serial port settings and STinG port settings (CPX etc) to see if they all
match (NB MPC only has Modem1, so if you've copied stuff over from a Falcon
you might have settings for a non-existent Modem2, apologies if this is
obvious).

Other than that, you could try checking the modem initialisation string used
by Windows and using that for STinG (assuming the modem works OK from within
Windows) - can't remember off hand how you get at it, but I'd start with
modem properties I guess.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3024. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <37b1a9dec33520@HORMEL.bc.sympatico.ca>
Source record: 74821

on 11-08-99 maja9819@my-deja.com wrote:

>In my opinion, it is important for the Atari WWW
>browsers to keep up with the latest Web
>developments. Right now only LoA does this by
>implementing JavaScript 1.1 and HTML 4/CSS
>support is announced.

Like JavaScript, implementing CSS will be no small task. Even Netscape
has yet to implement CSS correctly (not that other browsers are perfect).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3025. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37B24591.D595955D@jps.net>
Source record: 74822

Just curious what is "TC". I'm running an FX Falcon, and Draconis/Adamas seems more stable at 40 MHz than CAB/STinG, but that 10 limit on the eval pack is a killer as you mentioned.

Neither I nor my stateside dealer, nor Joe at Atari Computing has received any response on obtaining Draconis/Adamas.

3026. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37B24638.F381E6A5@jps.net>
Source record: 74823

ST has a 512 color pallette, STE 4096. ST though often accused of being
Sam Tramiel (and TOS - Tramiel Operating System), the earliest
literature declares it as Sixteen/Thirty two (and The Operating System).

Alan Gauton wrote:
>
> Louis wrote:
> >
>
> 8< 8<
>
> > choose from 4096 instead of 16.
>
> I think that should have been 256 not 16.
>
> --
> AG
>
> Remove removes to remove anti-spam measures.
>
> ---
> Alan Gauton + Tel +44 141-548-2686
> EEE Department, SPD, + Fax +44 141-552-2487
> The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
> 204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
> ---
>
> Never for me the lowered banner, never the last endeavour!
> (Damon Hill - 16th June 1999)

3027. Re: Epson Floppy Settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37B246E2.6C5A8CEF@jps.net>
Source record: 74824

As I recall the default PC drive select jumper is opposite that of the
Atari. I think it was 1 on the PC, 0 on the Atari, or vice versa.

Dan wrote:
>
> Hi,
>
> I am trying to get a epson floppy to work on the Atari.
>
> It's an EPSON SMD-300, if anyone has any information/jumper
> settings/schematics on this particular model please let me know.
>
> Also, if anyone has any information on other floppies that can be
> easily adapted please let me know.

3028. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: NEG <govers@tip.nl>
Message-ID: <7oqc02$1ul$1@news.worldonline.nl>
Source record: 74881

Well,
I'm using a Cyrix 233mmx, I completed 8 units and takes about 31 hours to
compleet one.

Norbert

3029. GFA Basic and MFP's Timer B

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37B0C015.2C7BE152@club-internet.fr>
Source record: 74882

```
Hello !

I'm "converting" an assembly source into GFA and I would
like to know how putting a routine in Timer B using GFA ?

Here is a part of the original source :

move.l #timer_b,$120

timer_b:
jsr player+4
bclr #0,$FFFFFA0F

I've tried this in GFA, into a loop :
SLPOKE $120,player%+4
~BCLR($FFFFFFFA0F,0)

but it doesn't work...

Who can help me please ???

(for more info, it's the Sid Sound designer player source)

Thanks !!

-----------------------------------------------------
Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag
-----------------------------------------------------
```

3030. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: maja9819@my-deja.com
Message-ID: <7oqjig$a0q$1@nnrp1.deja.com>
Source record: 74883

Hi,

I guess many of you are too much CAB-centered.
Ok, CAB is a fine browser but there are others as
well. Maybe Oxo will get their browser working
some day and Jens Heitmann has just released a
JavaScript enabled WWW browser. Why doesn't
anybody support them? Both have published many
fresh-ups and updates this year and they deserve
support and feedback!
They still care about the Atari platform and have
ASFAIK no plans to port their software to another
platform.

I can't blame Alexander for moving to the Mac
platform. iCAB has excellent chances to be the
"Opera for Mac" and even if only a few percent of
Mac users buy his browser he will probably earn
more money with iCAB than with CAB.

In my opinion, it is important for the Atari WWW
browsers to keep up with the latest Web
developments. Right now only LoA does this by
implementing JavaScript 1.1 and HTML 4/CSS
support is announced.
If you find bugs in WenSuite or Light of Adamas
report them to the programmers! Remember that
they can be disappointed too if everyone mentions
only CAB as THE Atari web browser.

Matthias Jaap

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3031. Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b0da20.3396990@n3.idirect.com>
Source record: 74884

Hi, i am trying to connect more than 2 Floppy Drives to a 520 ST.
I cant get any combination to work, the computer only puts icons for
the first 2 on the screen. I have tried installing new drives with
letters C and D and still doesnt work.

The computer says it cant access the drive and to change its settings.

Any help appreciated

thanks,
Dan

3032. Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b1da96.3514442@n3.idirect.com>
Source record: 74885

Hi,

Could someone inform me and mabye post a link if one is available to
what the Letter Designations ST(e,f,fm,??) mean.

Also any link with information on the various 16/32 bt atari systems
would be helpfull.

Thanks,
Dan

3033. More than 2 Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <489f316a.3214522@n3.idirect.com>
Source record: 74886

Couldnt find the original thread so had to start a new one

To who ansererd my message the first time :

I meant floppy drives, i have 3 hooked up to my ST right now. 2 354's
and 1 5/4. I only get icons for 2 when the computer boots. Ive also
tried the install new drive and tried adding a C drive but when i try
to access the drive it says it isnt there.

Also, does anyone know where i can get a program to change the
steeping to 6ms for the 5 1.4 drive.

Thanks

3034. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9908102345300.144-100000@tampa1-030.fdn.com>
Source record: 74887

On Wed, 11 Aug 1999 maja9819@my-deja.com wrote:

> Hi,
>
> I guess many of you are too much CAB-centered.
> Ok, CAB is a fine browser but there are others as
> well. Maybe Oxo will get their browser working
> some day and Jens Heitmann has just released a
> JavaScript enabled WWW browser. Why doesn't
> anybody support them? Both have published many
> fresh-ups and updates this year and they deserve
> support and feedback!
well, you are right.
However it is clearly obvious to me that if i can not use the browser,
there is no way to do anything here. Just using the old CAB is my only
solution.

I certainly don't want to trade my mintnet for any other stack available
on atari. Might as well change computer in this case. Everything i have is
based around mintnet, OR using gluestik, all the STiK applications.
There are so many things that it would be totally ridiculous (for me at
least) to even try anything else.

I do think though that for some ST users with TOS 1.4 or such, with little
ram or speed, Light of adamas or whatever wensuite might fit better to
their needs.

Adamas sure looks good, dithering is quite good in 16 col, (don't know yet
in 256 or TC mode), possibility to switch palettes, javascript support,
neat I guess (can't try), some many double redraw (need to check that
out). Some clicks are only taken if the frame has been acivated, rather
strange. Few glitches like that, I would put adamas ahead in some ways of
CAB. But really is not too fair to CAB as I know how/when CAB crashes.
WIth adamas, the demo version is so crippled, that can't test a whole lot.

What i've noticed also with ADAMAS, it is less html code error tolerant
than CAB.
Like, a frame not having a <title>blahfoo</title> adamas will freak out
and gives some html code instead of the output.
Same for colors, if you use #white or white only, adamas is very picky.
That is, in a way good, but is not possible in the world we are leaving
in.
html is a very popular language in which ANYONE basically can write in,
mistakes WILL happen, and between netscape and IE, trying to define the
standards, can't rely on anything really. So gotta be as tolerant as
possible. CAB does a pretty good job at that.

> They still care about the Atari platform and
have > ASFAIK no plans to port their software to another
> platform.
which atari platform? that's what i am wondering.
i think we are way too spread right now in some ways. And Adamas with
ANOTHER stack is certainly not helping. What do they expect? All of use
drop our current stack? whatever that is, STIK, STING, MiNTNET, iconnect,
etc etc.
it seems that adamas is not as popular as it should be.
Maybe has to do with the little I said right above.

> In my opinion, it is important for the Atari WWW
> browsers to keep up with the latest Web
> developments. Right now only LoA does this by
> implementing JavaScript 1.1 and HTML 4/CSS
> support is announced.
tell me how good are javascript or html4/css if no one really can use
efficiently adamas?

In my eyes/dreams:

The kick-ass browser for atari would be close to CAB, but supporting
extended VITAL feature a multitasking OS has to offer.
Handling several connections at the same time for multiple download in the
html document, (just like any other browser on other platforms),
decompressing displaying pictures/documents as they get downloaded
(streams/background processing).
Now that is the essence of interactivity.
CAB by itself, visualy is ok/good enough.

What I can tell you is that i always wait after CAB to finish display some
things, formating etc etc.
If it has background processing, and multitple connection, it would be
SOOOOOO FAST.
I mean, screw all the javascript, g2players and all the extra things like
that, if the engine is not good, can't do much.

But of course, this is/was impossible because CAB had to be compatible
with TOS 1.04 (or so), no for multitasking OS user, you can forget about
it.
2) also impossible I guess coz Alex would have had to choose between magic
type of threading or the MiNT way. which needless to say are not 100%
compatible. So I guess, in doubt, he choose the singletos way.

> If you find bugs in WenSuite or Light of Adamas
> report them to the programmers! Remember that
> they can be disappointed too if everyone mentions
> only CAB as THE Atari web browser.

Totally agree, although, to report bugs, need to try it first.

3035. Re: The STonX emulator.

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37b10ce5$0$162@news.zetnet.co.uk>
Source record: 74888

In a former life as an exotic dancer, Niels Wagenaar
<Niels@dbitgroep.xs4all.nl> wrote:
> I've send various e-mails to the author if STonX is dead or if it's on
a low profile, but I haven't had any response from him.
>
> Personally I say that the project is labeled dead. Does anybody know this
for sure?
>

AFAIK it is dead - which is a real shame as it seems to be quite a good
emulator, and with many of us deliberateky avoiding Microsoft as a supplier
for our PC OS, it seems like a great time to revive it.

Alas, I know nothing about X programming, and not a lot more about Atari
programming, but if anyone out there is looking for a programming challenge,
I can think of little better to sink your teeth into ;)

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav/index.php3
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

3036. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b1199ce0e2b980@holleman.demon.nl>
Source record: 74889

on Wed 11-08-1999 01:27 maja9819@my-deja.com wrote:

>I guess many of you are too much CAB-centered.
>Ok, CAB is a fine browser but there are others as
>well. Maybe Oxo will get their browser working
>some day and Jens Heitmann has just released a
>JavaScript enabled WWW browser. Why doesn't
>anybody support them? Both have published many
>fresh-ups and updates this year and they deserve
>support and feedback!

- snip -
>
>In my opinion, it is important for the Atari WWW
>browsers to keep up with the latest Web
>developments. Right now only LoA does this by
>implementing JavaScript 1.1 and HTML 4/CSS
>support is announced.

Hi Matthias,

I'll try to explain from my point of view (and I'm pretty sure there's
others just like me):

I started Internetting using Sting (yup, I wasn't one of the frontrunners).
As you know Sting evolved from Stik. Then there's another stack, Mintnet,
for which you need to have a complete Mint setup. I happen to have one
here and I am using it mostly for evaluation purposes.

The thing with Sting is that you have a wide variety of clients available.
If you don't like Newsie, use Okami. Or something else. Don't like MyMail?
Get another one. No problem. Whatever.

I've been trying the OXO thing earlier... just a no-go. Apart from that it
needed its own stack. Then LoA sees the lite. Same stuff. I fetched an
early demo. Crippled, works for 10 minutes. Wow, that gives me good
chances to evaluate! OK, give it a try then. Now I'm running in TC here
and it won't run in TC. Hell, is that 1999 software? It may be so that it
keeps up with the latest Web developments, it surely doesn't keep up with
the latest h/w... OK, let's just get back to 8 bit rez then. Yessir, it
works... works? Yes, it loads a page from disk, not from the net. Yes,
Marathon just tells me there's 5 emails waiting. OK fetch them, please. No
go! Won't do it. Well, so much for LoA then, do they really expect me to
pay somuch Deutschmarks for this stuff?
Now suppose I don't like the way the mailer works, I just want another
client. Then install another stack first.

Matthias, with all due respect, this is IMHO NOT the way programmers should proceed. Same bloody stuff with ASH, they come up with Emailer which needs its own stack. Yep, you can use Fiffi then but if you don't like it you need another stack to be able to FTP. By the way, is there any way to go Telnetting, Gophering or IRC-ing with those different stacks???

I'm in the process of giving OXO another chance. Found out that Wensuite is becoming usable (tho' still on its own stack). I'll give that one a try.

As for Alex: well, obviously he decided to go for "The B-I-G money" this time, now people expect me to holler "Hey come back!"... No way! If he'd expected to get rich from the Atariscene, he's had wrong expectations. (Now I surely hope he does get rich from programming for the Mac, but I do have some doubts...)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3037. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b1199ce0e2b981@holleman.demon.nl>
Source record: 74890

on Wed 11-08-1999 02:07 Dan wrote:

>Hi,
>
>Could someone inform me and mabye post a link if one is available to
>what the Letter Designations ST(e,f,fm,??) mean.
>
>Also any link with information on the various 16/32 bt atari systems
>would be helpfull.

Hi Dan,

well, ST stands for sixteen/thirtytwo. 16 bit externally, 32 bit
internally. You figure what the TT stands for... :-)

the "e" stands (probably) for enhanced. Enhanced graphics. That's a bit
nice expression, it was still limited to show max 16 colors, but one could
choose from 4096 instead of 16.

The "f" was for the built-in floppy drive, remember that the first models
only had external drives.

The "m" stands for a built-in TV-modulator, so you could hook it up to
your telly.

Fortunately, they stopped using those cryptic descriptions and called
later developments "Falcon" only. The car industry however still uses
descriptions like "Blunder GTX Turbo-4WD 16-v De Luxe Limited" and that's
probably what the folks just want :-)

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3038. Re: More than 2 Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b1199ce0e2b982@holleman.demon.nl>
Source record: 74891

on Wed 11-08-1999 02:28 Dan wrote:

>Couldnt find the original thread so had to start a new one
>
>To who ansererd my message the first time :
>
>I meant floppy drives, i have 3 hooked up to my ST right now. 2 354's
>and 1 5/4. I only get icons for 2 when the computer boots. Ive also
>tried the install new drive and tried adding a C drive but when i try
>to access the drive it says it isnt there.
>
>Also, does anyone know where i can get a program to change the
>steeping to 6ms for the 5 1.4 drive.

Dan again!

I'm a bit wildguessing, but I figure it's just that the OS isn't laid out
to serve more than 2 floppydrives... So anything else than A or B is seen
as either a hard drive, RAMdisk or CD-device or whatever. If that isn't
found it just reports "drive not found".

DoubleClick software once had a program to change the steprate for
floppydrives. It is perhaps available on the umich server.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3039. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <934359504.556801@Chaos.es.co.nz>
Source record: 74892

Dan <Mephiston@idirect.com> wrote in message
news:37b1da96.3514442@n3.idirect.com...

> Could someone inform me and mabye post a link if one is available to
> what the Letter Designations ST(e,f,fm,??) mean.

m - inbuilt TV modulator
f- inbuilt floppy disc drive
e - enhanced specifications.

ST - I don't know. Possibly Sam Tramiel.

> Also any link with information on the various 16/32 bt atari systems
> would be helpfull.

Have a look at http://homepage.tinet.ie/~morrikar/ for a history of Atari
and the overall development of the various Atari models
http://www.atari-history.com/ gives brief outlines of all the stuff Atari
made, with specifications and (usually) photos.
http://quickfaq.atari.org is a pretty good start also.
http://homepages.shu.ac.uk/~rgallen/atari/tecspecs.htm briefly outlines the
technical specifications of ST's generally and gives some indication of
model differences.
http://ic.net/~tjh/computers/atari/faqs.html will give a basic outline of
the different versions of the Tos operating system.

> Thanks,
> Dan
>

3040. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990811053025.4098A-100000@halifax.chebucto.ns.ca>
Source record: 74893

According to Start magazine, ST stood for _S_ix_T_een (16 bit) and TT for
_T_hirty_T_wo (32 bit).

On Wed, 11 Aug 1999, Dan wrote:

> Hi,
>
> Could someone inform me and mabye post a link if one is available to
> what the Letter Designations ST(e,f,fm,??) mean.
>
> Also any link with information on the various 16/32 bt atari systems
> would be helpfull.
>
> Thanks,
> Dan
>
>
>

3041. FS: 1040STF (Europe)

Newsgroup: comp.sys.atari.st
Date: 1999-08-11 00:00:00 UTC
From: Elmar Bongers <Elmar.Bongers@post.rwth-aachen.de>
Message-ID: <37B13375.C5D2B2F4@post.rwth-aachen.de>
Source record: 74894

Hi,

I need more room, so here it is:

Atari 1040 STF, 1Meg RAM,
SM 124 b/W monitor,
SCSI Controller, but no drive, sorry

The first reasonable offer gets it all.

Elmar

3042. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <oA2s$HAVhps3Ewwt@steverosie.demon.co.uk>
Source record: 74745

On Tue, 10 Aug 1999 at 18:14:43 a message from Didier Briel was created
on the subject of MegaSTE Info.
> Contrary to what some might say, I could *not* access reliably HD drives
>in my Mega STE until I fitted an AJAX controller. With that component
>fitted, I never had a problem. It seems that some stock
>controllers can cope with 1.4M, but not all. The DIP switch only enables
>the HD formatting option in TOS 2.0x, it will not solve an access problem.
>

Hi

That sounds familiar! When I got my MSTE I couldn't reliably format or
use 1.44m disks (under TOS 2.05)! I had to use HD software I used with
my STE's 1.44 drive...

I had no problem formatting and using standard double density (720k)
disks in it. As I use hard drives, I used the floppy drives very little
at the time, so it could have been more serious than inconvenient.

Now I use it under TOS 2.06, I no longer seem to have the problem:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3043. Re: Epson Floppy Settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vwHtjLASlps3EwyI@steverosie.demon.co.uk>
Source record: 74746

On Thu, 12 Aug 1999 at 01:53:19 a message from Dan was created on the
subject of Epson Floppy Settings.
>Hi,
>
>I am trying to get a epson floppy to work on the Atari.
>
>It's an EPSON SMD-300, if anyone has any information/jumper
>settings/schematics on this particular model please let me know.
>
>Also, if anyone has any information on other floppies that can be
>easily adapted please let me know.
>

Hiya

What type of drive is it? (360k, 720k, 1.44m)
What size disks does it use? (3.5", 5.25")
What type of connector does it use? (34-pin Schugart interface, edge
connector etc.)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3044. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Trond Einar Garmo <trond.einar.garmo@hf.ntnu.no>
Message-ID: <37B29E9E.30A19B2B@hf.ntnu.no>
Source record: 74747
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

r e s wrote:
>
> What is Emile's website address?

http://www.foryourhead.com/

And there are no free programs there. I recently updated my KCS Omega II to the latest, unreleased version for $39. It has some extra features for the open mode - a kind of programming language to extend the possibilities to use the open mode play screen as an "instrument". Plus there is a very useful MPE-module that imports single sequences or tracks from another file, and an unfinished upgrade to the Song Editor that will let you control transposition etc.in lines in real time via MIDI. This version of the Song Editor looks ugly, and there is no text in the dialog boxes. But it can be useful if for instance you want to change drum sounds in realtime.

3045. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7oubufujq1@nnrp1.deja.com>
Source record: 74748

Hi Neil,

In article <37b1a9dec33520@HORMEL.bc.sympatico.ca>,
roughley@HORMEL.bc.sympatico.ca (Neil Roughley) wrote:
> on 11-08-99 maja9819@my-deja.com wrote:
>
> >In my opinion, it is important for the Atari WWW
> >browsers to keep up with the latest Web
> >developments. Right now only LoA does this by
> >implementing JavaScript 1.1 and HTML 4/CSS
> >support is announced.
>
> Like JavaScript, implementing CSS will be no small task. Even
Netscape
> has yet to implement CSS correctly (not that other browsers are
perfect).

Depends on the part of CSS you want to implement. Positioning (layers)
is no easy task IMO but CSS attributes like font-size, font-weight
should work.
At least I hope that CSS will come to the Atari because there are
already three programs supporting it (Texel, HP-Penguin, En Vogue).
Personally, I don't think that we'll see a perfect CSS implementation
this year but Atari users are known for their patience ;-)

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3046. Shard of Spring for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: gmadison@usa.net
Message-ID: <7oukgp$4s4$1@nnrp1.deja.com>
Source record: 74749

Hello,

Does anybody know if the RPG by SSI called Shard of Spring came out for
the Atari ST? I can't find it anywhere and would like to get a copy.

Thanks,
Gmadison

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3047. Re: Audio/Video makers lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dweug8.13jhjzy1ce8chkN@srry01m09-181.bctel.ca>
Source record: 74750

Guitar Studio <guitarra@afn.org> wrote:

> I am able to edit the tracks as one and the original 44.1
> frequency remains untouched. The problem I have is that I need to
> be able to save this track as a single file stereo AIF file so I
> that I can load it back into TOAST and burn the audio CD.

I'm not a musician but recommend you try SoundApp (Mac freeware):

http://www-cs-students.stanford.edu/~franke/SoundApp/

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3048. Re: Timeworks "Data Manager" and year 2

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: "Steven Kaleita (SAK)" <sak01@chorus.net>
Message-ID: <37B2DEB8.A1920BE9@chorus.net>
Source record: 74751

In case anyone is interested,

I have Atari's DB MAN
Verasoft's DB MAN 5

Both brand new in the shrink wrapped box.

And, Time works DataManager ST

What are they worth ?

SAK

3049. Re: Shard of Spring for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ouptmjrv2@news.campuscwix.net>
Source record: 74752

On 12 Aug 1999 14:08:36 , gmadison@usa.net wrote:
->Hello,
->
->Does anybody know if the RPG by SSI called Shard of Spring came out for
->the Atari ST? I can't find it anywhere and would like to get a copy.
->
->Thanks,
->Gmadison
->
->
->Sent via Deja.com http://www.deja.com/
->Share what you know. Learn what you don't.
->.

Hi. Wasn't that the sequel to "The Wizards Crown"? If so, I believe
but am not sure that it did. I know Wizards Crown did, and I'm also
fairly sure that both titles were released on the Atari 8-Bits...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3050. Re: Video/Audio questions?

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B2ECEE.62F1992E@ping.be>
Source record: 74753

Guitar Studio a *crit :

> I forgot these questions!
>
> Is there any good shareware or freeware program for the Mac to
> edit AIF audio files?

Yes, again Ultra Recorder is one of the best sharewares which will do
that ... I have found the website:
http://members.aol.com/EJC3/Ultra.html

> Also I am looking for an MOV or avi editor
> for the Mac. I ask this here because I know several people here
> use both Atari and Macs (I am sure I am not the only one) :)and
> also because my main work will be done with Apex Media and screen
> Eye and I would like to make the Films on the Mac if there is a
> good prg available for it.
>

Let's try Quick Editor ... it's really powerfull.

>
> Thanks for your help :)

Pleasure for a musician to answer to another here.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3051. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B2EE53.7EAC8F11@ping.be>
Source record: 74754

Steve Stupple a *crit :

> On Tue, 10 Aug 1999 at 18:14:43 a message from Didier Briel was created
> on the subject of MegaSTE Info.
> > Contrary to what some might say, I could *not* access reliably HD drives
> >in my Mega STE until I fitted an AJAX controller. With that component
> >fitted, I never had a problem. It seems that some stock
> >controllers can cope with 1.4M, but not all. The DIP switch only enables
> >the HD formatting option in TOS 2.0x, it will not solve an access problem.
> >
>
> Hi
>
> That sounds familiar! When I got my MSTE I couldn't reliably format or
> use 1.44m disks (under TOS 2.05)! I had to use HD software I used with
> my STE's 1.44 drive...

TOS version has nothing to do here if I remember well (I had two Mega STE in
the past).
Some Mega STE (if not all) require a PAL to be installed in the dedicated
empty socket to make the use of HD disks completely sure.
But some Mega STE don't have a soldered socket at the required mother board
place.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3052. Re: Audio/Video makers lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B2EB8D.D15CF1B5@ping.be>
Source record: 74755

Neil Roughley a *crit :

> Guitar Studio <guitarra@afn.org> wrote:
>
> > I am able to edit the tracks as one and the original 44.1
> > frequency remains untouched. The problem I have is that I need to
> > be able to save this track as a single file stereo AIF file so I
> > that I can load it back into TOAST and burn the audio CD.
>
> I'm not a musician but recommend you try SoundApp (Mac freeware):
>
> http://www-cs-students.stanford.edu/~franke/SoundApp/

YES, and also ULTRA RECORDER will perfectly do this job (available on any
serious Mac shareware site)

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3053. Re: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B2EEC0.7870991C@ping.be>
Source record: 74756

Magnus Kollberg a *crit :

> broncos@primenet.com wrote:
> >
> > Does anyone know where I can pick up a midi sequencer for my falcon
> > I have been using kcs omega but unfortantley it will only work in st high
> > mode. I want something made specifically for the falcon or something that
> > will run in 800 x 592 (centscreen) resolution. It does not have to be in
> > color But I hate the low resolution stuff. If anyone knows if Notator or
> > Cubase score will work at higher resolutions on the falcon then please let me
> > know. If anyone can point me the way to Cubase audio or Emagics Logic Audio
> > then please do.
>
> Take a look at: http://www.softjee.com/
>
> //MK

And go fast because Softjee is stopping Atari development and they put their
product prices very low for the moment !
You also can buy bundles at very low prices.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3054. STOS 4 Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7outu4$3oc$1@news8.svr.pol.co.uk>
Source record: 74757

Maybe a old quessy now, but if anyone know of any good screen copy type commands for the Falcon for STOS then could you let me know where they all are pls :-)

I've tried Anthony Hoskins extenionds and they seam great, I also treid Anthony J's extensions out but I've lost his site, anyone ?

if there are anyother STOS extensions out there for the Falcon then pls mail me , thanks in advance

chris-swinson@mega-disczine.freeserve.co.uk

3055. FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: midigear@gis.net
Message-ID: <37b3080e.10310136@news.gis.net>
Source record: 74758
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,ne.forsale,comp.sys.mac.wanted

```
FS: NEC Tripple Spin CD ROM
external SCSI CD ROM drive
excellent condition
also works great as stand-alone audio CD

(has transport controls, display, volume knob,audio outputs etc.)

with power supply and manual

Best Offer
```

3056. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dwftbm.1ayslbg1636rwN@tnt-9-92.easynet.co.uk>
Source record: 74759

Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> I believe that he has an older 100mHZ PowerPC Mac; according to the
> review of NoSTalgia in AC last year it really runs its best under a G3
> system. Only MagiCMac is designed to run at blazing speed under as little
> as a 680x0 suystem.

Well, I've a 604-based Power Mac too and this runs the emu's fine. Then
again, a 604 cpu is superb imo ;-)
Agreed, MagiC Mac is like lightning! Glad I've got all three :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3057. Re: FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BYum5FA1Ixs3EwUH@steverosie.demon.co.uk>
Source record: 74760
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,ne.forsale,comp.sys.mac.wanted

```
On Thu, 12 Aug 1999 at 17:45:32 a message from midigear was created on
the subject of FS: NEC Tripple Spin CD ROM.
>FS: NEC Tripple Spin CD ROM
>external SCSI CD ROM drive
>excellent condition
>also works great as stand-alone audio CD
>
>(has transport controls, display, volume knob,audio outputs etc.)
>
>with power supply and manual
>
>Best Offer
>

Where in this wide wide world are you?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
```

3058. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b3175e16731a80@holleman.demon.nl>
Source record: 74761

Hi,

lately I've seen reports about this SETI business, so I got interested.
Just wonder where I can get some basic info about what it is all about,
where to get the s/w and what is expected. If anyone can point me to a URL
for that, tks in advance.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3059. Re: Audio/Video makers lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ov9mm$d3fa$1@spnode25.nerdc.ufl.edu>
Source record: 74762

Thanks Jo and thanks neil for the info :) I will try this as soon as possible!

Raymond

3060. Re: Audio/Video makers lets Unite!-2

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ov9sq$d3fa$2@spnode25.nerdc.ufl.edu>
Source record: 74763

Hi again:

So far on the Falcon I have not found a way to create a single Stereo track
on Logic Audio . Is there a program that will save L & R tracks as wav or AIFF
stereo file? Logic and Cubase seem to be able to save the tracks as two files one for R and
another for L.

Thanks, Raymond

3061. Atari Desktop

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Gareth Howe <atari@s-nova.demon.co.uk>
Message-ID: <934490565.2872.0.nnrp-12.c2de511b@news.demon.co.uk>
Source record: 74764

I am developing an Atari GEM desktop type shell for Windows95/98. I just want to know if anyone out there would be interested in such a program or if one already existed.

Let me know your thoughts.

Thanks,

Gareth

development@s-nova.demon.co.uk

3062. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ovcit$m70$1@news5.svr.pol.co.uk>
Source record: 74765

On 8 Aug 1999 00:35:19 +, "kevin dermott" wrote:
:>
:>Steve Sweet <steve@sweet3.freeserve.co.uk> wrote in message
:>news:7ohd55$m9p$1@news6.svr.pol.co.uk...

:>> On 5 Aug 1999 17:38:01 G, Phantomm wrote:

:>> :>Need some info on the MegaSTE.

:>> :>2. Is TOS 2.06 the highest version one can use in the MSTE?

:>> Ive got 3.06 in mine

:>Is that on rom or file?

Its on ROM, a specially modified version for the PAK.

Laters Dude!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3063. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ovciv$m70$2@news5.svr.pol.co.uk>
Source record: 74766

On 8 Aug 1999 00:35:19 +, "kevin dermott" wrote:
:>
:>Steve Sweet <steve@sweet3.freeserve.co.uk> wrote in message
:>news:7ohd55$m9p$1@news6.svr.pol.co.uk...

:>> On 5 Aug 1999 17:38:01 G, Phantomm wrote:

:>> :>Need some info on the MegaSTE.

:>> :>2. Is TOS 2.06 the highest version one can use in the MSTE?

:>> Ive got 3.06 in mine

:>Is that on rom or file?

Its on ROM, a specially modified version for the PAK.

Laters Dude!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3064. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ovcj1$m70$3@news5.svr.pol.co.uk>
Source record: 74767

On 8 Aug 1999 02:58:03 G, Phantomm wrote:
:>On 7 Aug 1999 13:43:01 G, Steve Sweet wrote:
:>>On 5 Aug 1999 17:38:01 G, Phantomm wrote:
:>
:>>Yep!, this ere PAK board is letting me have 4 Meg ST + 16 Meg TT RAM
:>>and at a slightly higher speed.!!
:>>
:>>:>2. Is TOS 2.06 the highest version one can use in the MSTE?
:>>
:>>Ive got 3.06 in mine

:>ok, But you have to have a PAK board in order to use TOS 3.06 right?

Thats correct.

:>I'd like to have one of those PAK boards, but I'd say they are hard
:>to find now.

They are stil available new.

:>Mosly I am interested in the chip or chips that control the
:>Formatting and read/write of the internal drive.

Well, not counting any bufer chips youve got the AJAX chip that does
most of the work and the Yamaha chip that does some switching and the
DMA chip for buffering.

:>I have a High Density Internal Floppy and it is not working
:>correcly. I suspect that it is the Floppy Drives ribbon cable
:>because it is bent and twisted very badly. I'm going to replace
:>that first. Since the external Disk Drive does seem to work
:>fine,

:> I guess the Floppy drives chips are ok. Unless there is
:> a seperate chip for the internal and external floppy drives.

Nope, both share the shugart bus, only the drive select state is
different.

:>>Kool Dude!!..
:>>
:>>Laters!.
:>
:>Thanks to all that has helped answer questions and etc regarding
:>the MSTE.
:>
:>Now, I have another question regarding the MegaSTE and a AlberTT

:>card. When using the AlberTT card. Should I see anything
:>on the monitor when I first turn the MegaSTE on. Or do I have to
:>wait until the Drivers for the AlberTT card are loaded before I get
:>a Video Display?

Thats right, i dont see anything on my color monitor untill a prog
called redirect has kicked in and initialised the VDI driver for the
color monitor.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3065. Re: NVDI printer spooler

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ovcj3$m70$4@news5.svr.pol.co.uk>
Source record: 74768

On 8 Aug 1999 04:50:50 G, broncos@primenet.com wrote:
:>Can anyone tell me how to enlarge the print spooler for NVDI 5.
:>If I am correct I can adjust the size of the spooler and speed up the
:>print process of my falcon. I am on a sigle task system in case that
:>matters.

RTFM, there's some buffer values in NVDI.INF that can be tweaked.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3066. Re: ICD Utility disks...

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ovcj5$m70$5@news5.svr.pol.co.uk>
Source record: 74769

On 8 Aug 99 08:15:03 GMT, wrote:
:>is ICD still around? i've been using their Link2 hardware to connect a
:>SCSI drive to my STe. problem is i wiped the ICDBOOT.SYS file and, having
:>just moved, can't find either my ICD disks or a rescue disk. i'm kinda
:>hoping ICD's gotta a small little back-door program i can use to get back
:>in my hard-drive. or even just something to re-format the whole thing.
:>everything's backed up, but it's annoying (to say the least) not to have
:>the use of the HD.

There are other hard disk drivers around, such as the old AHDI, newer
ones such as HDDRIVER, some other free software such as CBHD or
SCSIDriver would also do the job, you dont need anything 'back door',
just another driver.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3067. Re: TT SCSI Drive hookup

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ovgle$g0h$1@news1.xs4all.nl>
Source record: 74770

On 10 Aug 1999 23:32:07 , Jos Vlietstra wrote:
Hi Jo,
So you mean you have a PIONEER CDROMplayer SCSI between your
harddisks (with Term Power) or at the end or what ????
When I connected my CDROM Pioneer after my harddisk, everything
SEEMED....to be OK, but then it appeared, that one partition was
going mad and got corrupted !
Let's be straight, a CDROMplayer (my Pioneer) has NO term power ,
agreed ? But the strange thing is, that at the moment this CDROM is
connected to the external SCSI bus and works perfectly !! If anybody
can shine a sensible light on these matters, I would be sooooooo
very thankful.....
Jos

3068. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Dennis Vermeire <ols05426@online.be>
Message-ID: <934500286-162083AEicMi@online.be>
Source record: 74771

Louis, <louis@holleman.demon.nl> wrote on 10.08.1999:

Hi louis,
>Same bloody stuff with ASH, they come up with Emailer which needs its
>own stack. Yep, you can use Fiffi then but if you don't like it you need
>another stack to be able to FTP.

IConnect has received his fair share of criticism, knocking and abuse, IMHO this is very unfair. CAB comes with an OVL file that is not very good, the two OVL files who run under STiNG and are Public Domain perform better. This however has nothing to do with sockets.prg or PPP. People have automaticly assumed, that because CAB performs better running under STiNG/MiNTnet all the other clients are rubbish also.
This is where you are wrong/misinformed:

Fiffi: what is wrong with Fiffi? what can the STiNG ftp clients do that Fiffi can't handle?

Emailer: Another proggie, which has had his fair share of criticism, try it out, You'll never want to return anymore to ANY of the STinG clients, be it for mail or newsgroups

Teli : Wonderfull telnet program, I wonder if there's anything better on the Atari platform?

Chatter: IRC program , just released, I'm not saying this is the best on the Atari platform because I don't know what's available for MiNTNet, but it beats the STiNG clients hands down.

I've mentioned this here before: ICONNECT and STING can be installed at the same time. They do not conflict. So it's possible to run CAB using the STiNG socket and Emailer or whatever using IConnect. The biggest advantage of using the IConnect stack is because the clients in general are very robust, easy to setup, run a bit smoother and all the clients have the same look and feel, which shortens the learning curve a lot. Another advantage is that these programs all interact with each other. Things which can't always be said of the STiNG clients: difficult setup, bugs, not compatible etc..
You don't agree? take a look at the hundreds- no thousands of postings that have been posted from people havings problems here the last year.

OXO: I never succeeded in getting connected to my IP with no matter what version of Wensuite.Trying to load a quite simple html page offline (2 frames, 1 animated GIF) still gives me bombs. So this is definitely a nono.

LOA: The mailer and newsgroups look allright, the main problem is the browser, and that's what this is all about. I don't need another mailer, what I want is a stable browser, like CAB, but one that gives me the advantage of the latest web technology. Instead of concentrating on all the clients, the programmers better would put more efforts in getting the browser right.

>As for Alex: well, obviously he decided to go for "The B-I-G money"
>this time, now people expect me to holler "Hey come back!"... No way! If
>he'd expected to get rich from the Atariscene, he's had wrong
>expectations. (Now I surely hope he does get rich from programming for
>the Mac, but I do have some doubts...)
Months ago, this topic was handled here before. I made a lot of people angry with my views on CAB and Mr.Claus. It's nice to see that more and more people are now starting to share these views on Mr.Claus :-)

Cheers from Belgium
Dennis

3069. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Dennis Vermeire <ols05426@online.be>
Message-ID: <934500292-163151AEicMi@online.be>
Source record: 74772

Kellis <kellis@leading.net> wrote on 11.08.99:

Hi Katherine :-)
>well, you are right.
>However it is clearly obvious to me that if i can not use the browser,
>there is no way to do anything here. Just using the old CAB is my only
>solution.
Oh boy, this surely must be the statement of the year. Especially,
considering it's coming from You :-)))
What happened to the "Let's move on" slogan?

>I certainly don't want to trade my mintnet for any other stack available
>on atari.
No, neither do I want to trade my IConnect clients. Why? same reasons as
you have really, I'm happy with them, they do what they are supposed to
do, are bugfree, compatible with each other and run quite smoothly.
However, this attitude makes me (us) blind and deaf. Not wanting to even
try out the other stacks and compatible clients limits us in our views.
The last year I haven't tried a single STiNG client. Why should I? None
of them offer more then my IConnect clients, so it's just a waste of
time from my point of view. I do realise that with this attitude Wensuite
and Adamas have no chance at all of ever becoming popular. But why change
a perfect working setup for something that is inferior?

>it seems that adamas is not as popular as it should be.
>Maybe has to do with the little I said right above.
Yes it has, and I will add my bit here also:
Adamas, is a suite, I am not interested in another mailer or newsreader,
the one I'm using is perfect. OK, I could use Adamas purely for browsing.
The demo of Adamas hasn't convinced me at all, it's even slower then CAB,
and loading a simple html 3.2 page gives me a very weird display. It also
has trouble with some animated GIF's. These are my first impressions, but
I've seen enough, they are not getting my money !!
This is the demo of a commercial product, it is not a beta version. If
they expect me, the customer to pay money, then I want a working product.
Not something that has been bashed together, shows all the signs of
sloppy work and will only speed up the proces of me getting a nervous
breakdown. I wonder who beta tested this program, has it ever been
tested? Perhaps the customers are the beta testers?
Instead of trying to write a compete suit, the programmers better would
put their efforts in trying to write a decent browser. That on it's own
will already be hard to accomplish...

All of the above applies also to Wensuite, this program has been around
a couple of years now and shows no progress at all. Version 3.xx can now

finally handle frames :-), but it bombs out on some very simple pages. This program is not stable (yet?), but OXO wants payment for it just the same. I call this daylight robbery, we've seen enough of that on the Atari platform. Will they never learn I wonder? What good does it do when the developers are willing to listen, but in practice don't apply the suggestions.

>In my eyes/dreams:
>
>The kick-ass browser for atari would be close to CAB, but supporting
>extended VITAL feature a multitasking OS has to offer.
>Handling several connections at the same time for multiple download in
>the html document, (just like any other browser on other platforms),
>decompressing displaying pictures/documents as they get downloaded
>(streams/background processing). Now that is the essence of
>interactivity.
Katherine, we share almost the same dreams :-)

>I guess coz Alex would have had to choose between magic type of
>threading or the MiNT way.
What do You mean by "choose"? A commercial software writer doesn't have to make that choice. There's only one possibility :-)
Don't forget that CAB was originally developed as an offline browser. When ASH took over many of their programmers have contributed to the program, thanks to these unknown guys , CAB has evolved in what it is now. I think we're all giving Mr.Claus too much credit. It will not be long before the iMac platform comes to realise this also and the big bubble will burst.

Since no one here mentioned ASH, I'll do it:
Love them or hate them, but the fact remains the same. They are the leading publisher on our platform. I don't think that they can afford to have a old outdated/no browser in their program. So maybe, just maybe, they might suprise us (they've done it before) and in october come up with a nice new browser, that looks and handles like the one in your dreams.

Dreams can easily turn into nightmares.... If this browser would be released I bet you anything that it will be an IConnect client only. So then You and a couple of other MiNTNet users will still be stuck. But the big majority of the Atari users will love it, just like they loved CAB. And since it's a ASH product, it will not show signs of sloppy work and will have been beta tested very intensive, before releasing it to the general Public.

Cheers from Belgium
Dennis

PS: A while ago one of the MiNT goeroes, told us here that it would only be a question of weeks before the Netscape browser would be ported over running happily under MinTNet. What happened to that project? troubles in paradise perhaps? :-)

3070. Re: Epson Floppy Settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b35ce8.6703148@n3.idirect.com>
Source record: 74773

```
>What type of drive is it? (360k, 720k, 1.44m)
1.44m
>What size disks does it use? (3.5", 5.25")
3.5"
>What type of connector does it use? (34-pin Schugart interface, edge
>connector etc.)
Standard Floppy (34 Pin)
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
```

3071. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37B37A48.20EF8216@portone.com>
Source record: 74774

Louis wrote:

> Hi,
>
> lately I've seen reports about this SETI business, so I got interested.
> Just wonder where I can get some basic info about what it is all about,
> where to get the s/w and what is expected. If anyone can point me to a URL
> for that, tks in advance.

Heya buddy. You can find all the info that's available from the SETI@home web pages at:

http://setiathome.ssl.berkeley.edu

At present, you can't do it on an Atari. :-(

There are programs for PC (Windows, NT, OS/2, etc.), Mac, and various Unix-like OSs such as Linux and BSD as well as various high-end systems like Sun workstations.

At this moment, Team Atari is composed of 23 individuals who have contributed a total of almost thirteen THOUSAND hours of CPU time to the project.

If you've got a PC or a Mac (or even a MIPS or SPARCstation <g>) laying around, you're more than welcome to join us at Team Atari!

Whether or not you join, check out the web page. It's very interesting stuff.

Take care,

Joe Mirando
Founder, Team Atari

3072. Re: MagicPC - can it use an internal modem?

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37b202f1$0$157@news.zetnet.co.uk>
Source record: 74825

Gary Priest <gary@the-gap.demon.co.uk> wrote in message
news:934405500.10410.1.nnrp-06.9e98e4aa@news.demon.co.uk...
> Hi all
>
> I've just taken the plunge and bought MagiCPC1.2. I've managed to get
STinG
> working with it when I use an external modem plugged into a com port,
but I
> can't seem to get it to recognise my PC's internal modem. The modem is
> apparently COM3, but MagiCPC, STinG etc. doesn't recognise that it
exists.
> Anyone got any idea?
>
> Cheers,
> Gary
>
>
>
I couldn't get my Compaq laptop to connect either with its internal or an
external modem,funny thing though the commis prg Connect dials and works
fine on the internal modem
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

3073. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934415997.26836.1.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 74826

mjaap@atari-computer.de wrote in message <7ori4luqd1@nnrp1.deja.com>...

>I don't think that ASH, Oxo or Mucs will be giving up their own TCP/IP
>stacks because they are designed to be a reason to buy the software.

But the point is that it's precisely not that; it's a reason to NOT buy the software if you already have a working STinG or MiNTnet setup and are happy with the other programs you use with that stack.

CAB has been so popular because it works with the standard stacks (ie STiK/STinG and MiNTnet). I wouldn't have thought anybody much has bought it to get Iconnect, which for most people is a pointless add-on unless you have a burning desire to use ASH emailer (rare). I would also have thought that there would have been a much higher take-up of both WENsuite and Adamas if they worked with the standard stacks. IMHO these companies are charging up dead-ends at the moment.

I can understand an argument that says they need to program their own stacks in case the freeware authors stop development etc etc, but why the hell they couldn't have made the program interfaces match either STiK/STinG or MiNTnet beats me: then they could have their own stack and other programs would work with it, like winsock under Windows. Just about any Windows net software works with just about any winsock, irrespective of who wrote it. There isn't much that's good about WIndows, but having a standard interface for net programs is one of them.

My own preference for a single standard on the Atari would be STiK/STinG, simply because with the addition of GlueSTiK nearly all the STiK programs will work with MiNTnet too. STinG will work happily with MiNT, vanilla TOS and MagiC, while MiNTnet is limited to MiNT only.

YMMV, but IMHO Draconis, WENsuite and Iconnect are much too limited at present and will stay so until they work with STiK/STinG programs.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3074. Re: Link2>Syquest EZ230 problems

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37b21d4e6e1b80@smok.krakus.top.pl>
Source record: 74827

On Mon 09-08-1999 19:31 (GMT) techho@my-deja.com wrote:

>I'm currently using ICD Link 2 w/a Syquest EZ flyer 230.
>Usually after I format and use the drive a couple of times I start to
>get an '$MSense' message on the upper right hand corner of the screen,
>after this point the drive seems unable to access data and usually comes
>up with a 'unable to access, drive may be damaged' message.

I have had this same symptoms with my HDD. It was caused by a
automatically performed head parking after some time of inactivity.
Start HDUTIL.PRG and check settings of your HDD driver.
Another reason is possible also. Thats what I have found in doc's:

This version allows you to set DMA retries. A few drives
tested have exhibited the peculiarity that if they are
not accessed for a while, the first access receives a
Sense $FE (selection or command phase timeout). Upon an
immediate retry, the drive worked fine. If you have a drive
that gives you a lot of Sense $FE returns, or a drive that
is not always detected, increase the DMA retries by 1.
See the "Config" option of HDUTIL.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3075. Re: Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37b1f808.5380680@news.jax.bellsouth.net>
Source record: 74828

On Wed, 11 Aug 1999 02:06:09 GMT, Mephiston@idirect.com (Dan) wrote:

>Hi, i am trying to connect more than 2 Floppy Drives to a 520 ST.
>I cant get any combination to work, the computer only puts icons for
>the first 2 on the screen. I have tried installing new drives with
>letters C and D and still doesnt work.
>
>The computer says it cant access the drive and to change its settings.
>
>Any help appreciated
>
>thanks,
>Dan

The ST only supports 2 floppy drives. Anything else needs to be
either a RAMDISK or Harddrive with proper adaptors.
E-mail if you need more assistance.

Mike

3076. Bombs

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b21bdd.9271322@n3.idirect.com>
Source record: 74829

Could someone tell me what the little bombs that appear on the screen mean.

Sometimes they appear before a crash, and other times when loading stuff.

I assume they are some kind of error message/code but have no idea what.

Thanks,
Dan

3077. Any Mac fans ??

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b31c34.9358672@n3.idirect.com>
Source record: 74830

I got 6 extra Mac SE/30's. 2 Work perfect, others have some problems, mainly burn in. No keyboard or mouse.

Looking to make some trades for Atari Equip. Mainly a 1040STF or an External DSDD Drive or DSHD.

E-mail me if interested.

3078. Epson Floppy Settings

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Mephiston@idirect.com
Message-ID: <37b22874.12494570@n3.idirect.com>
Source record: 74831

Hi,

I am trying to get a epson floppy to work on the Atari.

It's an EPSON SMD-300, if anyone has any information/jumper settings/schematics on this particular model please let me know.

Also, if anyone has any information on other floppies that can be easily adapted please let me know.

3079. Audio/Video makers lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7otad4$57aa$1@spnode25.nerdc.ufl.edu>
Source record: 74832

Hello friends:

I am a concert guitarist (solo guitar) and use my Falcon for digital recording. I mainly use Logic Audio with which I have made 2 Master CDs. I also work with Cubase Audio.

I would like to exchange ideas with people who use the Falcon for Audio and Video Production.

I have one problem and I hope someone here could help me solve.

I have found a problem in one piece from one of my masters cds. I used Toast on the Mac to extract the audio file as AIF. I imported this file into Logic Audio with no problem at all. When the AIF file was imported into Logic Audio, Logic separated the track into two tracks one for left and one for right.

I am able to edit the tracks as one and the original 44.1 frequency remains untouched. The problem I have is that I need to be able to save this track as a single file stereo AIF file so I that I can load it back into TOAST and burn the audio CD.

So far, when I use DIGITAL MIX to Stereo I still get two files R & L! Also If I or use Digital Mix to MONO Toast does not even see the file that I saved from the Falcon.

I have checked and this files is a 44.1 AIF file and I have played it in the Falcon as AIF 44.1.

Any ideas as how to get the L &R files to be a single STereo file? Also , why does Toast does not see my AIF file at all?

By the way, it is real easy to get the data to the Mac by using Magic Mac which can read and write to my falcon's SCSI drive.

Thanks for your help!

Raymond
_/
Flute and Guitar Page at:
http://www.afn.org/~guitarra/
=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-
Raymond Lohengrin classical guitarist \composer
Newberry, Florida 32669,USA
afn14016@freenet.ufl.edu
Flute & Guitar published by Piper Publications USA
****
Atari Falcon 030 14 megs RAM

Quantum 540 megs SCSI
NEC 74-1 Multispin, Double Speed CD ROM
Apex Media
PH 4L Laser Jet
Logic Audio Digital Audio Recording System
_/

3080. Video/Audio questions?

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7otav4$57aa$2@spnode25.nerdc.ufl.edu>
Source record: 74833

I forgot these questions!

Is there any good shareware or freeware program for the Mac to edit AIF audio files? Also I am looking for an MOV or avi editor for the Mac. I ask this here because I know several people here use both Atari and Macs (I am sure I am not the only one) :)and also because my main work will be done with Apex Media and screen Eye and I would like to make the Films on the Mac if there is a good prg available for it.

Thanks for your help :)

Raymond
_/
Flute and Guitar Page at:
http://www.afn.org/~guitarra/
=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=
Raymond Lohengrin classical guitarist \composer
Newberry, Florida 32669,USA
afn14016@freenet.ufl.edu
Flute & Guitar published by Piper Publications USA
****
Atari Falcon 030 14 megs RAM
Quantum 540 megs SCSI
NEC 74-1 Multispin, Double Speed CD ROM
Apex Media
PH 4L Laser Jet
Logic Audio Digital Audio Recording System
_/

3081. Re: Letter Designations

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Karl M Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37B22C13.22EAD863@student.canterbury.ac.nz>
Source record: 74834

Tony Cianfaglione wrote:
>
> According to Start magazine, ST stood for _S_ix_T_een (16 bit) and TT for
> _T_hirty_T_wo (32 bit).
>

Not quite, ST stands for Sixteen-Thirtytwo. The CPU is 32 bits internaly
but communicates with the rest of the computer via 16 bits only, i.e.,
16 bit bus etc.

The TT being Thirtytwo-Thirtytwo etc...

Later,
Karl.

3082. XEST editor speaks...

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FGBw6F.G8D.0.bloor@torfree.net>
Source record: 74835

OK, those of you who know of XEST hard-copy newsletter, well, another issue is coming together. I know it is several months overdue. Read my editorial.

If you have a LETTER TO THE EDITOR, or an Atari-related article you'd like published in the community, send it to me as an e-mail or an ASCII attachment. It's not ATARI COMPUTING, but it is a still small voice of Ataridom on the east coast of North America.

John S. Gray
XEST fanzine/newsletter editor
Isolated out in Atlantic Canada

3083. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwetiv.1nakqi51wexzoyN@pm-d30.rhein-main.de>
Source record: 74836

John Whalley <news@whalley.demon.co.uk> wrote:

> mjaap@atari-computer.de wrote in message <7ori4luqd1@nnrp1.deja.com>...
>
> >I don't think that ASH, Oxo or Mucs will be giving up their own TCP/IP
> >stacks because they are designed to be a reason to buy the software.

Think so. The problem is that nobody speak with the other..
A very old problem.

> But the point is that it's precisely not that; it's a reason to NOT buy the
> software if you already have a working STinG or MiNTnet setup and are happy
> with the other programs you use with that stack.

Yes.

> CAB has been so popular because it works with the standard stacks (ie
> STiK/STinG and MiNTnet). I wouldn't have thought anybody much has bought it
> to get Iconnect, which for most people is a pointless add-on unless you have
> a burning desire to use ASH emailer (rare). I would also have thought that
> there would have been a much higher take-up of both WENsuite and Adamas if
> they worked with the standard stacks. IMHO these companies are charging up
> dead-ends at the moment.
>
> I can understand an argument that says they need to program their own stacks
> in case the freeware authors stop development etc etc, but why the hell they
> couldn't have made the program interfaces match either STiK/STinG or MiNTnet
> beats me: then they could have their own stack and other programs would work
> with it, like winsock under Windows. Just about any Windows net software
> works with just about any winsock, irrespective of who wrote it. There isn't
> much that's good about WIndows, but having a standard interface for net
> programs is one of them.
>
> My own preference for a single standard on the Atari would be STiK/STinG,
> simply because with the addition of GlueSTiK nearly all the STiK programs
> will work with MiNTnet too. STinG will work happily with MiNT, vanilla TOS
> and MagiC, while MiNTnet is limited to MiNT only.
>
> YMMV, but IMHO Draconis, WENsuite and Iconnect are much too limited at
> present and will stay so until they work with STiK/STinG programs.

Thatï¿½s the point. On my machines, as example, i used STinG (STiK before)
and IConnect (MagiCMac on Mac only) I doasnï¿½t like to install a third, a
fivths stack to get some colorfull pictures out of the web.

Programmers have the chance to make it run with cheap ready to use
stacks. If not, a lot of people doasnï¿½t use/buy it. Easy thing.

Why?
Simple. Before anybody buy another new stack, they used Netscape/FreePPP
on Mac, any PC, Stik/StinG on any Atari. FreeWare. Itï¿½s hard to sell
software that makes the same as freeware.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3084. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dweu9y.14o0d251a6t4xsN@pm-d30.rhein-main.de>
Source record: 74837

> For the moment Cab is still the best Atari browser.

And the cheapest..? :)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3085. Re: Bombs

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dweucq.7up3k1wccuneN@pm-d30.rhein-main.de>
Source record: 74838

Dan <Mephiston@idirect.com> wrote:

> Could someone tell me what the little bombs that appear on the screen
> mean.
>
> Sometimes they appear before a crash, and other times when loading
> stuff.
>
> I assume they are some kind of error message/code but have no idea
> what.

2.5 System Errors

!begin_description

!item [2 Bombs]

BUS ERROR. COMPO IC asserd bus error

!item [3 Bombs]

ADRESS ERROR. Processor fetched an instruction from

ROM or RAM which was not a legal instruction

!item [4 Bombs]

ILLEGAL INSTRUCTION. Processor was asked to

perform a division by zero

!item [5 Bombs]

ZERO DIVIDE. Processor was asked to perform a division by
zero

!item [6 Bombs]

CHK INSTRUCTION. This is a legal instruction,if software
uses this, it must

!item [7 Bombs]

TRAPV INSTRUCTION. See CHK instruction

!item [8 Bombs]

PIVILEGE VIOLATION. CPU was in user mode, tried

to execute a 68030 instruction that can only

be performed in supervisor mode

!item [9 Bombs]

TRACE. If trace bit iss set in the status register, the

CPU will execute this exeption after every instruction

Used to debug software

!item [10 Bombs]

LINE 1010 EMULATOR. CPU read an instruction which '1010'

as its most significant nibble. Used by TOS for low

level graphics software routines

!item [11 Bombs]

LINE 1111 EMULATOR. CPU read an instruction which has
'1111'

as its most significant nibble

!item [12 Bombs]

Unassigned, should be no occurrence

!item [13 Bombs]

Coprocessor Protocol Violation. A read of the FPU has

rersulted in a illegal value

!item [14 Bombs]

Format Error. The format word passed to the FPU was
invalid

!item [15 Bombs]

Uninitialized Interrupt. An interrupt was received thad
had not been reset

!item [16-23 Bombs]

Unassigned, should be no occurance

!item [24 Bombs]

SPURIOUS INTERRUPT. Bus error during interrupt processing

!item [25-31 Bombs]

AUTOVECTOR INTERRUPT. Numbers 4 and 2 are used, others

should have no occurance

!item [32-47 Bombs]

TRAP INSTRUCTION / Exeption. CPU read instruction which
is used to

generate a software exeption (GEMDOS,VDI or AES)

!item [48-63 Bombs]

MC68881 / MC68882 FPU exeption vectors

!item [64-79 Bombs]

MFP interrupts / vectors

!item [80-95 Bombs]

MC68901 MFP vectors (TT/Falcon ??)

!item [96-111 Bombs]

Zilog 86C30 SCC vectors (MegaSTE/TT/Falcon only)

!item [128-255 Bombs]

Unused

(!V)Die allgemeinen Fehlemeldungen des Atari-TOS(!v)

!begin_description

TOS Meldung Nr. Fehlerbeschreibung

!item [TOS-Error 1]

Allgemeiner Fehler ohne nï¿½here Beschreibung.

!item [TOS-Error 2]

Diskettenlaufwerk ist nicht bereit.

!item [TOS-Error 3]

Unbekannter Befehl

!item [TOS-Error 4]

CRC Fehler - Prï¿½fsumme der Diskette ist falsch.

!item [TOS-Error 5]

Fehlerhafter Ladeversuch.

!item [TOS-Error 6]

Seek Fehler - Spur nicht gefunden.

!item [TOS-Error 7]

Unbekannter Datentrï¿½ger - falscher/defekter Bootsektor.

!item [TOS-Error 8]

Sektor auf der Disk nicht gefunden.

!item [TOS-Error 9]

Drucker hat kein Papier mehr.

!item [TOS-Error 10]

Schreibfehler - auf Diskette oder Festplatte.

!item [TOS-Error 11]

Leswefehler - auf Diskette oder Festplatte.

!item [TOS-Error 12]

Allgemeiner Fehler ohne nï¿½here Beschreibung.

!item [TOS-Error 13]

Das Laufwerk ist Schreibgeschï¿½tzt.

!item [TOS-Error 14]

Diskette wurde gewechselt.

!item [TOS-Error 15]

Unbekanntes Gerï¿½t.

!item [TOS-Error 16]

Defekter Sektor - nach Verify.

!item [TOS-Error 17]

Neue Diskette einlegen.

!item [TOS-Error 19]

Device ist nicht ansprechbar

!item [TOS-Error 32]

Falsche Funktionsnummer.

!item [TOS-Error 33]

File/Datei nicht gefunden.

!item [TOS-Error 34]

Pfad nicht gefunden oder Pfad falsch.

!item [TOS-Error 35]

Zu viele Dateien offen.

!item [TOS-Error 36]

Zugriff verweigert - Datei zerstï¿½rt.

!item [TOS-Error 37]

Falsche Handle.

!item [TOS-Error 39]

Kein Speicher mehr frei.

!item [TOS-Error 40]

Falsche Speicherblockadresse.

!item [TOS-Error 46]

Falsche Laufwerksspezifikation.

!item [TOS-Error 48]

Doppelte Dateinamen (nicht auf dem gleichen Drive)

!item [TOS-Error 49]

Keine weiteren Dateien/Files.

!item [TOS-Error 58]

Eintrag ist geschï¿½tzt (File locking and network)

!item [TOS-Error 59]

No such lock (Unlock an unlocked record)

!item [TOS-Error 64]

GEMDOS Bereichsfehler - Seek Fehlgeschlagen?

!item [TOS-Error 65]

Interner GEMDOS Fehler.

!item [TOS-Error 66]

Kein ausfiï¿½hrbares Programm.

!item [TOS-Error 67]

Speicherblockfehler.

!item [TOS-Error 80]

Too many symbolic links

!item [TOS-Error 200]

Mount point crossed (indikator)

QuickShot, remove HTML-Tags. Iiï¿½m to lazy to do that :->

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3086. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <p0ts3.1217$ea.1599@news21.bellglobal.com>
Source record: 74839
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is Emile's website address?

John Kolak <jkolak@jps.net> wrote in message
news:37AC7132.95F0D299@jps.net...
> Thought I read an announcment that all Dr. T Atari software were going
> into public domain, and were supposed to be posted on Emile's web site
> for download. The downside to all ST emulators is that none to my
> knowledge support the MIDI port.
>
> Brandon Alexander wrote:
> >
> > On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:
> >
> > >Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
> > >running an emulator? was it possible to access PC's midi outputs?
> > >
> > >Thanks, Phil.
> > >
> >
> > No help, but tell me more about Dr. T emulation on PC. I called the
> > company about six months ago and they were not in business. I also
> > called Emile Tobenfeld's number and left a message but never heard
> > back.
> >
> > I've got tons of KCS and Copyist files that I would like to transfer
> > to some currently supported environment. At least I'd like to emulate
> > if that's possible. If you know anything about this please respond.
> >
> > Al.

3087. Re: Gemulator 98

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37B26FC9.E858CB05@NO.SPAM.emw.ericsson.se>
Source record: 74840

Stephen Blow wrote:
>
> I've just found Gemulator 98 but am having trouble ruuning it with Magic
> 5. It refuses to recognize my Magx.inf file when first booting,
> although I can load it in manually afterwards.

I have got the same problem and under MiNT I wont get access to drive U:
making it rather useless. :-(

//MK

3088. Re: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37B27743.DC299976@NO.SPAM.emw.ericsson.se>
Source record: 74841

broncos@primenet.com wrote:
>
> Does anyone know where I can pick up a midi sequencer for my falcon
> I have been using kcs omega but unfortantley it will only work in st high
> mode. I want something made specifically for the falcon or something that
> will run in 800 x 592 (centscreen) resolution. It does not have to be in
> color But I hate the low resolution stuff. If anyone knows if Notator or
> Cubase score will work at higher resolutions on the falcon then please let me
> know. If anyone can point me the way to Cubase audio or Emagics Logic Audio
> then please do.

Take a look at: http://www.softjee.com/

//MK

3089. Wanted Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7otu5qcff1@news4.svr.pol.co.uk>
Source record: 74842
Cross-posted to: alt.atari,comp.sys.atari.st

Hi,

Looking to buy a Falcon, needs to be in original
case if poss with HD. Anything considered though.

Cheers

Bob.

3090. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b27736ea12c70@holleman.demon.nl>
Source record: 74843

on Wed 11-08-1999 20:54 John Kolak wrote:

>Just curious what is "TC". I'm running an FX Falcon, and Draconis/Adamas
>seems more stable at 40 MHz than CAB/STinG, but that 10 limit on the
>eval pack is a killer as you mentioned.
>
>Neither I nor my stateside dealer, nor Joe at Atari Computing has
>received any response on obtaining Draconis/Adamas.

Hi John,

TC stands for True Color rez, 24 bit, 16 mil colors, whatever. My regular screen mode. I can switch back to 8 bit, 256 colors, but because of all the dithering it's slower. I can run LoA in that mode, but I intend to run it in TC. It won't. Just as it won't run on a Hades in TC. All the makers can say is "it's something wrong in your setup".

Tks very much then... there's more products. Simple as that. Now appearently it seems to work ok on a Milan (I gather that's in TC too). That should be a reason to buy a Milan first, according to their ideology.

Yeah right, that's the way it works: Hey man, I need those specific wheel types on my Blunder GTX blahblah... Well, buy the AlliGator 4WD 16v Turbo Special then, it's got them fitted standard! No sir, those wheels only, please. Nope, they fit the AlliGator only!

Looks like "Howto kill the Atariscene effectively in the shortest possible time..."

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3091. Re: Gemulator 98

Newsgroup: comp.sys.atari.st
Date: 1999-08-12 00:00:00 UTC
From: ciampag@my-deja.com
Message-ID: <7ou97b$so9$1@nnrp1.deja.com>
Source record: 74844

In article <37B26FC9.E858CB05@NO.SPAM.emw.ericsson.se>,
Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
> Stephen Blow wrote:
> >
> > I've just found Gemulator 98 but am having trouble ruuning it with Magic
> > 5. It refuses to recognize my Magx.inf file when first booting,
> > although I can load it in manually afterwards.
>
> I have got the same problem and under MiNT I wont get access to drive U:
> making it rather useless. :-(

Are either of you running in Atari disk mode? That was the only way I could
get the Magic PC demo to run, though I haven't tried Mint yet.

Gio

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3092. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934574638-24348AEicMi@online.be>
Source record: 74645

Bob King <robert.king.@patent.gov.uk> wrote on 13-08-99:

Hi Bob,
>Calling all Atari, Zetnetians: do any of you use IConnect with CAB
>2.5/2.7 and if so can you send me your files for logging on etc.
There's really no need for that....
You have over 95% chance to connect to your ISP, without having to worry about script files.
Just enter your login, pasword and your IP's telephonenumber, modem port and selected nominal speed. Make sure that the ETC path is selected in the "socket" options and save IConf.
Cross your fingers and start IConnect, after something like 15 to 30 seconds a dialogbox should pop up telling you that you're connected...:-)

Yes, that's all there is to it folks. We are talking IConnect here not STinG, right?

Cheers from Belgium
Dennis

3093. Audio /Video makers

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7p1ron$e1e2$1@spnode25.nerdc.ufl.edu>
Source record: 74646

Thanks Claes for your detail guide as how to solve the AIFF problem
I have and thanks to all the friends here :)

I will try this method today.

I find Toast a quite good program and I can make the audio cd very
easily. At this point it is the only chice as sound Pool cdr prg
does not support my JVC drive Pinnacle.
There alos a program I found for the Mac called
D-Studiopro and it is quite powerful for editing, I would preffer
to do the editing in Logic Audio falcon.

Logic Audio Falcon has the best sample editor I have seen and it
has all the features (plus more) of Sound Tools including the Time
Digital Machine. I find that Logic is as powerful and as
professional as it could be.

I will get to work and use all the tips from you all :)

Thanks, Raymond
_/
Flute and Guitar Page at:
http://www.afn.org/~guitarra/
=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=
Raymond Lohengrin classical guitarist \composer
Newberry, Florida 32669,USA
afn14016@freenet.ufl.edu
Flute & Guitar published by Piper Publications USA
****
Atari Falcon 030 14 megs RAM
Quantum 540 megs SCSI
NEC 74-1 Multispin, Double Speed CD ROM
Apex Media
PH 4L Laser Jet
Logic Audio Digital Audio Recording System
_/

3094. Re: Atari Desktop for Win

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908130000.a25554@lu.maus.de>
Source record: 74647

Hello "Gareth,

a> I am developing an Atari GEM desktop type shell for Windows95/98. I
just
a> want to know if anyone out there would be interested in such a program
or
Uh, yes YES *YES*! :-))

Although, since I "nailed" the Explorer windows to specific positions, I
can
live with it (especially because I use the Atari mouse cursor and the
"busy
bee"). :->

a> if one already existed.
No, it doesn't. A GEM desktop shell only exist for Windows 3.11 (from the

team of GEM Artline) and is therefore limited i.e. to 8+3 filenames, it
doesn't have DDE and, especially, I would miss these cute little Explorer

enhancements for the right mouse key.

Anyway: A shell like Jiinee would be very nice. :-))

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

3095. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b46bec48d1770@ping.be>
Source record: 74648

on Fri 13-08-1999 06:57 Derryck Croker wrote:

>client), with Chatter (IRC) in beta. Pop along to Bengy's MagiC support page
>for the latest news on this and IFusion, a gluestik workalike for allowing
>the use of STinG and Draconis clients with an IConnect connection (this
>latter also still in beta).

BUT I don't want to use Iconnect at all. I want to use MiNTnet or STing.
Damned why can't they just adapt their clients to these stacks instead.
For me it looks like they want to force people to use MagiC.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3096. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b47dda27f410a0@holleman.demon.nl>
Source record: 74649

on Thu 12-08-1999 19:02 Dennis Vermeire wrote:

>IConnect has received his fair share of criticism, knocking and abuse,
>IMHO this is very unfair. CAB comes with an OVL file that is not very
>good, the two OVL files who run under STiNG and are Public Domain perform
>better. This however has nothing to do with sockets.prg or PPP. People
>have automaticly assumed, that because CAB performs better running under
>STiNG/MiNTnet all the other clients are rubbish also.
>This is where you are wrong/misinformed:
>
>Fiffi: what is wrong with Fiffi? what can the STiNG ftp clients do that
>Fiffi can't handle?

Hi Dennis,

well, I won't discuss the capacities of Iconnect here, I once made a
choice for Sting, then another one to use Mintnet for evaluation
occasionally and that's it. Plenty of clients to play around with, one
better than the other. I admit Sting's a bit like a pig to set up, OTOH
it's not all that difficult. One mite say it has a lot to configure and
sometimes it's just OK that things are widely configurable. BTW, it is
still supported by Ronald Andersson.

I don't know Fiffy. I use aFTP (and have been using Newsie once for FTP).
Well, I like aFTP. Have a choice to d/l complete folders. Have a choice to
drag and drop. Even process files after transferring automatically. The
caching feature suits me fine. Perhaps Fiffy does the same thing, I just
don't know.

About Sting again: I certainly appreciate the fact that I can use 3,4
clients at the same time on the stack. Using Spawner it's just piece a
cake. The whole process runs automated. At the same time I can use the
stack to sync my systemclock.
That possible with Iconnect? If so, it might be interesting for me too.

Another thing: Emailer. It must be hard to get the linewrapping set right,
since 9 out of 10 users at least start with lines of 300, 400 chars long.
How about usenet handling? Does it do both offline and online work? You
know I use Okami, but I still use Newsie for online stuff. How much I like
Okami, there's nothing better than Newsie for online stuff. Ever fetched
binaries from large groups? You know what I'm talking about then.

What concerns my major critisism is the fact that Atari is a very small
platform. Right now we have 5 (yessir, f-i-v-e) different, non-compatible
TCP/IP stacks, all needing their own clients. This is *RIDICULOUS*!
I can justify Sting and Mintnet. Maybe so Iconnect. But Draconis or the

OXO thing? Plain bull. Sorry. Arguments like "that's an argument to buy the software?" They're kidding. Like announcing new s/w for the "Atari" but you need a Milan-060 to be able to run it. I'd say "drop dead"...

PS: the whole thing becomes less interesting to me, since I intend to use the new PC for most Internetting stuff, with Linux that is. No probs with different stacks there. And don't worry, CSAS will be the first group I hook up to :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3097. CAF Mixers Not Working

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7p1rsn$1v2h@enews4.newsguy.com>
Source record: 74650

This is a new one for me...

I've been using CAF (version 2.06) for quite a while now, but I haven't done any AUDIO recording for a while - at least not since I had the Nemesis installed in my Falcon. Anyway, I was messing around with some guitar/vocal tracks I had recorded a few months ago last night, and for some reason unknown to me, none of the audio mixers do ANYTHING at all!

They've always worked fine before, but not any more. And yes, I've got the correct one chosen in the hardware setup screen, the mixer track is unmuted, and when I double click on it, it brings up the mixer screen (in this example, GRAPHIC EQ). But any changes made to the volume faders or EQ does nothing to the sound. The same thing happens with all of them.

I can only assume that this problem is somehow caused by the Nemesis - perhaps some small error in the installation? But I also had this same problem when I did a clean boot, with Nemesis OFF. And I tried running a couple previous versions of CAF, as well as running from a backup - all with the same results. My mixers just no longer work, period.

Everything else seems to work fine with regard to recording and playback though, and my recently aquired FDI seems to function properly as well (and yes I tested with and without the FDI attached). So is it possible that the portion of the DSP that deals with the effects in CAF has gone bad while the rest is ok? Or have I had some sort of mental lapse and forgotten some setting in CAF?

Any help would be appreciated.

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3098. Re: CAF Mixers Not Working

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37B4A299.C680D389@earthlink.net>
Source record: 74651

Double click on one of the mixer items.. in the lower right hand corner, if it says something other then "dsp," that's the problem. Go back out, select all events in the mixer map, shift-double click on one, change it, then hold alt and click OK.. it will then ask if you want to apply the change to all selected. Click OK, and you're set!

Paul Nurminen wrote:

> This is a new one for me...
>
> I've been using CAF (version 2.06) for quite a while now, but I haven't done
> any AUDIO recording for a while - at least not since I had the Nemesis
> installed in my Falcon. Anyway, I was messing around with some guitar/vocal
> tracks I had recorded a few months ago last night, and for some reason unknown
> to me, none of the audio mixers do ANYTHING at all!
>
> They've always worked fine before, but not any more. And yes, I've got the
> correct one chosen in the hardware setup screen, the mixer track is unmuted,
> and when I double click on it, it brings up the mixer screen (in this example,
> GRAPHIC EQ). But any changes made to the volume faders or EQ does nothing to
> the sound. The same thing happens with all of them.
>
> I can only assume that this problem is somehow caused by the Nemesis - perhaps
> some small error in the installation? But I also had this same problem when I
> did a clean boot, with Nemesis OFF. And I tried running a couple previous
> versions of CAF, as well as running from a backup - all with the same results.
> My mixers just no longer work, period.
>
> Everything else seems to work fine with regard to recording and playback
> though, and my recently aquired FDI seems to function properly as well (and yes
> I tested with and without the FDI attached). So is it possible that the
> portion of the DSP that deals with the effects in CAF has gone bad while the
> rest is ok? Or have I had some sort of mental lapse and forgotten some setting
> in CAF?
>
> Any help would be appreciated.
>
> -Paul
>
> --
>
> \ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
> \\
> \\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
> \\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -

> \\\\\
> \\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

3099. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7p2eg0kjm1@user2.teleport.com>
Source record: 74652
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

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If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
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--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3100. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B475DF.4800FE33@ping.be>
Source record: 74653

Dennis Vermeire a *crit :

> t>Thats true....What would the Atari platform be without ASH?
> To keep the peace I'll let someone else answer this :-)

Peace and love guys ...
Coooooooooooooooolllllllllllllllllll .....

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3101. Re: Adamas & Sting and Mintnet and computer headache

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B481EA.98C458EF@ping.be>
Source record: 74654

Martin Nightowl Byttebier a *crit :

> BUT I don't want to use Iconnect at all. I want to use MiNTnet or STing.
> Damned why can't they just adapt their clients to these stacks instead.

I suppose the authors also are free to do exactly what they want.

> For me it looks like they want to force people to use MagiC.

So, so ... I can feel you are forced to use MiNTnet or STing :)... Why
?... don't you feel
free Martin ?
NOBODY forces you to do anything ... even paying taxes is not obliged ...
You can go away from Belgium and in the same time avoid to eat dioxined meat.

Pushing this argument further I don't want to receive electricity,
water, gas
and phone line home ...
I want to go back to the Middle Age because the problems were not so superficial
you know ...
You don't like the way I fight ... die now jester.

Living is definitely not computing ... shame on me I'm continuing to use
computers ... ! Jo the paradoxical is here again !

Is there any chance somebody here do like to use easy, obvious things ?
Not using programs for configuring them but ONLY use them ...

Atari users are they so intelligent to spend so much time on
configuration files
?

In this case I definitely am not ! Oh yes definitely !

:) .... :/ .....:(

I definitely did like to use and fight with Atari machines because a few
years ago it was yet possible to find this way a nice "middle way" ...
today being an atarist/rian has become a lot more difficult ...
availability, support, quality, esoteric machines ....

So the middle way is definitely nomore here ... you and I are
antiquaries and so are our older antic computers ... someone may find
funny to continue to use them if they persist to only use one or two
existing programs and if they avoid multimedia culture support ... but
the others cannot continue only with atari computers. The fact is:
A lot of comp.sys.atari.st participants do use other computers together
(like me since a few months ago) ...

So, desesperately crying because left authors don't adapt their programs to our own taste is like "urinate in a violin" and I rather prefer to say "urinate in a double bass"*
This is also not a reason to now incense programs which were considered like hell just a few months ago ! ... I feel this direction more and more among you. Just because unavailability has become habitude is not sufficient to cross to the previously unreachable mediocrity.

Strangely ... as far we go we must admit that atari authors/users set them apart from the other left part especially while speaking about "internet" utilities ... this seems to be the favorite fight place ever encountered :)

There is no way to find such a movement when talking about graphics usage and/or text-pao usage ...

But, of course I continue to like more than ever all these discussions because I was so involved with them in the nearest past ...
Believe me or not macintosh news groups are definitely not so interesting (and I have tried some of them during the latest months ...)
The most constructive news group is here.

Jo

* I really don't know if I can litteraly translate this french expression, but I do hope it will well show what I mean :)
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3102. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Kenneth Rempfer <kennyr@kennyr.net>
Message-ID: <5n7t3.538$bZ1.47371@typhoon01.swbell.net>
Source record: 74655
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

have you tried a cloth wettened with a little rubbing alcohol?

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:Yh7t3.42227$k3.423364@news0.telusplanet.net...
> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the
yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a
smoke
> filled environment or a little bit of both.
>
> Any thoughts are welcomed. You can post to the group or email me at
> classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks
in
> advance.
>
>

3103. Re: FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908131937.a7991@su2.maus.de>
Source record: 74656

M>FS: NEC Tripple Spin CD ROM
In the PC world they approach 50X.

Fifty times audio speed.

3104. Re: Shard of Spring for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: B O'Donnell <odonnllb@indigo.ie>
Message-ID: <37B36AED.4CB29270@indigo.ie>
Source record: 74775

gmadison@usa.net wrote:
>
> Hello,
>
> Does anybody know if the RPG by SSI called Shard of Spring came out for
> the Atari ST? I can't find it anywhere and would like to get a copy.
I can't find the box just now, but it was by SSI, the predecessor to
'Demon's Winter'.

Regards and back to lurking.
Brian O'Donnell
odonnllb@indigo.ie

3105. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <7HLs3.1615$ea.2396@news21.bellglobal.com>
Source record: 74776
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Cool!

Trond Einar Garmo <trond.einar.garmo@hf.ntnu.no> wrote in message
news:37B29E9E.30A19B2B@hf.ntnu.no...
>
>
> r e s wrote:
> >
> > What is Emile's website address?
>
> http://www.foryourhead.com/
>
> And there are no free programs there. I recently updated my KCS Omega
> II to the latest, unreleased version for $39. It has some extra
> features for the open mode - a kind of programming language to extend
> the possibilities to use the open mode play screen as an "instrument".
> Plus there is a very useful MPE-module that imports single sequences or
> tracks from another file, and an unfinished upgrade to the Song Editor
> that will let you control transposition etc.in lines in real time via
> MIDI. This version of the Song Editor looks ugly, and there is no text
> in the dialog boxes. But it can be useful if for instance you want to
> change drum sounds in realtime.

3106. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwg5xi.23jl1g10a8ftoN@pm-d02.rhein-main.de>
Source record: 74777

```
> lately I've seen reports about this SETI business, so I got interested.
> Just wonder where I can get some basic info about what it is all about,
> where to get the s/w and what is expected. If anyone can point me to a URL
> for that, tks in advance.

You found all what you need at:
http://setiathome.ssl.berkeley.edu

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm
```

3107. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37B399F4.ABD70967@ihug.co.nz>
Source record: 74778

Hi there,

Dennis Vermeire wrote:
>
> Months ago, this topic was handled here before. I made a lot of people
> angry with my views on CAB and Mr.Claus. It's nice to see that more and
> more people are now starting to share these views on Mr.Claus :-)

But can you really blame Alex for his shift to Mac based iCab? There is a far more lucrative and potentially exciting business to open up for the iCab company with Mac than there is with Atari users. We (myself included) Atari users have proven to Alex that Atari versions of Cab are not going to be financial bread-winners, due to our 'hobbyist' nature and messy efforts to provide stable connections.

The connection problems I think have been the primary reason why Cab has not gone ahead as iCab can use Mac Runtime for Java etc to do things that no-one with Atari net software can do competently right now. If the Atari platform and its OS's had OS level stacks the whole freakin' mess would be in a better situation, instead of the bits and pieces that collectively make up the TCP/IP stacks that exist today! All protocol should run through the OS similar to how MacOS does things. That way control can be kept on how apps 'talk' to the stack programs!! Common sense it is!!! I have never seen MacTCP crash, Netscape maybe but that another story...the stack is bulletproof!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3108. Re: Atari Desktop for Win

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7p0ak3$arro$1@spnode25.nerdc.ufl.edu>
Source record: 74779

On 12 Aug 1999 21:38:48, "Gareth Howe" wrote:
>I am developing an Atari GEM desktop type shell for Windows95/98. I just
>want to know if anyone out there would be interested in such a program or if
>one already existed.
>
>Let me know your thoughts.
>
>Thanks,
>
>Gareth
>
>
>development@s-nova.demon.co.uk
>
>
>
>
>
>.
Hi Gareth:

Humm that sounds interesting. When I HAVE to USE Windows I
really dislike the Win desktop as it really is a pain to use.
A GEM like (Atari like) desktop with all the functions would
really make things easier but I am afraid Win95/98 would be
always a pain no matter what dress we put on it : (

I also use the Mac and I am convinced that the Atari Desktop
(and is functions) is really the best :)

Raymond
_/
Flute and Guitar Page at:
http://www.afn.org/~guitarra/
=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=-=-= =-=-=-=-=
Raymond Lohengrin classical guitarist \composer
Newberry, Florida 32669,USA
afn14016@freenet.ufl.edu
Flute & Guitar published by Piper Publications USA
****
Atari Falcon 030 14 megs RAM
Quantum 540 megs SCSI
NEC 74-1 Multispin, Double Speed CD ROM
Apex Media
PH 4L Laser Jet

Logic Audio Digital Audio Recording System
_/

3109. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7p0fl0ff1@news7.svr.pol.co.uk>
Source record: 74780

On 12 Aug 1999 00:52:36 , "John Whalley" wrote:
>mjaap@atari-computer.de wrote in message <7ori4luqd1@nnrp1.deja.com>...
>
>>I don't think that ASH, Oxo or Mucs will be giving up their own TCP/IP
>>stacks because they are designed to be a reason to buy the software.
>
>But the point is that it's precisely not that; it's a reason to NOT buy the
>software if you already have a working STinG or MiNTnet setup and are happy
>with the other programs you use with that stack.

[...]

>My own preference for a single standard on the Atari would be STiK/STinG,
>simply because with the addition of GlueSTiK nearly all the STiK programs

Support for IConnect is coming along - already there is Teli (a Telnet
client), with Chatter (IRC) in beta. Pop along to Bengy's MagiC support page
for the latest news on this and IFusion, a gluestik workalike for allowing
the use of STinG and Draconis clients with an IConnect connection (this
latter also still in beta).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3110. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7p0k7gcht1@epos.tesco.net>
Source record: 74781

The actual time taken is CPU time so no matter if it is a screen saver or always run, the cpu time will be the same.

I run 1.05 on W98 and the NT command line at work. I have been testing to see whether the NT command line is quicker than the graphical version (should be). The NT command line version works on W98 as well, I maximise the DOS window to give it exclusive CPU access.

I have noticed that not all blocks take the same time so it is difficult to benchmarch the two versions against each other.

Mark

Gary Priest <gary@the-gap.demon.co.uk> wrote in message news:934405499.10410.0.nnrp-06.9e98e4aa@news.demon.co.uk...
> It probably depends how you run the Seti program. ie. as a screensaver or
> all the time.
> I run it on two pcs (home is a PIII 450mhz, and work is a PII (not sure of
> speed, either 350 or 400 or so). At work I run NT and hence run the NT
> command line version. On either PC it now takes about 10.5 to 12 hours to
do
> a block. This is with 1.06 on the home W98 machine.
> Are you sure you're using the latest version of the seti prog? Before 1.05
> mine used to take about 24 hours per block, as of 1.05 it's halfed.

3111. Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37B3E83B.C657C765@patent.gov.uk>
Source record: 74782

Calling all Atari, Zetnetians: do any of you use IConnect with CAB 2.5/2.7 and if so can you send me your files for logging on etc. I use Sting and NEWSIE etc like most, but want to investigate Fiffi etc. The manual assumes you know the log on system with the ISP involved. I have tried to determine it from the dial.scr and default.cfg of Sting, but no luck. Any help please.

Bob-King

<rking@zetnet.co.uk>

3112. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37b3f884$0$159@news.zetnet.co.uk>
Source record: 74783

On 12 Aug 1999 15:11:46 , Dennis Vermeire wrote:

>No, neither do I want to trade my IConnect clients. Why? same reasons as
>you have really, I'm happy with them, they do what they are supposed to
>do, are bugfree, compatible with each other and run quite smoothly.
>However, this attitude makes me (us) blind and deaf. Not wanting to even
>try out the other stacks and compatible clients limits us in our views.
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>of them offer more then my IConnect clients, so it's just a waste of
>time from my point of view. I do realise that with this attitude Wensuite
>and Adamas have no chance at all of ever becoming popular. But why change
>a perfect working setup for something that is inferior?

This is very true...I have been following this thread with alot of
interest and have followed the suggestion of installing ICONNECT and
STING together.I have been testing ICONNECT on the only client I
have,CAB,and find the CAB...flame me if you must...runs better and
faster than it does under STING.I have not tried any other ICONNECT
client but after my results with CAB I think this is probably the
better stack to follow.....Are there any Demo versions of ICONNECT
clients to try out?

>>it seems that adamas is not as popular as it should be.
>>Maybe has to do with the little I said right above.
>Yes it has, and I will add my bit here also:
>Adamas, is a suite, I am not interested in another mailer or newsreader,
>the one I'm using is perfect. OK, I could use Adamas purely for browsing.
>The demo of Adamas hasn't convinced me at all, it's even slower then CAB,
>and loading a simple html 3.2 page gives me a very weird display. It also
>has trouble with some animated GIF's. These are my first impressions, but
>I've seen enough, they are not getting my money !!
>This is the demo of a commercial product, it is not a beta version. If
>they expect me, the customer to pay money, then I want a working product.
>Not something that has been bashed together, shows all the signs of
>sloppy work and will only speed up the proces of me getting a nervous
>breakdown. I wonder who beta tested this program, has it ever been
>tested? Perhaps the customers are the beta testers?

The only good thing I have found with Adamas is that it is quite easy
to set up as this is all done in the install process.As far as the
browser is concerned:I found that it crashed much to often and was
very,very slow.I am suprised they even thought about releasing a
product with so many bugs.Some Beta versions of programs work better
than this commercial offering....Well,they wont get my money.

>Instead of trying to write a compete suit, the programmers better would
>put their efforts in trying to write a decent browser. That on it's own
>will already be hard to accomplish...
>
>All of the above applies also to Wensuite, this program has been around
>a couple of years now and shows no progress at all. Version 3.xx can now
>finally handle frames :-), but it bombs out on some very simple pages.
>This program is not stable (yet?), but OXO wants payment for it just the
>same. I call this daylight robbery, we've seen enough of that on the
>Atari platform. Will they never learn I wonder? What good does it do when
>the developers are willing to listen, but in practice don't apply the
>suggestions.

I tried this.....crashed as soon as I when to the menu...

>Since no one here mentioned ASH, I'll do it:
>Love them or hate them, but the fact remains the same. They are the
>leading publisher on our platform. I don't think that they can afford
>to have a old outdated/no browser in their program. So maybe, just maybe,
>they might suprise us (they've done it before) and in october come up
>with a nice new browser, that looks and handles like the one in your
>dreams.

Thats true....What would the Atari platform be without ASH?

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
Oxford,England

3113. software offered

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: pcsoft99@my-deja.com
Message-ID: <7p111cpde1@nnrp1.deja.com>
Source record: 74784

Cimatron 10, Softimage 3.8,Pro/Engineer 2000,Unigraphics,Solidworks 99,
Catia 5,Maya 2.0, Autocad. If you are interested,please reply to
ddvv@coolmail.com. The best prices you can find ! We can also make a
custom CD's by your request. A very big selection of the newest
Engineering, Animation,Multimedia,Audio, Graphics,CAD/CAM,& many
others. If you are interested we can give you our website.
Fax: +442076917580
Fax: +493069088166 Germany
Fax: +18883572558 (USA)
Fax: + 61294750241 (Sydney)
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Share what you know. Learn what you don't.

3114. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <37b38decdc7d80@HORMEL.bc.sympatico.ca>
Source record: 74785

<mjaap@atari-computer.de> wrote:

> Depends on the part of CSS you want to implement. Positioning (layers)
> is no easy task IMO but CSS attributes like font-size, font-weight
> should work.

Yes, in the least CSS1 should be supported.

> At least I hope that CSS will come to the Atari because there are
> already three programs supporting it (Texel, HP-Penguin, En Vogue).
> Personally, I don't think that we'll see a perfect CSS implementation
> this year but Atari users are known for their patience ;-)

In one way it's a good thing the web has been slow to adopt CSS (although
that's changing). I've heard that even MIE 5.0 doesn't fully support
CSS1. And to think the consortium is already working on CSS3 :-^

As an aside, Atari browsers are languishing in obscurity. The link below
is an attempt to list every browser out there, yet fails to list any for
the Atari (be warned the document is 249K):

http://www.uoguelph.ca/~gnasby/projects/web_browser_info/browser_list.html

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3115. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37B40465.5EF51C08@patent.gov.uk>
Source record: 74786

Can I add my penny worth (old money) of praise for CAB. The latest version 2.7 (ï¿½10 update from SS) gives you a more stable, slightly faster browser, the freeze ups etc on my set-up being from my use of virtual memory rather than the program. The way that the modules seamlessly work with CAB is a joy, especially JOE giving you a very good HTML authoring outfit, GEMTRADE, giving you a unique ability to translate German on the fly and AUTOSURF, giving you the ability to (once you've discovered the image/pix/etc directory) download megabytes of images in minutes and entire web pages for off -line viewing. The egocentric inclusion of special drop down menus to just access ASH's web page is not really annoying, just pointless.

The latest Wensuite demo seems very fast and the in-program FTP, NEWS programs seem useful, but until I hear better reports of OXO's UK awareness, I'll keep my money.

Taking the advice of Dennis Vermeire, (cuddling up to an ST on a beach somewhere!!), I want to investigate the rest of the ASH/CAB suite, having paid for it!!

Bob King.

Gordy wrote:
>
> On 12 Aug 1999 15:11:46 , Dennis Vermeire wrote:
>
> >No, neither do I want to trade my IConnect clients. Why? same reasons as
> >you have really, I'm happy with them, they do what they are supposed to
> >do, are bugfree, compatible with each other and run quite smoothly.
> >However, this attitude makes me (us) blind and deaf. Not wanting to even
> >try out the other stacks and compatible clients limits us in our views.
> >The last year I haven't tried a single STiNG client. Why should I? None
> >of them offer more then my IConnect clients, so it's just a waste of
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> >and Adamas have no chance at all of ever becoming popular. But why change
> >a perfect working setup for something that is inferior?
>
> This is very true...I have been following this thread with alot of
> interest and have followed the suggestion of installing ICONNECT and
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> have,CAB,and find the CAB...flame me if you must...runs better and
> faster than it does under STING.I have not tried any other ICONNECT
> client but after my results with CAB I think this is probably the
> better stack to follow.....Are there any Demo versions of ICONNECT
> clients to try out?

>
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> >>Maybe has to do with the little I said right above.
> >Yes it has, and I will add my bit here also:
> >Adamas, is a suite, I am not interested in another mailer or newsreader,
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> >and loading a simple html 3.2 page gives me a very weird display. It also
> >has trouble with some animated GIF's. These are my first impressions, but
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> >This is the demo of a commercial product, it is not a beta version. If
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> >Not something that has been bashed together, shows all the signs of
> >sloppy work and will only speed up the proces of me getting a nervous
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> >tested? Perhaps the customers are the beta testers?
>
> The only good thing I have found with Adamas is that it is quite easy
> to set up as this is all done in the install process.As far as the
> browser is concerned:I found that it crashed much to often and was
> very,very slow.I am suprised they even thought about releasing a
> product with so many bugs.Some Beta versions of programs work better
> than this commercial offering....Well,they wont get my money.
>
> >Instead of trying to write a compete suit, the programmers better would
> >put their efforts in trying to write a decent browser. That on it's own
> >will already be hard to accomplish...
> >
> >All of the above applies also to Wensuite, this program has been around
> >a couple of years now and shows no progress at all. Version 3.xx can now
> >finally handle frames :-), but it bombs out on some very simple pages.
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> >the developers are willing to listen, but in practice don't apply the
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>
> I tried this.....crashed as soon as I when to the menu...
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> >they might suprise us (they've done it before) and in october come up
> >with a nice new browser, that looks and handles like the one in your
> >dreams.
>
> Thats true....What would the Atari platform be without ASH?
>
> Gordy.

> --
> # E-mail:tesla1@zetnet.co.uk ICQ:37182286
> # Join the *All New Atari Mailing List*
> # Check my Homepage: http://www.users.zetnet.co.uk/gordy/ for details
> # Oxford,England
> --

3116. DB Master on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Mercury - GIRA <mercury@easynet.fr>
Message-ID: <37B404FF.3A15@easynet.fr>
Source record: 74787

Can anyone advise how I can transfer a file written in the free database
"DB Master" software that I got with my ST in round 1988, into a Mac or
PC database-readable format.
I'ld be very grateful for any practical advice - particularly addresses
of companies that could do it for me from an Atari diskette.
Many thanks,
Andrew Cookson

3117. WTD:AUDIOTRACKER software

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: sanford@ns.sympatico.ca
Message-ID: <37B44AD6.5A92C012@ns.sympatico.ca>
Source record: 74788

audiotracker-adat to falcon to cubase software.i need the latest
version.
thanks
dick

3118. Re: Audio/Video makers lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934559048-347654AEicMi@online.be>
Source record: 74789

guitarra@afn.org <Guitar Studio> wrote on 12-08-99

Hi Raymond,
>I have one problem and I hope someone here could help me solve
let's give it a try :-)

> I am able to edit the tracks as one and the original 44.1
> frequency remains untouched. The problem I have is that I need to
> be able to save this track as a single file stereo AIF file so I
> that I can load it back into TOAST and burn the audio CD.
I think that the SoundPool software may just be what you're after. They
have a program called AudioMaster (currently 2.05), which will perform
the tasks you're after.
For a demoversion http://www.soundpool.de ,take a look at the FAQ also
while you're there.

> Any ideas as how to get the L &R files to be a single STereo
> file? Also , why does Toast does not see my AIF file at all?
Mac users, will not like the following:
Contrary to popular belief, Toast is not very well suited for producing
Audio CD's. On the Atari platform we have a program that will make most
of the Audio CD creating software on other platforms blush and walk away.
At the same website look for CD AUDIO PRO, there's a demo available and
since you already have a CD Burner, you can try burning a Redbook CD-DA
immidiately.

>I mainly use Logic Audio with which I have made 2 Master CDs. I also
>work with Cubase Audio.
If this sounds like a commercial, sorry :-) Again take a look at
SoundPool's page and download WaveMaster and AudioTracker, these programs
can work as stand alone programs, but can also be combined to work with
Cubase Audio and Logic. Editing your samples will never be the same
again.

AudioMaster and CD Audio Pro work together perfectly, this combo might be
reason that you delete Toast.... :-)and I hate to think what you're going
to do with Logic Audio.

For more info contact me via PM

Cheers from Belgium
Dennis

3119. Re: Shard of Spring for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: gmadison@usa.net
Message-ID: <7p1k7p$6ct$1@nnrp1.deja.com>
Source record: 74790

I'm not sure if it's the sequel to Wizards Crown. I do know that Demons Winter is the sequel to the Shard of Spring and Demons Winter did come out for the ST. I searched Little Green Desktop and found DW but not Shard of Spring. I would sure love to find it. I played DW on the IBM-pc and it looks a whole lot different than the ST version. I would imagine Shard of Spring would look a lot better, too.

Gmadison

In article <7ouptmjrv2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 12 Aug 1999 14:08:36 , gmadison@usa.net wrote:
> ->Hello,
> ->
> ->Does anybody know if the RPG by SSI called Shard of Spring came out
for
> ->the Atari ST? I can't find it anywhere and would like to get a copy.
> ->
> ->Thanks,
> ->Gmadison
> ->
> ->
> ->Sent via Deja.com http://www.deja.com/
> ->Share what you know. Learn what you don't.
> ->.
>
> Hi. Wasn't that the sequel to "The Wizards Crown"? If so, I believe
> but am not sure that it did. I know Wizards Crown did, and I'm also
> fairly sure that both titles were released on the Atari 8-Bits...
>
>

____
> / / SysOp Of The DarkForce! BBS
/ /\
> / --T-- / Phone 1-606-886-9014 Today! / /
\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld
/ /
> / --G-- / The Fuji -Still- Lives...!! / \/
/ /
> /_____________/_____________/_____________/_____________/
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> ____\/
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3120. SV: WTD:AUDIOTRACKER software

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <3dYs3.1300$7d.2793@nntpserver.swip.net>
Source record: 74791

<sanford@ns.sympatico.ca> wrote:
> audiotracker-adat to falcon to cubase software.i need the latest
> version.
> thanks
> dick

Hi,
You can always find the latest version of all SoundPool programs for
free download at www.soundpool.de - that is, if you already own the
original with the cartridge protection key...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3121. SV: Audio/Video makers lets Unite!-2

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <4dYs3.1301$7d.2793@nntpserver.swip.net>
Source record: 74792

<guitarra@afn.org> wrote:

> So far on the Falcon I have not found a way to create a single Stereo
track
> on Logic Audio . Is there a program that will save L & R tracks as wav
or AIFF
> stereo file? Logic and Cubase seem to be able to save the tracks as
two files one for R and another for L.
>
> Thanks, Raymond

Hi Raymond,
I've never used Logic, but I'm quite familiar with most functions in Cubase Audio, so I'll explain how to do it in CAF.
If you have two mono files you want to join into one stereo file, just use the Mix setting as input device in the Hardware setup menu. The left and right tracks must be set to other tracks than 1 and 2.
See to it that the left and right tracks are aligned without any glitches. Then you enter the mixer you're using and set the faders to maximum (otherwise you'll have to Normalize afterwards - and thereby get som more noise) - and set the Panpots to the extreme left and right to get the correct stereo image.
Choose a new track and use the ANY setting to enable stereo recording. Set the left and right locators at the beginning and end of the music and mark the Out box to make the recording stop at the end of the music (listen carefully so you don't cut the end). Now just hit the record button and name the new track, just like a normal recording. The result is a stereo mix of the mono tracks. BTW - why did you split the stereo file in the first place? ;)
In the manual, this is called "permanent mixdown" and it's very poorly described, but this way you can record a number of tracks and then make a mixdown to a stereo track. When you set the Input device to Mix instead of FDI, Analog or ADAT, you tell CAF to record whatever is played back on the other audio tracks - using the settings in the active mixer. Recording of stereo tracks is only possible on track 1+2, so those tracks can't be in use.
I hope this explanation helps you out with your problem.

I'll continue a bit about this mixdown thing, since it has great possibilities that many people aren't aware of.
Playback of up to 4 stereo tracks (or playback of 3 stereo tracks while recording them on the "Any" track) is possible with a small trick; Import the files in the Pool and then drag the first one to the "Any" track. Then you just go to the arrange window and drag the track to one of the mono tracks and it will still play in stereo - I've only used

even pairs 3+4, 5+6 and 7+8 and of course the "real" stereo track, called "Any" which uses 1+2, but I suppose any combination will work - move the stereo track to track 3 and it will use 3+4; to track 5 and it'll use 5+6 etc... The faders can be stereo linked in the mixermap if you prefer and you must set the Panpot to the extreme left/right for those tracks if you want to keep the same stereo image as the original stereo file. Of course, you can also set the faders and panning to other preferences if you're using this function to make a wide choir which should be present all over the stereo image instead of at the left and right... This way, you can actually build up a great Gospel choir on your own :) However, if you use the audio editor on one of those "fake" stereo tracks, you'll only be able to view the waveform of the left channel - but everything actually works beautifully.

Still another use for the "Permanent mixdown" function is to cut out unwanted audio. Very often it can be a faster way than to use the "Delete unused" function in the Pool... Then you won't have to worry for old takes that are behind the most current take and therefore aren't visible in the audio editor, but still use space, both on harddisk and in RAM. Just record the track on another track after editing and you'll have a new, clean track only containing exactly what you want :) Then it will be safe to delete the original track in the arrange-window and delete permanently by using <shift><backspace> in the Pool for those unwanted recordings. Never forget to set the fader in the mixer to it's maximum position when you do like this - or you'll loose dynamics and gain noise - not the most desirable things... ;)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3122. Atari Online News, Etc. #01-24

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JlUe70r.dpj@delphi.com>
Source record: 74793

```
A-ONE #0124 08/13/99

~ HTML to Text Converter ~ People Are Talking! ~ ST CAD 1.5 Out
~ Sony & EA Nab Pirates ~ AMD's 650Mhz Athlon ~ Gameday 2000
~ Sega: Bernie Stolar Out ~ CGExpo - Intellivision ~ Worms: Armageddon
~ Red Hat at LinuxWorld! ~ Mitnick Case Dropped! ~ 'Web Car' For 2000

-* Cleveland Freenet To Close! *-
-* Postal Service Okays Online Stamps! *-
-* Microsoft's "Hack This" Challenge Cracked! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

3123. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-13 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934574642-25112AEicMi@online.be>
Source record: 74794

tesla1@zetnet.co.uk wrote on 13.08.99:

Hi Gordy :-)

>I have been testing ICONNECT on the only client I have,CAB,and find the
>CAB...flame me if you must...runs better and faster than it does under
>STING.
Flame You? why? because you're stating the facts.
I've been saying, writing, telling and even shouting this for months, but
the majority is so anti ASH minded here, that they choose to ignore it.

CAB runs much more stable and up to 25% faster with IConnect, these are
facts, sorry guys, I can't change these. Running the ftp client Fiffi
shows the difference in speed even better, and yes it also 25% faster :-)

>I have not tried any other ICONNECT client but after my results with CAB
>I think this is probably the better stack to follow....
It is, and what's more. ASH keeps improving it, the most recent version
is as stable as a rock. IConnect is still being improved and updated,
something that can't be said of S***G, CAB.OVL has also been improved a
lot and is now at the same level as the two alternative OVL files. When a
new version arrives it might well take the lead.

>Are there any Demo versions of ICONNECT clients to try out?
Fiffi - ftp client ,included with CAB 2.7
Teli - telnet client, shareware
Emailer - mailer and newsgroup, commercial
Chatter - IRC, commercial

You can download Teli from http://www.camelot.de/~zulu
a demo version from Chatter can be found at http://bengy.atari.org
English RSC files for Fiffi, Teli, IConnect and Emailer can also be
downloaded from this site.

>Thats true....What would the Atari platform be without ASH?
To keep the peace I'll let someone else answer this :-)

Cheers from Belgium
Dennis

3124. Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: "Wili E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <37B4A850.231A86D9@zititup.demon.nl>
Source record: 74657

Hi,

Is there a way to connect my TT and my pc with a nullmodemcable using
Sting ?
I want to let my pc getting all mail and news and let the tt connect to
the pc to collect mail and news from the pc.

I can't get it to work....

--

Greetz,Rick

3125. Re: Port Douglas & Cairns

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7p2d4kbvk1@news4.svr.pol.co.uk>
Source record: 74658

On 12 Aug 1999 14:03:17 , "Mauro M." wrote:
>I'lle be in Port Douglas and Cairns for a couple of days each from middle
>September.
>I'd like to know what bars/restaurants/beaches are worth visiting.
>
>Thanks.
>.

While you are up in this part of the world , don;t forget the
beautifull daintree rainforest to the north.

There are two sort of backpacker places to stay Crocodylis which is a
YHA type place , has lot's of activities but not much to do at night ,
whereas P.K's a bit further up the road is a bit more of a party
place.

Deals from Cairns can be picked up cheap , especially if you shop
around. They include transport , an interesting guide , and a couple
of nights at either resort. Which can be extended.

If you want paradise then this isn't a bad place to start.

cheers for now.

Paul Mac

3126. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p2df8$2b6$2@snipp.uninett.no>
Source record: 74659

Dennis Vermeire <dennis.vermeire@online.be> wrote:

>>I have been testing ICONNECT on the only client I have,CAB,and find the
>>CAB...flame me if you must...runs better and faster than it does under
>>STING.
> Flame You? why? because you're stating the facts.

Careful now. It might be correct in your case, but I definitely know about atleast two very pissed off IConnect-users (actually, I only know two IConnect users...).

> CAB runs much more stable and up to 25% faster with IConnect, these are
> facts, sorry guys, I can't change these. Running the ftp client Fiffi

Sorry Dennis, this "fact" is very easy to change, I can easily make IConnect 90% slower than STiNG if I want... It's basically just a matter of configurations and ISPs. With some ISPs IConnect works best, and with some it doesn't work at all. The same applies to STiNG.

Until you've tested IConnect, STiNG, Adamas, WenSuite and MiNTnet on several different ISPs, with several different machines, different clients etc. it's just plain stupid to claim any "facts" at all.

> something that can't be said of S***G, CAB.OVL has also been improved a

Excuse me? STiNG was recently updated AFAIK. MiNTnet has been updated several times the last few months. IConnect is also a pure dialup-stack, hence unusable in a LAN.

>>Thats true....What would the Atari platform be without ASH?
> To keep the peace I'll let someone else answer this :-)

It would be pretty much the same as today. We're too stupid not to fight, not even the few QL-users that's still around manages to agree upon one OS...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3127. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: maja9819@my-deja.com
Message-ID: <7p2gdhqbj1@nnrp1.deja.com>
Source record: 74660

In article <37b38decdc7d80@HORMEL.bc.sympatico.ca>,
roughley@HORMEL.bc.sympatico.ca (Neil Roughley) wrote:
> <mjaap@atari-computer.de> wrote:

>
> > At least I hope that CSS will come to the Atari because there are
> > already three programs supporting it (Texel, HP-Penguin, En Vogue).
> > Personally, I don't think that we'll see a perfect CSS
implementation
> > this year but Atari users are known for their patience ;-)
>
> In one way it's a good thing the web has been slow to adopt CSS
(although
> that's changing).

At least most web sites using CSS are still readable for older browsers
- I also use them on my pages.

> I've heard that even MIE 5.0 doesn't fully support
> CSS1.

Right there. No one knows why M$ ignores many CSS commands - probably
they are to occupied creating their own one.

> And to think the consortium is already working on CSS3 :-^

Yep, they are. And Microsoft is part of the consortium!

>
> As an aside, Atari browsers are languishing in obscurity. The link
below
> is an attempt to list every browser out there, yet fails to list any
for
> the Atari (be warned the document is 249K):
>
Look at browserwatch.com - there used to be one or two CAB browsers in
the stats.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3128. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p2evn$39s$1@snipp.uninett.no>
Source record: 74661

Dennis Vermeire <ols05426@online.be> wrote:

> Fiffi: what is wrong with Fiffi? what can the STiNG ftp clients do that
> Fiffi can't handle?

I think you missed the point - IConnect only works under MagiC, so even if these clients are as wonderful as you claim, you're forced to buy MagiC to use them. What if you want to use EMailer, but also like to use memory-protection and Paral when you program? Dual-boot?

> Emailer: Another proggie, which has had his fair share of criticism, try
> it out, You'll never want to return anymore to ANY of the STinG clients,
> be it for mail or newsgroups

Emailer sucks. Period. It recently got some *extremely* useful features (like background images and *true* smilies), but aMail is still the choice if you want functionality. As for news I can only say that *any* offline reader sucks, regardless of platform. Running local news-clients over a modem is a pain, the absolutely best and fastest way to read news is to telnet to a fast box with a fast connection and use tin, knews or something similar. They're not pretty, but very fast and very functional.

> Teli : Wonderfull telnet program, I wonder if there's anything better on
> the Atari platform?

Cough... Teli works, but that's all. The good old BSD-telnet is still a lot better. The telnet-clients for STiNG are not good though, most of them have serious shortcomings in their terminal-emulators.

> I've mentioned this here before: ICONNECT and STING can be installed at
> the same time. They do not conflict. So it's possible to run CAB using

Try being online with both at the same time... I would think that anyone who starts with such a dual-setup will end up using just one of them after a while.

> are very robust, easy to setup, run a bit smoother and all the clients

Geir Vi¿½lidalo, are you listening? I told you so, it's not the software, it's just you. You're obviously a complete idiot since you can't even get Emailer to work, while I'm probably the genious here, since I don't have any problems with my MiNT-Net and STiNG-clients.

> Things which can't always be said of the STiNG clients: difficult setup,
> bugs, not compatible etc..

"Facts" again Dennis?

> You don't agree? take a look at the hundreds- no thousands of postings
> that have been posted from people havings problems here the last year.

Ahh, proof...

> OXO: I never succeeded in getting connected to my IP with no matter what
> version of Wensuite.Trying to load a quite simple html page offline (2
> frames, 1 animated GIF) still gives me bombs. So this is definitely a
> nono.

Agreed. WenSuite has never worked, and will probably never work.

> advantage of the latest web technology. Instead of concentrating on all
> the clients, the programmers better would put more efforts in getting the
> browser right.

What? And why doesn't this apply to ASH? Ditch IConnect and put some
effort into the clients instead...

It's good to have you back Dennis, it's been boring here without you. Btw.
those CDs should be in the mail any day now.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3129. Re: Atari Desktop for Win

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p2f6b$39s$2@snipp.uninett.no>
Source record: 74662

Guitar Studio <guitarra@afn.org> wrote:

> I also use the Mac and I am convinced that the Atari Desktop
> (and is functions) is really the best :)

I agree. Desktops like Thing and Jinnee are a *lot* better than any desktop for the mainstream-platforms. But both KDE and GNOME (Linux) is catching on, and probably the best desktop I've ever seen is Directory Opus on the Amiga. I sure hope that "our" desktop-developers steals some ideas from these :-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3130. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934601154-25616AEicMi@online.be>
Source record: 74663

louis@holleman.demon.nl wrote on 13.08.99 :

Dag Louis, :-)
>What concerns my major critisism is the fact that Atari is a very small
>platform. Right now we have 5 (yessir, f-i-v-e) different, non-
>compatible TCP/IP stacks, all needing their own clients. This is
>*RIDICULOUS*!
I share your concerns, it is ridiculous and there's always a chance that number six is in development right now :-). However, it's a burden we'll have to carry, there's no Atari anymore to set out guidelines. And the developers on our platform will never agree to a mutual standard, because they all feel they have the best stack.

>I can justify Sting and Mintnet. Maybe so Iconnect. But Draconis or the
>OXO thing? Plain bull. Sorry. Arguments like "that's an argument to buy
>the software?" They're kidding. Like announcing new s/w for the "Atari"
>but you need a Milan-060 to be able to run it. I'd say "drop dead"...
Justifying STiNG goes without saying, and what in heavens name can one say about MiNTNet, people like Martin, Katherine and Jo-Even are not exactly dumb, blind and deaf, so I gues MiNTNet has a reason to exist also..

There needs to be a commercial stack, development of the two free stacks goes painstakingly slow and let's face it, there haven't been exactly exiting updates or improvements lately.
We tend to forget sometimes that we are more or less the top of the mountain here on USEnet. There is a vast majority who has never heard of STiNG let alone MiNTNet, and if you talk about TCP/IP will think that this is some kind of new car. These people are best served with IConnect, I'm not going to repeat IConnects virtues here again, let's just say it has a simple setup.

Wensuite and LOA are no match, simply because none of them is stable. The last thing one wants to install is an unstable TCP/IP stack. My personal views are that Wensuite is not going to make it/survive because of the incompetence of Oxo Systems (the softwarehouse, NOT the programmers). I have mixed feelings about LOA, since this program will be installed on the new Milan 500, it might just become the new standard. I-fusion which is now in beta stage will probably fix the stack problem. This program will allow LOA and STiNG clients to run under the IConnect stack. Since MagiC will be the OS on the new Milan, this thing might sort itself out. I think that IConnect will be installed as the stack, with LOA running as client, the clients that are missing like IRC, gopher, telnet etc.. are already available as STiNG and IConnect clients. That's the nice thing about commercial software,

the market tends to sort itself out.

Supposing this scenario would be followed, MiNTNet users will still be stuck, and even if LOA sorts the html 4.0 and JavaScript problems out, it still is a slow browser. And one needs to run MagiC also :-))

>the whole thing becomes less interesting to me, since I intend to use
>the new PC for most Internetting stuff, with Linux that is. No probs
>with different stacks there. And don't worry, CSAS will be the first
>group I hook up to :-)
Sadly, I admit that this is the "third" way. If one wants speedy access, and no nervous breakdowns then a Mac or PC will fill the gap. Once that more people have access to a cablemodem and an Ethernet connection becomes necessary then the other platforms are the only option. The rare to find Riebl Card is not good enough, and the MiNTNet installation will put most people off. I know that an Ethernet Card can be installed in the Milan and the Hades, but the software (MiNTNet) is not up to todays standards, some people might not share this view but it is a sad fact. One needs to know a lot about MinT to get MinTNet running.... What's that rumble I'm hearing in the distance? Oh, nothing special, hell just broke loose. :-)

Cheers from Belgium
Dennis

3131. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934601156-26293AEicMi@online.be>
Source record: 74664

Louis holleman wrote on 13-08-99 :

Hi Louis,

>I admit Sting's a bit like a pig to set up, OTOH it's not all that
>difficult. One mite say it has a lot to configure and sometimes it's just
>OK that things are widely configurable. BTW, it is still supported by
>Ronald Andersson.
STiNG might be a problem for the unexperienced user, however I know a couple of programs which makes STiNG looks like a piece of cake. A TCP/IP stack needs to be higly configurable, STiNG and IConnect both are. IConnect takes a different approach, but a lot more options, flags and variables can be set then in STiNG, just activate the PRO option and you will see what I mean. When one has a IP that keeps to the general norms, IConnect can be installed in less then five minutes.
I know that STiNG is still supported, but there is a difference between suporting and improving/updating a program.

>I don't know Fiffy. I use aFTP (and have been using Newsie once for FTP).
>Well, I like aFTP. Have a choice to d/l complete folders. Have a choice
>to drag and drop. Even process files after transferring automatically.
>The caching feature suits me fine. Perhaps Fiffy does the same thing, I
>just don't know.
Well, all of the above can be done by Fiffi just the same, and a wee bit more :-)

>About Sting again: I certainly appreciate the fact that I can use 3,4
>clients at the same time on the stack. Using Spawner it's just piece a
>cake. That possible with Iconnect? If so, it might be interesting for me
>too.
Yes, no problem. You don't even need a seperate program like spawner to do this.

> At the same time I can use the stack to sync my systemclock.
??? sorry Louis, I can't help You here. I don't really understand what you mean ??

>Another thing: Emailer. It must be hard to get the linewrapping set
>right, since 9 out of 10 users at least start with lines of 300, 400
>chars long.
This is a misconception, it's not Emailer who's at fault here, but the various mailingprograms that lack this vital function. When you switch to the PC and Linux, you'll soon find out this is dead normal.
However, since version 2.0 an option has been build in to set the linelenght. When I write a mail to someone on a PC or Mac, I don't have to care about linewrapping, when I write a mail or posting to an Atari user I

set the linelenght. In fact I don't have to set anything anymore come to think of it. I just open the text editor window and set that window to the size I like, when the text reaches the border it will wrap itself to the next line. I'm writing like this at the moment.

>How about usenet handling? Does it do both offline and online work? You
>know I use Okami, but I still use Newsie for online stuff. How much I
>like Okami, there's nothing better than Newsie for online stuff. Ever
>fetched binaries from large groups? You know what I'm talking about then.
Haha, here comes the dreaded question....
No, Emailer can't read the headings of the postings online. Since I don't need to fetch binaries I never missed that option. But I agree that this should be implemented just as well (in fact a little bird told me that the soon to be released version 2.1 will have this implemented).

Okami is no option at all, this program is written by someone sitting high on a mountain looking down at the world. By the time one has setup the program his hair starts to turn grey. If it would offer any advantages I possibly might accept this, but there are none. In fact let me tell you that ASH Emailer has more functions and options then Okami. Yes, You guessed right, I'm not exactly a fan of Okami. It has been on top a long time not because it was that good, but simply because there was no competition. Now, it's an example of how programs should definitely NOT be written on our platform.

>I once made a choice for Sting, then another one to use Mintnet for
>evaluation occasionally and that's it.
The nice thing is that we're able to choose. What was getting on my nerves was the constant IConnect bashing here in this newsgroups. Most people probably have never tried it out, and are unaware of the clients. How on earth can one possibly comment on a program if he never used it?
It's like the discussion in the Dutch Mailinglist a couple of weeks ago where someone declared that Papyrus was "the best wordprocessor on our and other platforms". Statements like this make me climb on that famous white horse. As long as one hasn't tried out the competition or at least knows what it might be capable off he/she should keep his/her mouth shut.

Louis, if you really want to try out IConnect and his clients, just drop me a PM and I'll put you on the right track... but to be honest, the minute you'll have that PC, you'll forget STiNG, MiNTNet, IConnect etc... and probably be glad you're not stucked with them anymore.

Cheers from Belgium
Dennis

3132. How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <Yh7t3.42227$k3.423364@news0.telusplanet.net>
Source record: 74665
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I know this question has come up before, but I don't recall seeing a final verdict. Just wondering if anyone had some thoughts on how (or if) game units with yellowing plastic should be cleaned, and if some of the yellowing can be removed. I am mainly thinking about some older Atari computer equipment, however I am not sure if the yellowing is due to old age, a smoke filled environment or a little bit of both.

Any thoughts are welcomed. You can post to the group or email me at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks in advance.

3133. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: bengy@atari.org
Message-ID: <7p33p8$6lq$1@nnrp1.deja.com>
Source record: 74666

> Try being online with both at the same time... I would think that anyone
> who starts with such a dual-setup will end up using just one of them after
> a while.

This really shouldn't be much of a concern anymore, now that I-Fusion, which I've been betatesting for months now with no problem, is completed (or atleast very very near completion, Im not exactly sure) Even though I must admit, Even now that I can, I rarely run Stik clients when I'm online; The Iconnect clients do Everything I need, I especially like how fiffi is Scriptable with ASH Scripter, Especially when managing a large webpage which is updated frequently.. it makes life quite a bit easier.

Anyways, Ifusion Homepage:
http://www.camelot.de/~zulu/iFusion/index.html

Take Care,
Bengy
http://bengy.atari.org (but dont bother, Atari.org is dow

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3134. Re: Port Douglas & Cairns

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: claytone@aa.net
Message-ID: <934609419.899799@cacheraq001>
Source record: 74667

>On 12 Aug 1999 14:03:17 , "Mauro M." wrote:
>I'lle be in Port Douglas and Cairns for a couple of days each from middle
>September.
>I'd like to know what bars/restaurants/beaches are worth visiting.
>
>Thanks.

Hi Mauro,

It's been a long time since I was there ('90-'91), and I can't remember the lounge/bar/pub names... Cairns is really pretty small, so it shouldn't take much time to see most things by foot. Ask the locals - they're friendly! :-) I CAN recommend seeing the Great Barrier Reef. Take the boat "Noah's Ark". I talked to someone recently who said they were still in business. Do the "resort dive" (scuba), then go out to the reef and snorkle or scuba some more with them. It's WAY cool!!!. The Daintree Rainforest is also a must see. I took a small plane up there (flew out over the reefs - Wow), and then a small bus came back thru Port Douglas, etc. I can recommend "Tracks" hostel in Cairns. Have fun - I did. ;-)

Say.... what does Cairns have to do with Atari?????? Are you trying to lead me off-topic or something?

Bye,

Clayton Murray
claytone@aa.net
Seattle, WA USA

3135. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7p310j$2ge7@enews3.newsguy.com>
Source record: 74668

On 30 Jul 1999 09:56:19 , Guillaume D�flache wrote:

```
>> So let's visit his homepage and send him an email.
>Seems he is going to be flamed to death!
>
>> So react in this newsgroup and to Alexander in person.
>And please also do on X-Online's Most Wanted!

I'll check out X-Online and put in my vote, and e-mail Alexander as well.

And for the record, I paid for CAB 2.5, and paid for the update to CAB 2.7, and
am more than willing to pay for CAB 3.0 if it's available.

The more people that let Alex know the better I think...

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!
```

3136. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7p310l$2ge7@enews3.newsguy.com>
Source record: 74669

On 11 Aug 1999 01:27:54 , maja9819@my-deja.com wrote:

>I guess many of you are too much CAB-centered.
>Ok, CAB is a fine browser but there are others as
>well. Maybe Oxo will get their browser working
>some day and Jens Heitmann has just released a
>JavaScript enabled WWW browser. Why doesn't
>anybody support them? Both have published many
>fresh-ups and updates this year and they deserve
>support and feedback!
>They still care about the Atari platform and have
>ASFAIK no plans to port their software to another
>platform.

[snip]

>Remember that they can be disappointed too if
>everyone mentions only CAB as THE Atari web browser.

A very good point. I guess I should check out the alternatives too.

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3137. PaCifiST Help !!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: "@rmonie_K" <armonik@club-internet.fr>
Message-ID: <37B528FE.8778A96D@club-internet.fr>
Source record: 74670

Bonjour..

I've try and try again to use a Emulator called : PaCifiST.
Impossible to use my roms images.. :-(

Can someone help me to use it good ?..

Merci beaucoup...

3138. Akai S700 info please

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <37b53816$0$158@news.zetnet.co.uk>
Source record: 74671

Greetings fellow Atarians

As a practising ST-based muso, I've recently been considering buying a second-hand Akai S700 sampler I've seen. As I've not much experience of working with samplers (but otherwise am well used to music tech), I'd appreciate some tips from any owners on the NG.

Don't ask why I'm not looking for something a bit more current - I like bits that the music world has forgotten! The S700 also has a special interface with an Akai VX90 analogue synth module which I also have, and as it's going relatively cheaply, I'm effectively killing three birds with the same stone.

I'm also looking for samples and would like to know whether there are currently any system upgrades around for it or samples on the Net. If you are the owner of an Akai sampler, particularly an S700 or X7000, maybe you could give me some advice?

I know the S700 takes Quikdisks - does anyone know of anywhere that still supplies these? I gather there may be one in the back pages of Sound On Sound magazine.

Thanks for any help. Sorry for so many questions! Please mail me if you have any info.

Cheers

Al
sonik@zetnet.co.uk

3139. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b527f430422d91@holleman.demon.nl>
Source record: 74672

on Sat 14-08-1999 04:21 Dennis Vermeire wrote:

>>the whole thing becomes less interesting to me, since I intend to use
>>the new PC for most Internetting stuff, with Linux that is. No probs
>>with different stacks there. And don't worry, CSAS will be the first
>>group I hook up to :-)
>Sadly, I admit that this is the "third" way. If one wants speedy access,
>and no nervous breakdowns then a Mac or PC will fill the gap. Once that
>more people have access to a cablemodem and an Ethernet connection
>becomes necessary then the other platforms are the only option. The rare
>to find Riebl Card is not good enough, and the MiNTNet installation will
>put most people off. I know that an Ethernet Card can be installed in
>the Milan and the Hades, but the software (MiNTNet) is not up to todays
>standards, some people might not share this view but it is a sad fact. One
>needs to know a lot about MinT to get MinTNet running.... What's that
>rumble I'm hearing in the distance? Oh, nothing special, hell just broke
>loose. :-)

Hi again Dennis,

well if you read the Mint-list, I thought hell broke loose last week :-)

It's exactly that which prevents me from constantly updating my Mint
setup, one would need a separate admin to do the job, and it would be a
nearly 24 hrs/day job... Then Uwe joined in the german Mint/MTOS group, oh
boy! Sometimes I wonder: Will Linux be different??? :-)) Right now I only
hooked up to Linux.m68k, but that will probably be more groups once I have
this stuff up 'n running.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3140. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b527f430422d90@holleman.demon.nl>
Source record: 74673

on Sat 14-08-1999 04:20 Dennis Vermeire wrote:

>>I don't know Fiffy. I use aFTP (and have been using Newsie once for FTP).
>>Well, I like aFTP. Have a choice to d/l complete folders. Have a choice
>>to drag and drop. Even process files after transferring automatically.
>>The caching feature suits me fine. Perhaps Fiffy does the same thing, I
>>just don't know.
>Well, all of the above can be done by Fiffi just the same, and a wee bit
>more :-)

Yo Dennis,

well, looks OK then.
>
>>About Sting again: I certainly appreciate the fact that I can use 3,4
>>clients at the same time on the stack. Using Spawner it's just piece a
>>cake. That possible with Iconnect? If so, it might be interesting for me
>>too.
>Yes, no problem. You don't even need a seperate program like spawner to do
>this.

Even better, no special client needed...
>
>> At the same time I can use the stack to sync my systemclock.
>??? sorry Louis, I can't help You here. I don't really understand what you
>mean ??

Someone wrote a small client to use on the stack, which upon connecting
fetches the time from a timeserver and syncs the internal systemclock.
Simple as that. I use UTC on my system, thus I don't need resetting to
winter/summertime. Even that can be done automated. It happens while other
clients fetch/send mail or news. Perhaps such a client exists for use on
other stacks as well, just dunno... For me it's just important to have the
EXACT time on my system, since I run some astronomy s/w that uses the
systemclock. The last eclipse was a nice example. I could watch it
realtime on the TT here :-)
>
>>Another thing: Emailer. It must be hard to get the linewrapping set
>>right, since 9 out of 10 users at least start with lines of 300, 400
>>chars long.
>This is a misconception, it's not Emailer who's at fault here, but the
>various mailingprograms that lack this vital function. When you switch to
>the PC and Linux, you'll soon find out this is dead normal.
>However, since version 2.0 an option has been build in to set the
>linelenght. When I write a mail to someone on a PC or Mac, I don't have to
>care about linewrapping, when I write a mail or posting to an Atari user I

>set the linelenght. In fact I don't have to set anything anymore come to
>think of it. I just open the text editor window and set that window to
>the size I like, when the text reaches the border it will wrap itself to
>the next line. I'm writing like this at the moment.

Well, I just don't know, but am begging to differ: I receive news from lotsa users: Mac people, PC/Win users, Linuxers, Unixers, Atarians, Amigafreaks, whatever. The ONLY ones where my readers have problems are people using MS Wizard s/w and ASH Emailers... Now I seem to recall that this whole usenet bunch started on Unix machines. I just checked again a few messages written with TIN, Pine, whatever: no probs at all. I know MyMail does automated wrapping too, but several apps don't do that and in fact it should not be necessary to set it in a reader. It should originate in the right form from the sender. It's just that MS software and Emailer don't comply because they both have no probs with it simply because the reader wraps automatically.

>>How about usenet handling? Does it do both offline and online work? You
>>know I use Okami, but I still use Newsie for online stuff. How much I
>>like Okami, there's nothing better than Newsie for online stuff. Ever
>>fetched binaries from large groups? You know what I'm talking about then.
>Haha, here comes the dreaded question....
>No, Emailer can't read the headings of the postings online. Since I don't
>need to fetch binaries I never missed that option. But I agree that this
>should be implemented just as well (in fact a little bird told me that the
>soon to be released version 2.1 will have this implemented).

Another must for me: nice 'n easy online handling.

>Okami is no option at all, this program is written by someone sitting high
>on a mountain looking down at the world. By the time one has setup the
>program his hair starts to turn grey. If it would offer any advantages I
>possibly might accept this, but there are none. In fact let me tell you
>that ASH Emailer has more functions and options then Okami. Yes, You
>guessed right, I'm not exactly a fan of Okami. It has been on top a long
>time not because it was that good, but simply because there was no
>competition. Now, it's an example of how programs should definitely NOT be
>written on our platform.

Let's just agree to disagree here: IMO Okami stems from the old Unix standard and complies with it. I agree one needs some time and effort to get it running but once running I just love it. Ever configured Pine? Then Okami's just nothing to set up :-) I admit these are not the kinda programs for the folks "How to hookup and start hoppin' onto the Net in 30 seconds"...

>Louis, if you really want to try out IConnect and his clients, just drop
>me a PM and I'll put you on the right track... but to be honest, the
>minute you'll have that PC, you'll forget STiNG, MiNTNet, IConnect etc...
>and probably be glad you're not stucked with them anymore.

I think I'll have to agree once more :-)
But before it all runs OK, I *think* I'll need my TT to keep in touch with
ya' all :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3141. Re: Port Douglas & Cairns

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7p3hqb$2kr$1@news4.svr.pol.co.uk>
Source record: 74674

Hi ,

>Hi Mauro,
>
>It's been a long time since I was there ('90-'91), and I can't remember the
>lounge/bar/pub names... Cairns is really pretty small, so it shouldn't take
>much time to see most things by foot. Ask the locals - they're friendly!
>:-) I CAN recommend seeing the Great Barrier Reef. Take the boat "Noah's
>Ark". I talked to someone recently who said they were still in business.

I went in April , and there still there!

Do
>the "resort dive" (scuba), then go out to the reef and snorkle or scuba
>some more with them. It's WAY cool!!!. The Daintree Rainforest is also a
>must see. I took a small plane up there (flew out over the reefs - Wow),
>and then a small bus came back thru Port Douglas, etc. I can recommend
>"Tracks" hostel in Cairns. Have fun - I did. ;-)
>
>Say.... what does Cairns have to do with Atari?????? Are you trying to lead
>me off-topic or something?
>
>Bye,
>
>Clayton Murray
>claytone@aa.net
>Seattle, WA USA

mmmm..... whoops!

This post was a reply to an article published by 'Maurio' in
rec.travel.australia+nz

Obviously it does not belong in this NG , sorry for the miss-posting.

Paul Mac

3142. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p3jsd$8as$1@snipp.uninett.no>
Source record: 74675

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> Sadly, I admit that this is the "third" way. If one wants speedy access,
> and no nervous breakdowns then a Mac or PC will fill the gap. Once that

This is true for most software. Graphics, sound, midi, games,
internet-stuff... The PC and Mac has superior software in all these areas,
so why do we use our Ataris?

> more people have access to a cablemodem and an Ethernet connection
> becomes necessary then the other platforms are the only option. The rare
> to find Riebl Card is not good enough, and the MiNTNet installation will
> put most people off. I know that an Ethernet Card can be installed in

And what about STiNG?

> the Milan and the Hades, but the software (MiNTNet) is not up to todays
> standards, some people might not share this view but it is a sad fact. One

Hehe... It's rather sad to se an otherwise intelligent person write such
crap... You obviously have no idea what MiNT-net really is. MiNT-Net is
harder to set up for some people, because it doesn't have wizards and
GEM-frontends, but it's also incredibly powerful compared to the other
stacks around. Basically MiNT-Net provides *real* networking, while the
other stacks (OK, not STiNG, but STiNG has other weaknesses) are
basically simple point-to-point stacks that can only be used for a single
dial-up connection.

The entire internet is built around the same "outdated" standards and
implementations you find in MiNT-Net...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3143. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p3l00$8m8$1@snipp.uninett.no>
Source record: 74676

Louis <louis@holleman.demon.nl> wrote:

> It's exactly that which prevents me from constantly updating my Mint
> setup, one would need a separate admin to do the job, and it would be a
> nearly 24 hrs/day job... Then Uwe joined in the german Mint/MTOS group, oh

Bulls**t. It's just a matter of...

a) What you're used to.
b) What you like.

If you're used to the unix-way of setting up stuff, you'll probably find
flashy GUIs hard to use as well. NT is a good example of how horrible a
GUI can be to do such tasks.

> boy! Sometimes I wonder: Will Linux be different??? :-)) Right now I only
> hooked up to Linux.m68k, but that will probably be more groups once I have
> this stuff up 'n running.

Linux, is much, much worse. If you stick to one distribution and don't
start hacking around it's OK, but the Linux-community is so fragmented
that you're guaranteed to run into heaps of problems if you start hacking.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3144. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p3lfq$8m8$2@snipp.uninett.no>
Source record: 74677

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> Louis, if you really want to try out IConnect and his clients, just drop
> me a PM and I'll put you on the right track... but to be honest, the
> minute you'll have that PC, you'll forget STiNG, MiNTNet, IConnect etc...
> and probably be glad you're not stucked with them anymore.

May I ask why you're still using your TT? And why you spent a lot of
effort getting your Atari-gear working again?

I have had two Windows-PCs the last four years, I sold both after just a
few months. I really don't know why I bought them, I think I just got a
feeling that I had to "keep up" with the rest of the world. Well, the PCs
sucked, although the last one I had was a rather expensive and fast beast.
Sure, they were fast and had lots of software, but after a little while I
spent less and less time with them and more with my trusty Falcon.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3145. Ultimate Virus Killer (Atari ST/TT/Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37b658f2.5749578@news.wxs.nl>
Source record: 74678
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://uvk.atari.org.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

3146. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Brian Fowler <bdsfowler@home.com>
Message-ID: <37B55D1E.C67512F@home.com>
Source record: 74679
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I have had success in removing yellow stains by soaking the plastic
object in bleach.
I removed all the labels, and metal parts first, but it worked fairly
well. If you can't isolate the part to plastic only, you can try laying
a napkin soaked in bleach on the offending plastic part, making sure the
bleach does not go places you don't want it to. It can take a day or
more for each soaking, and I would advise against performing this in
certain places, like the kitchen counter or dining room table!

Hope this helps!
Brian

--
Two natures beat within my breast.
One is cursed, the other blessed.
One I love, one I hate.
The one I feed will dominate.

Feed your spirit.

3147. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B56427.EBDE8B7@ping.be>
Source record: 74680

Jo Even Skarstein a *crit :

> Dennis Vermeire <dennis.vermeire@online.be> wrote:
>
> > Louis, if you really want to try out IConnect and his clients, just drop
> > me a PM and I'll put you on the right track... but to be honest, the
> > minute you'll have that PC, you'll forget STiNG, MiNTNet, IConnect etc...
> > and probably be glad you're not stucked with them anymore.
>
> May I ask why you're still using your TT? And why you spent a lot of
> effort getting your Atari-gear working again?
>
> I have had two Windows-PCs the last four years, I sold both after just a
> few months. I really don't know why I bought them, I think I just got a
> feeling that I had to "keep up" with the rest of the world.

What I think is : it was a wrong choice for you ... going to the Mac is a good
way for us.
Just ask Dennis why he also has one.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3148. How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1408990907550001@chaosnet32.idirect.com>
Source record: 74681
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

In article <Yh7t3.42227$k3.423364@news0.telusplanet.net>, "Jim Lazarenko"
<jim_l@NOSPAM.telusplanet.net> wrote:

> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a smoke
> filled environment or a little bit of both.

one product that I know works is a special version of Easy-Off that was
designed for use with microwave ovens, my brother actually demonstrated to
me how well it worked by spraying it on a Mac Plus and I saw its yellowed
case return to its original putty colour. Problem is, I haven't seen it
available in Canada for some time.

3149. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b569e3.42534999@news.earthlink.net>
Source record: 74682
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

On Sat, 14 Aug 1999 05:39:04 GMT, "Jim Lazarenko"
<jim_l@NOSPAM.telusplanet.net> wrote:

>I know this question has come up before, but I don't recall seeing a final
>verdict. Just wondering if anyone had some thoughts on how (or if) game
>units with yellowing plastic should be cleaned, and if some of the yellowing
>can be removed. I am mainly thinking about some older Atari computer
>equipment, however I am not sure if the yellowing is due to old age, a smoke
>filled environment or a little bit of both.

Old age doesn't do it. There are three things that can do it. Smoke.
Heat (probably not the culprit). Sunlight or ultrviolet (over time).
The smoke one is easy. That's tar film. Comes off pretty easy with a
solvent (such as fantastic or whatever cleaner). The other two I'm
afraid there's no real good cure for other than to mil off plastic
until you get past the yellowed plastic. That's really not an option.

3150. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwijy3.1prsk7lx82822N@pm-d16.rhein-main.de>
Source record: 74683

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> CAB runs much more stable and up to 25% faster with IConnect, these are
> facts, sorry guys, I can't change these. Running the ftp client Fiffi
> shows the difference in speed even better, and yes it also 25% faster :-)

Forget that. CAB works also realy fast ans stable with STinG.
IConnect isnï¿½t the latest word in socket technical..
If you have different results in the form of 25%, anythig of your STinG
installation is wrong.

Mostly i got more cps with STinG on the same site.

And the main point: CAB works realy fine with STinG on any single TOS
system. Most clients for STinG are free. IConnect too?
You got a free client for Iconect?
Isnï¿½t bad, isnï¿½t a problem, but you have to pay for any smal pubs..

Have a look for english releases, you got it 5 month (ore more??) after
a new german release. Authors can build also english .rsc files, but..?

> >I have not tried any other ICONNECT client but after my results with CAB

Whitch "other" client? :-> Emailer?
Fine and realy colorised, not nice to scroll any window to read a simple
message. Unusable for me. Sell it one year ago.

Teli? Not use them. And for what?

Fiffi, nice handling. Some smal bugs, but it works nearly perfect.

And last but not least, edit the config file of IConnect with a txt
editor..
Background:
IConnect setting have bugs under some cirumsdances. I can repeat that.
Anytime i change the setup, maybee to get connectet to another isp,
Iconnect makes trouble while connect the new isp. After delete
the hole setup, create them all new the error is gone. It works.
People how doasnï¿½t chance the setting often have a nice socked.

Package itï¿½s a fine thing, but not gold at all. Sorry.

Hardest point for me: Any socked needs his own clients.

Try to sell the same on any other platform... :->
(Flying tomatos??)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3151. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwildh.132ghodx663maN@pm-d16.rhein-main.de>
Source record: 74684

Louis <louis@holleman.demon.nl> wrote:

> Another thing: Emailer. It must be hard to get the linewrapping set right,
> since 9 out of 10 users at least start with lines of 300, 400 chars long.
> How about usenet handling? Does it do both offline and online work? You
> know I use Okami, but I still use Newsie for online stuff. How much I like
> Okami, there's nothing better than Newsie for online stuff. Ever fetched
> binaries from large groups? You know what I'm talking about then.
>
> What concerns my major critisism is the fact that Atari is a very small
> platform. Right now we have 5 (yessir, f-i-v-e) different, non-compatible
> TCP/IP stacks, all needing their own clients. This is *RIDICULOUS*!
> I can justify Sting and Mintnet. Maybe so Iconnect. But Draconis or the
> OXO thing? Plain bull. Sorry. Arguments like "that's an argument to buy
> the software?" They're kidding. Like announcing new s/w for the "Atari"
> but you need a Milan-060 to be able to run it. I'd say "drop dead"...

Suprise suprise...
The same what i mean, sice -years- here, you only say it in other words.

And another "bad" word too...
People how emulate atari on a other platform buys ANY atari client? :->
Think itï¿½s cheaper to play with netscape or some else.
Netscape also grabs "atari" out of the web.
Why i should buy draconis as example? Sorry for that bad question :>

Some swords have two sharp sides.

Anybody outside used -any- atari software to surf and mail with
a mac, as a second example? :>

Sure, border lightnings..

Love my falcons realy, but i know faster ways to access the web.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3152. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwil8d.13ef6691q6xyyoN@pm-d16.rhein-main.de>
Source record: 74685

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> BUT I don't want to use Iconnect at all. I want to use MiNTnet or STing.
> Damned why can't they just adapt their clients to these stacks instead.
> For me it looks like they want to force people to use MagiC.

What i sayï¿½d since two years here..

Looks like that nobody of the "officials" like that.
Authors doasnï¿½t talk about this problem.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3153. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <37B57B01.CCE19C3C@club-internet.fr>
Source record: 74686

"Wili E. Coyote" wrote:
>
> Hi,
>
> Is there a way to connect my TT and my pc with a nullmodemcable using
> Sting ?
> I want to let my pc getting all mail and news and let the tt connect to
> the pc to collect mail and news from the pc.
>
> I can't get it to work....
>
> --
>
> Greetz,Rick

Hi
My Falcon is connected to my PC via a serial cable. All informations
about my "network" at the following address :
http://perso.club-internet.fr/agaymatd/network_e.html
I'm using Linux, not Windows, but is could also be possible with a good
NAT program (for IP masquerading) :)

--
Alain

3154. Re: Ultimate Virus Killer (Atari ST/TT/Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: rcollins@gcfn.org
Message-ID: <7p3v7s$bdo@acme.freenet.columbus.oh.us>
Source record: 74687
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

Richard Karsmakers (richard@fortysecond.net) wrote:
: The "Ultimate Virus Killer 2000" is the industry standard virus killer for
: the Atari ST/TT/Falcon platform. The program has been around for well over a
: decade, and with the latest release (8.1) it's turned shareware.
: There is now an official "UVK 2000" support site where you can download the
: program, find descriptions of all Atari TOS-platform computer viruses (and
: their symptoms) and more. It's located at http://uvk.atari.org.
: This message is being sent to three newsgroups. If you think this
: constitutes spam, or if you think this message does not belong in your
: particular newsgroup, please contact me at cronos@atari.org and I will
: refrain from posting to the newgroup in the future.
: Thanks for your time.

I wish to thank you for providing this program to the Atari community.
I have apprecaited your support in the past.

I hope that someone continues to keep the Atari platform virus free in the
future. This is important piece of software needed for the Atari and
Atari clone platform.

--
| Raymond Collins |
| rcollins@voicenet.com |
| rcollins@gcfn.org |

3155. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b575363407e740@holleman.demon.nl>
Source record: 74688

on Sat 14-08-1999 11:47 Jo Even Skarstein wrote:

>Louis <louis@holleman.demon.nl> wrote:
>
>> It's exactly that which prevents me from constantly updating my Mint
>> setup, one would need a separate admin to do the job, and it would be a
>> nearly 24 hrs/day job... Then Uwe joined in the german Mint/MTOS group, oh
>
>Bulls**t. It's just a matter of...
>
>a) What you're used to.
>b) What you like.

Hi Jo-Even,

maybe, maybe not... I started with the KGMD stuff. Wasn't it december '98?
Ok, not the latest one, but a fairly complete one. Now if you talk about
"what you're used to", translating that into "working with Atari stuff"
it's a whole new world. I've said before, just putting Mintnp in the auto,
creating a small mint.cnf and putting N.AES on top isn't the worst to do.
If you go for the whole bunch, incl. Mintnet etc. it's entirely different.
A learning process. Nothing wrong with that, but one has to choose that or
just stick to the old bunch. Lately their has been a lot of new
development for Mint, so the updates are frequent. Just the other week or
so I installed xfs2 0.54, I think 2 days later a new one came out. Same
with the kernels. I decided to leave it for the moment to kernel 0.9,
Mintnet 1.01 and xfs2 0.54. It works, and I don't care about the rest.
Maybe in a year.
The same will be true for Linux. Constant updates. My intention is to get
a recent stable SuSE dist, install it completely and start *using* it.
Configuration will probably be a matter of weeks, maybe more. Setting up
Xwindow will take some time, I figure. But after that? No constant
updating of modules/kernels/filesystems or what. Another learning process.
Try and use the apps, not maintaining an OS all my free time. If that is
what is needed, then Linux won't run for long on my system :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3156. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b575363407e741@holleman.demon.nl>
Source record: 74689

on Sat 14-08-1999 15:51 Robert Schaffner wrote:

>Love my falcons realy, but i know faster ways to access the web.

Hi Robert,

...which brings us back to where it all started: CAB being slow and no longer supported (my statement). Two reasons: an Atari IS slow in 1999. And perhaps CAB could be made faster, but we need one certain Alex for that. Which brings in the competition: ooooops, we need to switch stacks. Apart from that, are they usable??? Ermmm...

Yes, the browser being the bottleneck on Atari, I'm looking for a faster one. Which means switching to Linux, in my case... only because I could get a decent machine for returning 4 free days a year on a 3-year basis.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3157. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37B5935C.FD5ECE5E@jps.net>
Source record: 74690

News to me, what happened to Peter?

> >I admit Sting's a bit like a pig to set up, OTOH it's not all that
> >difficult. One mite say it has a lot to configure and sometimes it's just
> >OK that things are widely configurable. BTW, it is still supported by
> >Ronald Andersson.

> I know that STiNG is still supported, but there is a difference between
> suporting and improving/updating a program.
>

3158. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37B59769.C9E478B8@jps.net>
Source record: 74691

I've just started testing my FX Falcon at 40 MHz with CAB, Dracpack,
etc, and find CAB/STinG on a 28.8 modem feels similar to my AMD K6-2 300
with a 56K modem. If I switch back to 16 MHz, it is hopelessly slow.

Louis wrote:
>
> on Sat 14-08-1999 15:51 Robert Schaffner wrote:
>
> >Love my falcons realy, but i know faster ways to access the web.
>
> Hi Robert,
>
> ...which brings us back to where it all started: CAB being slow and no
> longer supported (my statement). Two reasons: an Atari IS slow in 1999.
> And perhaps CAB could be made faster, but we need one certain Alex for
> that. Which brings in the competition: ooooops, we need to switch stacks.
> Apart from that, are they usable??? Ermmm...
>
> Yes, the browser being the bottleneck on Atari, I'm looking for a faster
> one. Which means switching to Linux, in my case... only because I could
> get a decent machine for returning 4 free days a year on a 3-year basis.
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

3159. Extendos Gold & CD Writer updates

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B59958.D5D11822@ping.be>
Source record: 74692

Hi !

Just a little message to say that Extendos Gold has been updated and the
new version 3.2 is downloadable free of charge for registered users of
the 3.1 version.
Also a new version of CD Writer plus is available ...
The combination of both new versions allow to use TEAC RDS55 cd
recorders and more of course ...
http://www.cyberus.ca/~anodyne/

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3160. Re: Shard of Spring for ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7p4ans$on6$2@news.campuscwix.net>
Source record: 74693

On 13 Aug 1999 17:22:12 , gmadison@usa.net wrote:
->I'm not sure if it's the sequel to Wizards Crown. I do know that Demons
->Winter is the sequel to the Shard of Spring and Demons Winter did come
->out for the ST. I searched Little Green Desktop and found DW but not
->Shard of Spring. I would sure love to find it. I played DW on the IBM-
->pc and it looks a whole lot different than the ST version. I would
->imagine Shard of Spring would look a lot better, too.
->
->Gmadison

Okay. Well, TBH-I'm not sure either, it just seemed like I recalled that
for some reason. <smile> I've not played Demons Winter. I did play Wizards
Crown on my 800XL. Its a fair little RPG. There are other good RPG's for
the ST, although you've probably already played them. I've always enjoyed
Bards Tale, Questron II, anything from the Ultima series, and of course
the omnipetent Dungeon Master/ Chaos Strikes back... ;-)

Catch ya later! :-)

PS Oh-forgot to mention AmberStar, another fine RPG. Just
wish I could get it to run on my Falcon! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3161. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7p4b5eoau1@news4.svr.pol.co.uk>
Source record: 74694
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:Yh7t3.42227$k3.423364@news0.telusplanet.net...
> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the
yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a
smoke
> filled environment or a little bit of both.

It's usually best to remove the plastic case from any electronics first -
this is generally quite easy.

Then use a spray-on kitchen surface cleaner. In the UK these go by the names
of "Mr.Muscle" and "Jif". Work these onto the surface using a nylon brush
which will reack into any fine mouldings. Rinse well in warm water and allow
to dry thoroughly. The surfaces will be so clean that they will easily pick
up grease marks etc. so spray with a silicone based polish and buff-up with
a clean cloth to protect them.

3162. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7p4c4h$on6$3@news.campuscwix.net>
Source record: 74695

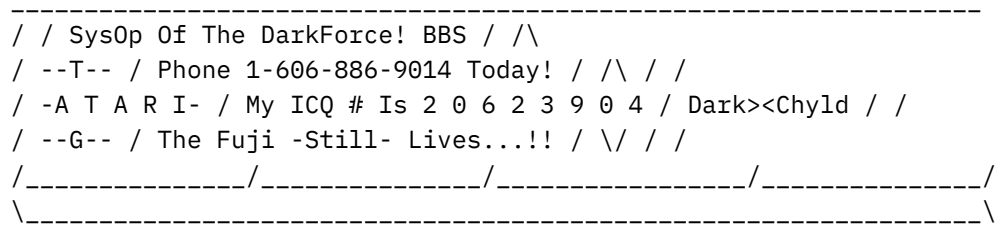
On 14 Aug 1999 04:21:38 , Dennis Vermeire wrote:

->Sadly, I admit that this is the "third" way. If one wants speedy access,
->and no nervous breakdowns then a Mac or PC will fill the gap. Once that
->more people have access to a cablemodem and an Ethernet connection
->becomes necessary then the other platforms are the only option. The rare
->to find Riebl Card is not good enough, and the MiNTNet installation will
->put most people off. I know that an Ethernet Card can be installed in
->the Milan and the Hades, but the software (MiNTNet) is not up to todays
->standards, some people might not share this view but it is a sad fact. One
->needs to know a lot about MinT to get MinTNet running.... What's that
->rumble I'm hearing in the distance? Oh, nothing special, hell just broke
->loose. :-)
->
->Cheers from Belgium
->Dennis

Hi Dennis. Methinks I hear a rumbling in the distance also! <grin> Anyways,
I just wanted to say that MiNTNet was not particularly hard for me to set
up. Katharine (Ellis) did help me with one problem I had, a script for my
ISP, but that was no different then the trouble I had getting a working
script for STing setup with my ISP. In fact, I actually connected with my
ISP on the 2nd attempt with MiNTnet. I can not tell you how many tries it
took with STing before I got it just right. I know this does vary a lot
from ISP to ISP. I've got IConnect, (it came with CAB), but I do not have
MagiC so I've been unable to try it. Just my own experience... ;-)

PS This is really gonna sound odd, but the only "stack" on
the TOS platform that I ever got working on my own with
no help was NOS/Oasis. Which as you know, most people
think is very difficult to set up. I actually called LD
to ST-Formats BBS just to D/L it after reading a review
in one of their mags... Dedicated, aren't I? ;-))))

Catch ya later...



3163. Re: Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Stephen Maclagan <Stephen@Maclagan2.freeserve.co.uk>
Message-ID: <7p4g39rgb1@news6.svr.pol.co.uk>
Source record: 74696

I'm running Win98 and it would take 36 hours or so per unit if I ran it as a screen saver,
since I set it to run all the time it now takes 12 hours or so, this is because it doesn't
need to do a lot of graphics calculations, I'm running v1.06, but if you have an earlier
version you might find it doesn't run any faster as previous versions still did the graphics
calculations when running in the system tray. I'm running a PII 350Mhz.

I did notice when I had a look at text only version of Setiathome that the only version
for the m68k is for an hp computer running netbsd1.3.3 , but when I looked at
the NetBSD web site there is an Atari port of that operating system, but only for
Atari TT030, Falcon and Hades computers, what I was wondering was if anyone
had tried this operating system and the Setiathome client for that hp computer
and whether it worked?

Claggy.

ICQ 13403076

Joe Mirando <jmirando@portone.com> wrote in message
news:379CE852.7CDAD803@portone.com...
>
>
> Randy wrote:
>
> > Greetings fellow Atari or possibly Ex-Atari users such as myself. I am curious
> > about
> > the process times for the project. I remember my ST would fly if the software
> > was
> > written correctly. Is everyone using Linux yet? Just checking because i use a
> > P233mmx
> > and under NT it takes approx. 48 hours to process 1 field but under Linux the
> > time is
> > reduced to about 24 hours.
> >

> > I still have the ST in the closet, should I plug it in too?
> >
> > Please reply to e-mail if possible and don't flame me too badly ;)
>
> Randy,
>
> I'm not using Linux... yet.
>
> I've got a 366 MHz Pentium II running <gack> WIN '98.
>
> It completes a block of data in about 18 hours, give or take.
>
> I'm looking at Linux carefully at the moment, but baby steps are the key
for me
> right now... Dealing with all the little Intel/Microsoft idiosyncrasies is
enough
> for the time being. <G>
>
> There is no Atari version of SETI@home, if that's why you were asking
about taking
> the ST out of the closet. But there's always a chance. The ST is still
good for lots
> of things, including internet work. I still prefer CAB (the most popular
Atari
> browser) to either Communicator or Explorer. Sometimes less really IS
more. The
> bells and whistles that Netscape and Microsoft provide are nice, but they
don't
> really add a lot of functionality for me.
>
> But, then again, sometimes MORE is more.... CAB's modules are a BIG help.
Being able
> to view, copy, and move entire 'folders' of web pages, automatically block
> advertisements, and encrypt messages into HTML code are all nice touches
that add
> functionality for me.
>
> By the way, my TT still gets a daily workout, so this PeeCee can take a
breather and
> get over itself. <g>
>
> Take care,
>
> Joe Mirando
>
>

3164. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b5c7ba380f6b80@holleman.demon.nl>
Source record: 74697

on Sat 14-08-1999 09:03 John Kolak wrote:

>News to me, what happened to Peter?

Hi John,

U're asking me? Recently, people started yelling at Alex to come back for CAB 3.0, since he departed for the BIG MONEY on the Mac platform.

Some time ago, there was a Swede who told us Peter R. had a quarrel with his university about his Internet account. He had took over the support for Sting but at the same time he told us he didn't have access to all the sources so he couldn't do very much.

Well, at least I liked the way he took up the job, at least he told us users there were some shortcomings and at least he told us how to get more out of Sting.

As for Mr. Peter R. himself, how much I appreciate his efforts, I certainly don't appreciate the roughly same way he deserted. Have a quarrel with your university... there's always some way to tell your customers about it. Just NOTHING! Thanks to Ronald we knew about it. In my opinion Peter went the same way as Alex: silent, hush-hush, and I don't like it at all. People wondering why others leave the platform??? Go thinking a while, please!

Yes, I damn' well know this sounds harsh... Isn't it harsh the way we're treated?????? Go figure! Perhaps it's the best thing the Draconis' people could do: introducing a new stack with clients :-(

Just asking you: would you accept something like that from MS? Apart from that you probably paid for it, but nevertheless...

Taking it to the Mint-front: what would you think if Frank Naumann disappeared silently into nothing rite now?

Then again, for Mint the sources are public available, for Sting that ain't the case...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3165. Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <salt3.6052$k3.507150@news1.telusplanet.net>
Source record: 74698
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

A local software development company who at one time developed games and applications for Atari systems, has finally decided to part with Atari goods. Most of it is Atari ST equipment, however there is some Atari Portfolio, Atari 8bit, and IBM development tools included in their equipment as well. We hauled away two truck loads (pickup trucks mind you, but trucks none the less) of equipment and were told that they will round up the rest of the items around the office in the next couple of weeks.

We have already spoken with a few local companies and individuals that we know are using/or collecting ST equipment to see what we could sell off locally, but even so, we will have a good mixture of items that I plan to post to various newsgroups.

This weekend we are trying to catalog all the assorted items, the big stuff isn't so much of a problem, but it's all the small boxes of stuff (like ROMs, manuals, emulators, cables, etc.). However we do have to try all the equipment to make sure it is fully functional and in some cases to figure out what version of TOS is has, size of drive, play some of our favorite Atari games :), etc.

After our local sales, we expect to have the following items still available, approximately 75% of the items are still boxed

Atari 800XLs (at least a couple)
Atari 520STs (1 -5 of them)
Atari 1040 STs (at least a couple)
Atari Mega STs (1, maybe 2)
Atari TTs (1, maybe 2)
Atari Falcon (1 maybe)
Atari B&W monitors (at least a couple)
Atari Color monitors (1 -5 of them)
Atari 20" monitors (at least a couple)
Atari Megafiles (1 -5 of them) varying sizes
Atari Laser Printer XLM804 (at least one)
Atari Tape Backup units (at least a couple)
Atari Modems (at least a couple)
Tons of books, and manuals
Assorted Software and Games
Assorted ROMS
Assorted stuff

Once we catalog everything, I will do a complete and thorough listing and post it to this newsgroup.

I am posting this to forewarn serious Atari collectors that we will begin taking offers on this equipment later this week, and to watch for my follow-up post. But at this time please do not email me as I probably won't have time to respond anyway. I will not respond to any email asking 'do you have this' or 'do you have that' so don't bother.

3166. Re: Will ATARI find E.T ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37B5E58B.49AFB4AB@portone.com>
Source record: 74699

Claggy,

THERE IS AN ATARI PORT OF SETI@HOME UNDER ANY OS?!?!?!?!

I've just GOT to check this out! I'm just finishing my vacation now, so it might be several weeks before I get to check on the OS and such.

Yes, I did mean "just finishing" my vacation. <boo hoo hoo :(> I'm going to be up to my armpits in work for a while.

I will, of course, let everyone know what happens, both here and in A-ONE Magazine (notice the shameless plug? <G>).

Wish me luck,

Joe Mirando
Team Atari SETI@home Search Group

3167. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b5df1016038f1@ping.be>
Source record: 74700

on Sat 14-08-1999 18:22 DarkChyld wrote:

>On 14 Aug 1999 04:21:38 , Dennis Vermeire wrote:

> Hi Dennis. Methinks I hear a rumbling in the distance also! <grin> Anyways,
> I just wanted to say that MiNTNet was not particularly hard for me to set
> up. Katharine (Ellis) did help me with one problem I had, a script for my
> ISP, but that was no different then the trouble I had getting a working
> script for STing setup with my ISP. In fact, I actually connected with my
> ISP on the 2nd attempt with MiNTnet. I can not tell you how many tries it
> took with STing before I got it just right. I know this does vary a lot
> from ISP to ISP. I've got IConnect, (it came with CAB), but I do not have
> MagiC so I've been unable to try it. Just my own experience... ;-)

The same experience here. I had more troubles to get STiNG working then
MiNTnet. I'm using MiNTnet since 5 years now. Never had a problem with it.

You don't need MagiC to use Iconnect. However with the exception of Cab
you do need MagiC to use the Iconnect clients. And that is what I really
dislike. IMHO Atari programs should always be OS independent.

Iconnect only needs a pre-emptive multitasking system such like
Geneva/MiNT or N_AES/MiNT. It's however not so easy to get that thing
working under these OS's. You'll have to play a lot with the starting
order of the autodirs.
Last week in order to do some tests I've used Iconnect a few times. Not
impressed at all. The speed was certainly not faster then with my usual
setup (MiNTnet)
>
> PS This is really gonna sound odd, but the only "stack" on
> the TOS platform that I ever got working on my own with
> no help was NOS/Oasis. Which as you know, most people
> think is very difficult to set up.

Ah, the good old NOS/Oasis. NOS was very ahead of his times. Long before
one could use multitasking systems on the Atari one could do some kind of
multitasking with NOS/Oasis. Dowload news, mails, do a telnet session and
and ftp session all at the same time without a multitasking system.
I've used it for a very long time. NOS was very reliable, unfortunately
one couldn't say that of the GEM interface for NOS, Oasis 1.35.
BTW: NOS is still under development

CU
Martin
--
***** Greetings from Okami Newsreader *****

** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3168. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p4qng$e3k$1@snipp.uninett.no>
Source record: 74701

Jo Vandeweghe <dipching@ping.be> wrote:

>> few months. I really don't know why I bought them, I think I just got a
>> feeling that I had to "keep up" with the rest of the world.

> What I think is : it was a wrong choice for you ... going to the Mac is a good
> way for us.
> Just ask Dennis why he also has one.

I really don't think a Mac is something for me. Actually, the Mac's
fascist OS is just the opposite of what I want ;-) I use PCs at work, and
I find them OK (mostly because we have a slave to maintain them ;-), but
the Macs I've used (including our own iMac) are just plain boring. Sorry
folks, I just don't like them.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3169. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p4s8bead1@snipp.uninett.no>
Source record: 74702

Louis <louis@holleman.demon.nl> wrote:

> Ok, not the latest one, but a fairly complete one. Now if you talk about
> "what you're used to", translating that into "working with Atari stuff"
> it's a whole new world. I've said before, just putting Mintnp in the auto,

Exactly. Some are used to edit configuration-files and install files by
hand, other are used to wizards and flashy(1) GUI-installers. Both would
find the other hard to use.

> just stick to the old bunch. Lately their has been a lot of new
> development for Mint, so the updates are frequent. Just the other week or

You have to remember that this is beta-releases. If you're an ordinary
user then you're better off waiting for the ordinary releases, which
should be both more stable and better documented.

> The same will be true for Linux. Constant updates. My intention is to get
> a recent stable SuSE dist, install it completely and start *using* it.
> Configuration will probably be a matter of weeks, maybe more. Setting up
> Xwindow will take some time, I figure. But after that? No constant
> updating of modules/kernels/filesystems or what. Another learning process.
> Try and use the apps, not maintaining an OS all my free time. If that is
> what is needed, then Linux won't run for long on my system :-)

Installing and setting up Suse or Redhat is very easy, atleast if you're
familiar with the terminology and unix in general. It took me around 45
minutes to install Redhat on my PC, then I had it connected to the campus
network with everything up and running (mounted homepartitions, YP,
webserver, X, printers, Samba, everything). This was in January last year,
I haven't touched it since. It has never crashed, I've only shut it down a
couple of times to fix some hardware-problems. Now it's 138 days since the
last reboot (fixed the fan)...

(1) Please note that I don't have anything against flashy stuff, I like it
just as much as the next guy.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3170. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908141503.a23596@kr.maus.de>
Source record: 74703

Hi!

G>I have been testing ICONNECT on the only client I
G>have,CAB,and find the CAB...flame me if you must...runs better and
G>faster than it does under STING.

What do you mean with faster? When I was using STiNG back then it was no real problem to get +/- 7400 bytes/sec (ISDN) depending on net traffic. I never succeeded to get such transfer rates using I-Connect.

Regards,
Jan

3171. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908141506.a23595@kr.maus.de>
Source record: 74704

Hi!

DC>Support for IConnect is coming along - already there is Teli (a Telnet
DC>client), with Chatter (IRC) in beta. Pop along to Bengy's MagiC
DC>support page for the latest news on this and IFusion, a gluestik
DC>workalike for allowing the use of STinG and Draconis clients with an
DC>IConnect connection (this latter also still in beta).

Don't get the facts wrong: I-Fusion either allows running StiK/STiNG clients
under I-Connect or Draconis. It won't allow (or atm) running Draconis clients
under I-Connect.

Regards,
Jan

3172. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908141508.a23594@kr.maus.de>
Source record: 74705

Hi Dennis!

DV>Fiffi: what is wrong with Fiffi? what can the STiNG ftp clients do
DV>that Fiffi can't handle?

Fiffi is a very basic ftp client. I'm using it here too as my provider no longer likes to work properly with STiNG but there are some things that are wrong with Fiffi. You can't e.g. simply delete a folder or upload a folder with files in it. You have to delete all files in a folder first before you can delete the folder and you have to create a new folder first before you can upload the files into it. You cannot change the name of a file, there are no sort and show options like in aFTP and it has no directory caching.
A thing that I'm missing in both I-Connect and STiNG clients is the possibilty to perform chmod comands as they are very important for cgi script installation.

DV>Chatter: IRC program , just released, I'm not saying this is the best
DV>on the Atari platform because I don't know what's available for
DV>MiNTNet, but it beats the STiNG clients hands down.

Nope, first of all Chatter doesn't support a big range of IRC commands as e.g. AtarIRC does. Then it's really a matter of personal choice if you prefer multi window or single window irc clients. Esp. on smaller resolutions multi windowing is a pain. But even in higher resolutions it can get confusing. The thing that I like most on Chatter is the /msg handling as it opens a new chat window which is in this case very useful. In AtarIRC I always have to type /msg nick again and again.

DV>I've mentioned this here before: ICONNECT and STING can be installed
DV>at the same time. They do not conflict. So it's possible to run CAB
DV>using the STiNG socket and Emailer or whatever using IConnect.

Well, I won't like to dis- and reconnect all the time to surf or to email. I think tcp/ip bridges like GlueStik and I-Fusion are the only way to get out of the tcp/ip stack disaster.

DV>Things which can't always be said of the STiNG
DV>clients: difficult setup, bugs, not compatible etc.. You don't agree?
DV>take a look at the hundreds- no thousands of postings that have been
DV>posted from people havings problems here the last year.

Well, when I look at all those thousands no tenthousands of postings of Atarians having problems with their Atari I surely must come to the conclusion that Ataris are in general: difficult to setup, buggy and not compatible.;-)

DV>OXO: I never succeeded in getting connected to my IP with no matter
DV>what version of Wensuite.Trying to load a quite simple html page

DV>offline (2 frames, 1 animated GIF) still gives me bombs. So this is
DV>definitely a nono.

Well I saw quite a bit of positive development in the latest 3.12b. But again
Wensuite needs his own stack.:-(

Regards,
Jan

3173. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908142312.a23601@kr.maus.de>
Source record: 74706

Hi!

DV>I-fusion
DV>which is now in beta stage will probably fix the stack problem. This
DV>program will allow LOA and STiNG clients to run under the IConnect
DV>stack.

Nope. Again: I-Fusion currently allows running STiNG/STiK clients under either I-Connect or Draconis.

DV>Since MagiC will be the OS on the new Milan, this thing might
DV>sort itself out. I think that IConnect will be installed as the stack,

Well, I-Connect is mentioned to be included (http://place2be.de/archive/axro.htm) but no other I-Connect client. They'll more probably go for Draconis which is BTW the easiest to setup of them all. That's why I-Fusion also exists for Draconis and why there is a Chatter version for Draconis.

DV>with LOA running as client, the clients that are missing like IRC,
DV>gopher, telnet etc.. are already available as STiNG and IConnect

What gopher client exists for STiNG/IConnect? Telnet is already available for Draconis and IRC (Chatter) as well.

DV>clients. That's the nice thing about commercial software, the market
DV>tends to sort itself out.

Yes, but is that nice? (see http://www.microsoft.com/)

Regards,
Jan

3174. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908142230.a23602@kr.maus.de>
Source record: 74707

Hi!

JES>Sorry Dennis, this "fact" is very easy to change, I can easily make
JES>IConnect 90% slower than STiNG if I want... It's basically just a
JES>matter of configurations and ISPs. With some ISPs IConnect works
JES>best, and with some it doesn't work at all. The same applies to STiNG.

Ahh, so that must have been the case with my ISP as STiNG performed far better.
Actually now STiNG no longer works but I-Connect. Do you know some settings I
can play with to get better transfer rates?

Regards,
Jan

3175. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908142313.a23603@kr.maus.de>
Source record: 74708

Hi!

DV>Well, all of the above can be done
DV>by Fiffi just the same, and a wee bit more :-)

It can't! You cannot download a complete folder. Ever tried to select a folder and dl it? In addition: you cannot delete a complete folder and you cannot upload a complete folder. And where is the directory caching? And what wee bit more? The GEM Script support is nice indeed.:-)

DV>What was getting on my nerves was the constant
DV>IConnect bashing here in this newsgroups.

Yes, some people on this newsgroup might tend to bash ASH/MagiC/I-Connect which is of no use of course. But that's no reason to glorify ASH/MagiC/I-Connect on the opposite.

DV>It's like the
DV>discussion in the Dutch Mailinglist a couple of weeks ago where
DV>someone declared that Papyrus was "the best wordprocessor on our and
DV>other platforms". Statements like this make me climb on that famous
DV>white horse. As long as one hasn't tried out the competition or at
DV>least knows what it might be capable off he/she should keep his/her
DV>mouth shut.

So it's nice that you have this attitude but you're praising I-Connect clients and bashing STiNG clients and (quote of an older message)

DV>The last year I haven't tried a single STiNG client. Why should I?

So you're doing exactly what you didn't like others to do...

Regards,
Jan

3176. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908142314.a23604@kr.maus.de>
Source record: 74709

Hi Bengy!

B>I especially like how fiffi is Scriptable with ASH Scripter, Especially
B>when managing a large webpage which is updated frequently.. it makes
B>life quite a bit easier.

So you've probably written an automised webpage updating script? If yes: let me know! I really need such a script.:-)

Regards,
Jan

3177. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-14 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7p4dhc$kk2$1@SOLAIR2.EUnet.yu>
Source record: 74710

On 14 Aug 1999 00:58:31 , Jo Even Skarstein wrote:

>I think you missed the point - IConnect only works under MagiC

Is it really so? About a year ago a guy demonstrated to me web browsing
with CAB using MiNT + N.AES + Thing + IConnect, and after that I tried it
at home in a MultiTOS-like environment: MiNT + AES4.1 + IConnect, and
connected immediately and surfed the web for about 30 minutes without
noticing any problems. I admit that I did not try everything in CAB, though,
neither did I try any other client. Are there some finer details that do not
work correctly, or what?
Why does everybody say that MagiC is needed for IConnect?

Btw. the above was just for the sake of an experiment, generally
I use TOS2.06 + STiNG; AES4.1 is too slow on my Mega ST and does not
succeed to run a couple of programs that I like.

Regards;

3178. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37B70347.3172C69A@mrgs.cix.co.uk>
Source record: 74545

Louis wrote:
>
> on Thu 12-08-1999 21:52 Joe Mirando wrote:
>
> >Heya buddy. You can find all the info that's available from the SETI@home web
> >pages at:
> >
> >http://setiathome.ssl.berkeley.edu
>
> Hi Joe,
>
> well tks for the URL but rite now I've been unable to connect. All my ISP
> says is "unable lookup DNS". Either the site is down or has moved... any
> info? This has been for the last 36 hours or so.
>

Well I've just downloaded it no probs :-)

Chris
--
Mr.G on his G3

3179. Wang VS emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37b70a91.1405471@news.wxs.nl>
Source record: 74546

I have a question for those of you that know what a Wang VS is,
or for those of you that know somebody that uses/used a Wang VS.
For those of you that do not know what a Wang VS is, it is
a mini.computer with an instruction set similar to the IBM 360
and 370 series.
During the past 8 years, I have been working on an emulator that
will allow you to run programs designed for the Wang VS. I have
been writing this program using Turbo C on my Atari ST Book.
I ported this program to the PC too, so now this program is
available for downloading on my homepage. The reason that
I put the PC version on my web-page is that my ST-Book is
just too slow to run the emulator at an adequate speed. But
since I like Atari systems better than PC's. I was wondering
whether there are Atarians out there that would like to use
the Atari version of my emulator. If you would like to try the
ST version, let me know. You can send me a message by
sending E-mail to ernest@wxs.nl so that I can find out if some
people are interested. If you want to try the PC version, you
can download it right now from my home-page at
http://home.planet.nl/~ernest

Regards, Ernest.

3180. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p72t0ptt1@snipp.uninett.no>
Source record: 74547

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>I think you missed the point - IConnect only works under MagiC

> Is it really so? About a year ago a guy demonstrated to me web browsing
> with CAB using MiNT + N.AES + Thing + IConnect, and after that I tried it

You're right, it will work under MiNT as well - if you're lucky. I managed
to get it working on my Falcon with MiNT+N.AES, but it it was not easy...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3181. Re: Wang VS emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b7073c39742d0@holleman.demon.nl>
Source record: 74548

on Sun 15-08-1999 19:00 Ernest R. Schreurs wrote:

>I have a question for those of you that know what a Wang VS is,
>or for those of you that know somebody that uses/used a Wang VS.
>For those of you that do not know what a Wang VS is, it is
>a mini.computer with an instruction set similar to the IBM 360
>and 370 series.

Hi Ernest,

yup, we use Wang VS at my working place, mainly for the administration
sectors. Intended to switch to NT in about 1-2 years from now.
We're running a VS-6000 server, the clients are mostly Win-95 machines
working with Lightspeed on it (thru' Netware).

>If you want to try the PC version, you
>can download it right now from my home-page at
>http://home.planet.nl/~ernest

I'll see if I can give it a try on the PC's at work sometime.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3182. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: "Wili E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <37B5F6D1.32C9A2AA@zititup.demon.nl>
Source record: 74549

Alain GAYMARD schreef:
>

> http://perso.club-internet.fr/agaymatd/network_e.html

This seems to be an invalid url ?

--

Greetz,Rick

3183. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37B72520.863C69D0@direcpc.com>
Source record: 74550

Try changing the spelling of agaymatd in the url to agaymard.
Since he spells his name with an 'r'
Jim

Wili E. Coyote wrote:

> Alain GAYMARD schreef:
> >
>
> > > http://perso.club-internet.fr/agaymatd/network_e.html
>
> This seems to be an invalid url ?
>
> --
>
> Greetz,Rick

3184. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <B7Gt3.54332$k3.439058@news0.telusplanet.net>
Source record: 74551
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/15/99
Atari 8bit hardware added
Atari Portfolios and accessories added
Atari ST hardware and accessories added
Atari ST Software added
Atari ST Manuals added

As promised, here is the listing of Atari items that we have cataloged so far. I will continue to update this post as we go through the rest of the equipment or sell items off. Please see the original post for the story behind all this equipment. I have incorperated all the new equipment into my regular style of post and added in some of the items that I/we already had laying around. All the Atari equipment has been tested and appears to work fine, however the IBM development tools and hardware has not. We have no reason to believe that it won't function properly as the majority of all of the added equipment is in very good shape and boxed. If you have any questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post. Please note that I am in Western Canada, so shipping to the US will be slightly more expensive on larger items (however if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
Please note that at the time of this posting, there are multiples available of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice
- Atari Mega4 ST(s) - with keyboards/mice and power supplies
- Atari TT030 - with keyboard/mouse and power suppy
- Atari TT030 with built-in SCSI Harddrive - with keyboard/mouse and power suppy

- Atari PCT1426 13" Monochrome TT Monitor
- Atari TTM195 20" Monochrome TT Moniters
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLMC804 Laser Printer Controller
- Atari SLM804 Laser Printer - boxed with power supplies
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables
- Atari Portfolio - with box and manual
- Atari Portfolio(s) - missing box, manuals
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Custom made Atari ST Composite Video/Audio cable (standard RCA jacks) Connects an Atari ST to any composite monitor

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

8-Bit Cartridges Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)

- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

IBM PC Development Packages/Software/Hardware Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

Miscellaneous Software Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

8-Bit Books Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM

- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========

I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

3185. Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: dvuk1@zg.tel.hr
Message-ID: <7p7b19$r93$1@as102.tel.hr>
Source record: 74552

I have NOVA card MSTE/TT version...
Well, it works in TT with driver 2.08, newer versions works weird
(colours are green, 32k, 65k, 16M modes don't work at all)

I decided to put this NOVA in Mega STe, but I have drivers 2.08 only
for TT, not working on MSTE.

Anyone could help me?
Vuk

3186. Re: Hard drive problem

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: shacoustic@aol.com
Message-ID: <19990815173255.02693.00000130@ng-fh1.aol.com>
Source record: 74553

Thanks for the reply, Peter.

I've tried all this, without success. I'm starting to believe that it is a problem with the Host Adapter card(s) and not the hard drive, since when I try to access the hard drive, a message pops up saying "Host Adapter not found".

If there is a problem with the host card, what can I do to fix it?

Steve

>S>How can I possibly troubleshoot which component is not working, or find
>S>a place who can do it for me?
>first, if you've got the whole ICD disk you will find thereon a
>program called IDCHECK (or similar). That will give you an idea on
>which ID your drive was found (or not, of course).
>
>Then you should install the driver. by HDUTIL.PRG
>
>One hint: If your drive is not bootable for the moment, you should try
>to switch on the computer the drive being switched *off*! Then having
>arrived on the desktop, switch on the drive and wait for reaching its
>speed.
>
>Then you should launch the driver from a floppy, and after all try to
>install an icon for logical drive C:

3187. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7p7fbp$8qn$1@news1.xs4all.nl>
Source record: 74554

On 14 Aug 1999 12:01:13 , Richard Karsmakers wrote:
Sorry, This is only useful when it works under MagiC/Jinnee 2.1 !!
That's my OS and the OS for many other Atarians....
An 'ultimate' virus killer MUST work under every OS, Richard.
Jos

3188. StinG question

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <7p81fa$roa@newsops.execpc.com>
Source record: 74555

Greetings,

I am contemplating setting up StinG.
The Docs seem to be in a different format.
Hypertext or something like that.

I think, in order to read them you need ST-GU15
The Docs for ST-GU15 are in German.

Is there a site where I can pick up English Docs for StinG?

Thanks for your help

ken

3189. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: "Wili E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <37B5F5F0.8EE78C64@zititup.demon.nl>
Source record: 74711

Alain GAYMARD schreef:
>

> My Falcon is connected to my PC via a serial cable. All informations
> about my "network" at the following address :
> http://perso.club-internet.fr/agaymatd/network_e.html
> I'm using Linux, not Windows, but is could also be possible with a good
> NAT program (for IP masquerading) :)

Thanx. I will take a look instantly :-) I don't need masquerading as
the TT only needs to get mail and news from the pc and not connect to
internet directly via pc.

>
> --
> Alain

--

Greetz,Rick

3190. Re: WTD MagiC for PC/Mac

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37b607ee$0$158@news.zetnet.co.uk>
Source record: 74712

Bob F <info@techsoftware.freeserve.co.uk> wrote in message
news:7orfcl$586$1@news5.svr.pol.co.uk...
> Hi,
>
> Looking for MagiC for PC and/or Mac. Needs to
> be version 4 or higher.
>
> Regards
>
> Bob.
>
>
Well your "search" is over just contact System Solutions and they will
sell you either

3191. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: magicben@my-deja.com
Message-ID: <7p56i8hnj1@nnrp1.deja.com>
Source record: 74713

> Support for IConnect is coming along - already there is Teli (a Telnet
> client), with Chatter (IRC) in beta. Pop along to Bengy's MagiC support page
> for the latest news on this and IFusion, a gluestik workalike for allowing
> the use of STinG and Draconis clients with an IConnect connection (this
> latter also still in beta).

Yes, Support for I-Connect is surely increasing. On a related note, in a past email with Thomas Much, he told me he will probably release the source code for T2 (The First telnet client for Iconnect, included with later versions of CAB) quite soon, if anyone is interested. About I-fusion: Currently, there are two versions of the program . One for Draconis and One for I-Connect. Unfortantly, It seems that Ifusion will not be free, or even shareware, as GlueSTiK is . It will be sold as its own program, the Draconis version by M.u.C.S. How it will be sold by ASH has not be determined yet (Whether or not it will be packed in with CAB, sold as it's own, etc etc)

There are many reasons why I use I-Connect as opposed to Sting. One of the main ones being IRC. I enjoy to go on #atari(scne) while I update my webpage(s) under MagiCMac. On my Falcon I can use AtarIRC with no problem, but the later versions purposely do not work under "emulators" such as MagiCPC/Mac. The author, Lonny P, does this because he says he does not want to support Atari Emulators. That's fine, it's his decision, but because of this I really am forced to choose between FracIRC and Chatter. And between those two, Chatter wins hands down. I've never quite understood why many atari users can not comprehend that some people who use MagiC Mac actually use it as their MAIN Operating System. I know of many MagiCMac users who only use the MacOS for the odd program, and actually have MagiCMac boot up automatically when the Computer is turned on.

Anyways, I will soon be following in the footsteps of the X-Online (Now Place2Be.com) and will be registering my own Top level Domain name. I've narrowed it down to a few, many of the one's I wanted were already registered. It is now between: MagiCOS.Com MagiC-OS.Com MagiCBen.Com :-) MuchMagiC.Com (Only Canadians will understand this one I think ..ie "MuchMusic" :-)) EnjoyMagiC.Com And then there is Dennis V's suggestion, MagiC-Rulez.Com

Anyone have any thought on which one of these I should use? I would take a vote but I'm too lazy :-)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3192. Re: Port Douglas & Cairns

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934683278-855047AEicMi@online.be>
Source record: 74714

>mmmm..... whoops!
>
>This post was a reply to an article published by 'Maurio' in
>rec.travel.australia+nz
>
>Obviously it does not belong in this NG , sorry for the miss-posting.
>
>Paul Mac

Don't worry about it, it made a very welcome change :-))

Cheers from Belgium
Dennis

3193. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934683282-855686AEicMi@online.be>
Source record: 74715

Robert Schaffner <doitarchive@atari-computer.de> wrote on 14-08-99:

Hi Robert,
>Forget that. CAB works also realy fast ans stable with STinG.
>IConnect isn`t the latest word in socket technical..
>If you have different results in the form of 25%, anythig of your STinG
>installation is wrong.
According to Jo Even Skarstein this is just bad luck, I should switch to
another IP, a STiNG biased IP that is.

>Mostly i got more cps with STinG on the same site.
That's being lucky, you surely must have a STinG compatible IP

>Most clients for STinG are free. IConnect too?
>You got a free client for Iconect?
Yep,and so have You :-) Fiffi comes bundled with CAB

>Have a look for english releases, you got it 5 month (ore more??) after
>a new german release. Authors can build also english .rsc files, but..?
You know Robert, we're moving on...
IConnect 1.7 was translated five days after it's official release and ready

to download. In fact it was ready before the major Atari dealers had it in
stock. Fiffi was done a couple of days later. Since then two versions of
Teli and three versions of ASH Emailer have been translated, including the
bubblehelp files. In fact every single IConnect client is translated and
can be downloaded from http://bengy.atari.org section translations.

>Whitch "other" client? :-> Emailer?
>Fine and realy colorised, not nice to scroll any window to read a simple
>message. Unusable for me. Sell it one year ago.
You're talking about version 1.0, how many STiNG clients are perfect from
day one?

>Teli? Not use them. And for what?
For Telnet

>Fiffi, nice handling. Some smal bugs, but it works nearly perfect.
Since, you're not aware that Fiffi is now bundled with CAB, surely again
you're talking of an old version..... I have yet to see the first bug in
version 1.11

>And last but not least, edit the config file of IConnect with a txt
>editor..
Why do you edit the config file with a text editor, if you need to change
the settings, use IConfig....

>IConnect setting have bugs under some cirumsdances. I can repeat that.
>Anytime i change the setup, maybee to get connectet to another isp,
>Iconnect makes trouble while connect the new isp. After delete
>the hole setup, create them all new the error is gone. It works.
>People how doasn`t chance the setting often have a nice socked.
For a start you could try using IConfig, instead of a text editor. You do not need to change any settings at all. Just create a new set, you can create a set that uses the default settings, or create a set whitch uses your previous settings...

>Package it`s a fine thing, but not gold at all. Sorry.
Reading the manual might perhaps help ?

> Like announcing new s/w for the "Atari"
>> but you need a Milan-060 to be able to run it. I'd say "drop dead"...
>
>Suprise suprise...
>The same what i mean, sice -years- here, you only say it in other words.
Be serious, I can say this everytime someone releases software for the Falcon. Let's delete all software that make use of the DSP??

Cheers from Belgium
Dennis

3194. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934683286-856827AEicMi@online.be>
Source record: 74716

Jo Even Skarstein wrote on 13-08-99:

Hi Jo, :-)))
>It's good to have you back Dennis, it's been boring here without you.
You aint seen nothing yet

Well well, Jo, I feel honoured, four replies!! since you wrote these on a friday evening, and we agreed that pigs might fly on friday evenings, I'll take this in account here.

>I definitely know about at least two very pissed off IConnect-users
>(actually, I only know two IConnect users...).
Is that a statement or a remark?

>Sorry Dennis, this "fact" is very easy to change, I can easily make
>IConnect 90% slower than STiNG if I want... It's basically just a matter
>of configurations and ISPs. With some ISPs IConnect works best, and with
>some it doesn't work at all. The same applies to STiNG.
Stupid me, I should have realised that there are IConnect biased and STiNG biased ISP's out there, sorry Jo.
Please explain how I can make IConnect 90% slower, I've entered minimum values everywhere I could, and with these settings I'm still a couple of percents faster. I blame my IConnect biased ISP for this, he probably overrides my settings.

>Until you've tested IConnect, STiNG, Adamas, WenSuite and MiNTnet on
>several different ISPs, with several different machines, different
>clientsetc. it's just plain stupid to claim any "facts" at all.
I use IConnect, and used STinG, I've tested Adamas and Wensuite. Four out of five isn't that bad is it. I also wrote that I would not comment on MiNTNet yet.

>Excuse me? STiNG was recently updated AFAIK. MiNTnet has been updated
>several times the last few months. IConnect is also a pure dialup-stack,
>hence unusable in a LAN.
STiNG has been repackaged, this is not exactly a update. Like I said, I will make no comments on MiNTNet (just give me some time)
IConnect is a dialup-stack indeed, so are, Wensuite and Adamas. STiNG is a bit of a mix, but under TOS and MagiC it's a dial-up stack.
Who mentioned LAN's here? Throw LAN out, it is not invited in this discussion, wrong topic.

>IConnect only works under MagiC, so even if these clients are as wonderful
>as you claim, you're forced to buy MagiC to use them. What if you want to
>use EMailer, but also like to use memory-protection and Paral when you
>program? Dual-boot?

Perhaps, why not :-) I can claim exactly the same. I'm forced to install
MiNTNet and if I want to use Emailer what are the options? Dual-boot?

>Emailer sucks. Period. It recently got some *extremely* useful features
>(like background images and *true* smilies)
Come on Jo, You can do better then that.

>but aMail is still the choice if you want functionality.
I like the soundsamples feature this is really functional

>Running local news-clients over a modem is a pain, the absolutely best and
>fastest way to read news is to telnet to a fast box with a fast connection
>and use tin, knews or something similar. They're not pretty, but very fast
>and very functional.
Is that a pig flying by? No, you're really serious aren't you? On average
I pull in about 120 postings daily. I guess most of us here do that, do you
really expect me (us) to begin tinning and knewsing ? If that is the only
alternative you can offer..... :-))) (very big but wary smile)

>*Cough*... Teli works, but that's all. The good old BSD-telnet is still a
>lot better. The telnet-clients for STiNG are not good though, most of them
>have serious shortcomings in their terminal-emulators.
BSD, who invited NetBSD to this discussion? I simply said that Teli works
flawless, and the STiNG clients are not suitable. What kind of simple soul
is going to install NetBSD just to use telnet?

>> I've mentioned this here before: ICONNECT and STING can be installed at
>> the same time. They do not conflict. So it's possible to run CAB using
>
>Try being online with both at the same time... I would think that anyone
>who starts with such a dual-setup will end up using just one of them after
>a while.
Why not? I've done it six months like this. You have the best of both
worlds, and yes, one will probably end up using just one. The one who's
suited best for ones needs, in my case it was IConnect.

>Geir Vi¿½lidalo, are you listening? I told you so, it's not the software,
>it's just you. You're obviously a complete idiot since you can't even get
>Emailer to work, while I'm probably the genious here, since I don't have
>any problems with my MiNT-Net and STiNG-clients.
Perhaps Geir had a lousy advisor? you do know that there is only a very
fine line between sheer genius and being complete cookoe?
Geir are you listening? contact me.... when you have a problem you should
get advice from the specialists. When you're feeling sick I suppose You do
go and visit a doctor instead of the local vet?

>> Things which can't always be said of the STiNG clients: difficult setup,
>> bugs, not compatible etc..
>>
>"Facts" again Dennis?
Facts, oh dear, stupid me. Of course: STiNG comes with a very nice easy to
use setup installation program. All the clients share the same nice users

interface and commands, the keyboard shortcuts are generalised, the HYP help files are outstanding, all the clients are highly integrated and are able to use script files, automating some tasks. Since all the clients have been beta tested very intensive, bugs are minimal, bubblehelp is integrated to help the uninitiated. Each client can individually make the connection and deconnection to the net, making automated access a breeze. Ah, why am I writing this, you use STiNG clients, so you know them better then I do. Well, the IConnect clients luckily can do these things also.

>> You don't agree? take a look at the hundreds- no thousands of postings
>> that have been posted from people havings problems here the last year.
>>
>Ahh, proof...
Nah, not really. I suppose that like Geir these people are all complete idiots, not even capable of installing a simple program. You're right, postings of people reporting problems, bugs or asking for help should be denied completely from now on. Let's make this offical CSAS policy.

>>Instead of concentrating on all the clients, the programmers better would
>>put more efforts in getting the browser right.
>>
>What? And why doesn't this apply to ASH? Ditch IConnect and put some
>effort into the clients instead...
Because the clients are written and here to stay, try them out just for once, so you know what you're criticising. Oh, I forgot, You can't get MagiC installed properly, does that mean You belong in the same category as Geir V. ?

>Bulls**t. It's just a matter of...
>
>a) What you're used to.
>b) What you like.
>
>If you're used to the unix-way of setting up stuff, you'll probably find
>flashy GUIs hard to use as well. NT is a good example of how horrible a
>GUI can be to do such tasks.
Give it up Jo, this discussion/topic has been here several times before. I use the ST since day one, in 1985 declaring the statement above would have been acceptable. I haven't been in touch with command shells and the like since say 1986. After 13 years, it's time to ditch the GUI, and return back to the commandline/shell, just to be able to connect my Atari to an outside cable Ethernet?. The guys who turned MiNTNet into the monster it is today should be publicly crucified. it's about time the MiNT developers make their minds up. What do they want? a OS that's used and enjoyed by as many users possible, or the opposite, a OS written for a small group of people with specific needs.
Linux is installed on more and more PC's, why ? Windows sucks all of a sudden? Perhaps it's because with every new release the installation and set up gets easier. The easier to install, the more people who will jump on the bandwagon. The MiNT developers should keep this in mind, before releasing a new version they should perhaps invite a complete idiot (one

like me) and see if he manages to get it running, if he can't, ditch it and go back to the drawing board...

>Hehe... It's rather sad to se an otherwise intelligent person write such
>crap... You obviously have no idea what MiNT-net really is. MiNT-Net is
>harder to set up for some people, because it doesn't have wizards and
>GEM-frontends, but it's also incredibly powerful compared to the other
>stacks around.
I know MiNTnet is powerfull, and I am about to find out all about it real soon. In the meanwhile a stupid question: why did the programmers leave out a GEM-front and wizards? I'm convinced you're going to give me a very intelligent answer....

Cheers from Belgium
Dennis

3195. Re: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37B60BCF.40D27B95@ihug.co.nz>
Source record: 74717

Hi there,

broncos@primenet.com wrote:
>
> Does anyone know where I can pick up a midi sequencer for my falcon
> I have been using kcs omega but unfortantley it will only work in st high
> mode. I want something made specifically for the falcon or something that
> will run in 800 x 592 (centscreen) resolution.

I use MasterTracks Pro v3.6 in 800x592x16 colour under Videl Inside. It works great. MasterTracks may be available second hand if you ask around. A few wee bugs exist (no save preferences is worst, incorrect VDI colour handling is only other worth noting) but other than that is hasn't crashed on me in the whole 4 years I've used it on my Falcon...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3196. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FGHMw0.4IK.0.bloor@torfree.net>
Source record: 74718
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

With my 1040STe, I got sick of the yellow-ish plastic too. Last time I took it apart (to transplant a better floppy drive into it) I took the top of the case outside, masked off the power & disk drive LED windows and the Atari logo, then hit the sucker with spray paint. This was after using a tiny flat file to enlarge the cooling slat holes near the power supply. The thing runs cooler now, and looks great. It was grey primer auto paint, BTW. One could just as easily go candy-apple red if one wanted to.

JG
Isolated out in Atlantic Canada

3197. Re: MagicPC - can it use an internal modem?

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <934706503.16936.0.nnrp-14.9e98e4aa@news.demon.co.uk>
Source record: 74719

John Whalley <news@whalley.demon.co.uk> wrote in message
news:934415996.26836.0.nnrp-09.9e985e5c@news.demon.co.uk...
> Gary Priest wrote in message
> <934405500.10410.1.nnrp-06.9e98e4aa@news.demon.co.uk>...
> >Hi all
> >
> >I've just taken the plunge and bought MagiCPC1.2. I've managed to get
STinG
> >working with it when I use an external modem plugged into a com port, but
I
> >can't seem to get it to recognise my PC's internal modem. The modem is
> >apparently COM3, but MagiCPC, STinG etc. doesn't recognise that it
exists.
> >Anyone got any idea?
>
> Hi Gary,
>
> It works OK with my internal modem, but it worked pretty much from
scratch.
> Might be worth checking port settings for the PC's COM port, MagiC-PC's
> serial port settings and STinG port settings (CPX etc) to see if they all
> match (NB MPC only has Modem1, so if you've copied stuff over from a
Falcon
> you might have settings for a non-existent Modem2, apologies if this is
> obvious).
>
> Other than that, you could try checking the modem initialisation string
used
> by Windows and using that for STinG (assuming the modem works OK from
within
> Windows) - can't remember off hand how you get at it, but I'd start with
> modem properties I guess.

Yeah checked all that. It just doesn't work with the internal modem. Works
fine with my old USR Sportster plugged in (at 28.8 rather than my lovely new
PC internal 56k modem). Thinking about it, it's probably because my internal
PC modem is not so lovely after all. It's what came with the PC, hence it's
a cut-down, OEM version of a USR 56k Voice-Win. It's probably the fact it's
a WIN-MODEM that is the problem!
I guess I'll just have to live with my old modem for MagiC-PC for now, until
I eventually upgrade to a proper PC modem (not a WINmodem).

Gary

3198. New MyMAIL version

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7p5u1i$rba@newstoo.ericsson.se>
Source record: 74720

```
Hi all !

New version of MyMail 0.86 at my homepage.

http://www2.tripnet.se/~erikhall/programs/mymail.html

A problem with Magic and sting fixed in this version.

Please read more about changes and new things
in the history file and the html docs.

-----------------------------------------------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.
-----------------------------------------------------------

If you find any problems with MyMAIL please let me know.

Thanks to all of you for all the help i get from you all.

Best Regards
Erik Hall

--
-----------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
-----------------------------------------------------------------
```

Erik H&#65533;ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html

3199. Para los Espa&#65533;oles y el Atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Ignatius <vhenar@teleline.es>
Message-ID: <7p61lq$19l$1@talia.mad.ttd.net>
Source record: 74721

Busco Atari Falcon que este en perfecto estado.
Enviarme ofertas.

3200. Falcon as X terminal

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <37B68B42.CC0AA2D2@club-internet.fr>
Source record: 74722

Hi
I've a linux box (PC) and two Atari. One of them is a Falcon, and I'd
like to use it as a X terminal. Is it possible (using MiNT ?). I know
that my Falcon is quite slow without accelerating card, but it could be
a nice monochrome X terminal. I've not found anything yet on the net.
Does any one have a solution ? I don't want to install Linux on ma
Falcon, I know it works fine, but it is a bit slow...
--
Alain

3201. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: bengy@atari.org
Message-ID: <7p668r$58u$1@nnrp1.deja.com>
Source record: 74723

Hi Jan! :-)

> A thing that I'm missing in both I-Connect and STiNG clients is the possibilty
> to perform chmod comands as they are very important for cgi script
> installation.

You read my mind, This is something I've been needing for quite some time
now. .... I wonder if Juergon plans on adding this..

> Nope, first of all Chatter doesn't support a big range of IRC commands as e.g.
> AtarIRC does. Then it's really a matter of personal choice if you prefer multi
> window or single window irc clients. Esp. on smaller resolutions multi
> windowing is a pain. But even in higher resolutions it can get confusing. The
> thing that I like most on Chatter is the /msg handling as it opens a new chat
> window which is in this case very useful. In AtarIRC I always have to type /msg
> nick again and again.

Which commands are these? I have not noticed, but I just use the elementary
features of IRC. I agree the multiwindows can get cluttered, but on a whole
I do think it is an advantage. I do prefer Chatter over Airc. Features like
the Hotlist and as you say the message window are nice. So is the Channel
list window and the Names window, its much nicer then just the nicks in Airc
which are displayed on the botom of the page. Plus, if cosmetics means
anything, I really dont think there is that much of arguement about which
client looks better.

PS; in AIRC just press TAB and you dont have to type in the /msg nick over
and over again :)

Take Care Ja

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3202. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B65D29.26E4FB45@ping.be>
Source record: 74724

Jo Even Skarstein a *crit :

> Jo Vandeweghe <dipching@ping.be> wrote:
>
> >> few months. I really don't know why I bought them, I think I just got a
> >> feeling that I had to "keep up" with the rest of the world.
>
> > What I think is : it was a wrong choice for you ... going to the Mac is a good
> > way for us.

> Sorry
> folks, I just don't like them.

So if it's just a question of taste I don't have anything to add. When you have tried that's all right.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3203. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37B69D3F.BCA76CC2@mrgs.cix.co.uk>
Source record: 74725

Jo Even Skarstein wrote:

> I really don't think a Mac is something for me. Actually, the Mac's
> fascist OS is just the opposite of what I want ;-) I use PCs at work, and
> I find them OK (mostly because we have a slave to maintain them ;-), but
> the Macs I've used (including our own iMac) are just plain boring. Sorry
> folks, I just don't like them.

Well I love mine :-))

Chris
--
Mr.G on his G3

3204. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b69448420c4f40@holleman.demon.nl>
Source record: 74726

on Thu 12-08-1999 21:52 Joe Mirando wrote:

>Heya buddy. You can find all the info that's available from the SETI@home web
>pages at:
>
>http://setiathome.ssl.berkeley.edu

Hi Joe,

well tks for the URL but rite now I've been unable to connect. All my ISP
says is "unable lookup DNS". Either the site is down or has moved... any
info? This has been for the last 36 hours or so.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3205. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b6af884360f451@holleman.demon.nl>
Source record: 74727

on Sat 14-08-1999 22:57 Jo Even Skarstein wrote:

>Exactly. Some are used to edit configuration-files and install files by
>hand, other are used to wizards and flashy(1) GUI-installers. Both would
>find the other hard to use.

Hi Jo-Even,

I haven't seen any anouncement elsewhere, but in the German Mint/MTOS
group they were talking about a graphical program to set up Mint.cnf.
Think it's called Mist or something. Woller&Link announced a front-end to
handle Mint.cnf and NAes.cnf graphically. Perhaps a good thing for newbies?

OTOH, I would certainly prefer a nice shell to handle config files in case
you have nothing more than the kernel and basic stuff incl. Xwindow. Same
applies to a Mint setup with no AES. Just think of editting all the
configs in VI :-) Eeeeeekkk!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3206. Anthony Jacques site

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7p6f6o$4js$1@news7.svr.pol.co.uk>
Source record: 74728

Where actaully US his site now ? all the links I find are broken to Zetnet

thanks

Chris.swinson@mega-disczine.freeserve.co.uk

3207. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37B6C6C5.300CD01A@portone.com>
Source record: 74729

Louis wrote:

> well tks for the URL but rite now I've been unable to connect. All my ISP
> says is "unable lookup DNS". Either the site is down or has moved... any
> info? This has been for the last 36 hours or so.

Louis,

Hmmm... THAT'S annoying. :-(

The SETI@home page has had some problems, but I've been accessing them off and on throughout the past few days. You may have just been unlucky enough to have hit them during a few 'episodes'.

I re-tried the link I sent you and it worked just now, so I'd recommend trying again. I don't know what to recommend if that fails (other than wiping out your DNS cache, of course). There is also a NewsGroup that has a lot of SETI@home people floating around... alt.sci.seti. It might be worth cruising around there and asking if anyone else has had persistent problems with connecting to the site.

As I said in a previous post here, I'll be trying to install NetBSD on my TT and trying the software version for it. I'm not looking forward to trying to install yet another OS, but if it works I'll be a mighty happy camper.

SETI@home just passed one million participants, by the way. That's not as great as it sounds though. Out of the million, there are about 372,000 that have turned in at least one block of data in the last 2 week. Plainly, the majority has either lost interest or decided against participating.

Keep on trying and let me (us) know if you have any luck.

Take care,

Joe Mirando

3208. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwkj80.6z6mbn4x04w0N@pm-d29.rhein-main.de>
Source record: 74730

Jan-Frederik Daldrup <Jan-Frederik_Daldrup@kr.maus.de> wrote:

> What do you mean with faster? When I was using STiNG back then it was no real
> problem to get +/- 7400 bytes/sec (ISDN) depending on net traffic. I never
> succeeded to get such transfer rates using I-Connect.

Thatï¿½s normal for both stacks here. Doasnï¿½t forget that not all have
ISDN. Maybee they all use them with analog modems, a point of much
differend transfer rates. Also between both stacks. With a simple
analog modem i got allways the best results with STinG.
With ISDN they both neary even.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3209. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwkgdh.cgws8j14b36c6N@pm-d29.rhein-main.de>
Source record: 74731

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> According to Jo Even Skarstein this is just bad luck, I should switch to
> another IP, a STiNG biased IP that is.
>
> >Mostly i got more cps with STinG on the same site.
> That's being lucky, you surely must have a STinG compatible IP

I donï¿½t know what ISPs in other countrys are doing.
Think they use the same server software as here?
STinG works fine with ARCOR, MOBILCOM, T-ONLINE and my bloody privat ISP

> Yep,and so have You :-) Fiffi comes bundled with CAB

Yes, and you payed for. Same price as for CAB, but more contens.
Sure the bundle is cheaper, but not free. People with free CAB 1.5
doasnï¿½t have it.

> to download. In fact it was ready before the major Atari dealers had it in
> stock. Fiffi was done a couple of days later. Since then two versions of
> Teli and three versions of ASH Emailer have been translated, including the
> bubblehelp files. In fact every single IConnect client is translated and
> can be downloaded from http://bengy.atari.org section translations.

Sorry. Looks like the first time with that speed. A lot of people
outside germany talk an other language. Manybee in the direction of
3-5 month. Nice to hear they all got actuall updates faster.

> You're talking about version 1.0, how many STiNG clients are perfect from
> day one?

Anyting of design and outfit are changed since V 1.2?
Iï¿½m not sure. Many people here also talking around lost messages.

Sure, other clients are not perfect too, that isnï¿½t what i sayd.
Any software have bugs, but whatï¿½s better?
You payed for or you got it for free?

> you're talking of an old version..... I have yet to see the first bug in
> version 1.11

What i used too.
If the connection goes stuck or lost while any transfer is running
Fiffi stucks too and i can kick them out from MagiC. No chance to
reactivate ftp connection. After restart FIFFI you can start transfer
again. Also with the latest IConnect release.

Itï¿½s not anytime while a transfer runs, but i see that..

> Why do you edit the config file with a text editor, if you need to change
> the settings, use IConfig....

Sure, i doasnï¿½t need that, but what do you like to do you have trouble
like my description? No chance to change anything. IConfig canï¿½t help
in this moment.

> For a start you could try using IConfig, instead of a text editor. You do
> not need to change any settings at all. Just create a new set, you can
> create a set that uses the default settings, or create a set whitch uses
> your previous settings...

Yes, yes, yes

Must be a problem of my description..

So iï¿½m sure you can gave me a description what i have to do if the
actual setting wonï¿½t work from one to the other minute?
All settings in IConfig looks like that what i wrot into days before.

I have to eat them?

Why the same settings are working again AFTER delete the PPP folder and
retype the SAME parameters in?

Use the SAME parameters for FreePPP / OT (Mac) and for STinG.
Use with that parameters the same ISP(s)

Any suggestion?

Must bee magic or iï¿½m dreaming. Why 2-3 other users here have the same?
Must bee only a dumb german problem.
Equal, it works.
But itï¿½s a good sign, for me, that even isnï¿½t all gold around.

> Reading the manual might perhaps help ?

Whitch manual? 1.5 pages out of CAB 2.7 manual?
Soundï¿½s a bit kiddy.

> Be serious, I can say this everytime someone releases software for the
> Falcon. Let's delete all software that make use of the DSP??

Yes. Delete them all. Nobody sayd what you wrote.

But anybody says one or two -perfect- TCP/IP stacks for ANY atari
machine with any OS would be nice, not -five- different and incompatible
stacks.

One for each machine? :->
Two stacks more, next year, for the next upcoming clone? :->

Further than, that saves time for -other- developments.

-Software- keep the system alive, not the -fivth- release of any
stuff we allready have. Not the 1000 senseless discussion about..

More as one developer here have the chance to do that, but they all
looks for me like the three apes, one have the hand over his eyes,
second put fingers in his ears and the third put hands over his mouth..

Simple smaltalk can manage that.. "Hey come over, have a look what
i programmed here, any ideas about.."

Must be realy hard.

Iï¿½m not sure why some people say this, nobody can hear it.

I have sayd what i have to say. Discussion ends here for me.
Iï¿½m not the prayer of the nation. They all must know what
they are doing. Not more relevant for me..

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3210. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dwkful.1vxhgnv1csnljaN@srry01m02-112.bctel.ca>
Source record: 74732

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> I really don't think a Mac is something for me. Actually, the Mac's
> fascist OS is just the opposite of what I want ;-) I use PCs at work, and
> I find them OK (mostly because we have a slave to maintain them ;-), but
> the Macs I've used (including our own iMac) are just plain boring. Sorry
> folks, I just don't like them.

Not enough command lines?

Somehow I think a great deal of your computer knowledge would be wasted
with Mac OS. (I am not being snide here.)

Personally I prefer fascism over anarchy ;-)

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3211. Re: NEW FREE YOUNG AMATEURS 74108

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Message-ID: <5Dk05uA2Ltt3Ew6O@jpel.demon.co.uk>
Source record: 74733
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

```
In article <15089914.1013@hornyslut.net>, fuckme@hornyslut.net writes
>This is the best BRAND NEW AMATEUR SITE ever.
>
>Some of my girlfriends and I decided to put together an amateur sex site, we get
>up to all sorts of really naughty things. And its all FREE - It makes us so
>horny to know that you are watching us, you will come and watch won't you
>babe...
>
>http://website.lineone.net/~bluescreen/aa/welcome.htm

Repent,

Judgement Day is nigh

dr_pee
--
Dr Paul Langtry
```

3212. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p6m97nov1@snipp.uninett.no>
Source record: 74734

Jan-Frederik Daldrup <Jan-Frederik_Daldrup@kr.maus.de> wrote:

> Actually now STiNG no longer works but I-Connect. Do you know some settings I
> can play with to get better transfer rates?

With I-Connect or STiNG?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3213. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p6mhhnov2@snipp.uninett.no>
Source record: 74735

Neil Roughley <roughley@hormel.bc.sympatico.ca> wrote:

>> I really don't think a Mac is something for me. Actually, the Mac's
>> fascist OS is just the opposite of what I want ;-) I use PCs at work, and
>> I find them OK (mostly because we have a slave to maintain them ;-), but
>> the Macs I've used (including our own iMac) are just plain boring. Sorry
>> folks, I just don't like them.

> Not enough command lines?

Nope, too many dialogs ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3214. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p6msmnov3@snipp.uninett.no>
Source record: 74736

Louis <louis@holleman.demon.nl> wrote:

> I haven't seen any anouncement elsewhere, but in the German Mint/MTOS
> group they were talking about a graphical program to set up Mint.cnf.

Yes, I know about this. It's supposed to be bundled with the next N.AES
release. There are already a couple of similar programs available, one of
them by (IIRC) Marc-Anton Kehr.

> Think it's called Mist or something. Woller&Link announced a front-end to
> handle Mint.cnf and NAes.cnf graphically. Perhaps a good thing for newbies?

Definitely. And not only for newbies, but for most people that's allergic
to editors and/or keyboards.

> applies to a Mint setup with no AES. Just think of editting all the
> configs in VI :-) Eeeeeekkk!

VI is not a text-editor, it's a religion. Don't ever touch it. Personally
I use pico if an AES is not available (very rarely).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3215. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b6d10af1ec90@holleman.demon.nl>
Source record: 74737

Hi all,

well, to continue this thread and at the same time getting on, thanks to the Dutch "Stichting ST" I am now able to evaluate Wensuite. I had 3.12 lying around here, and I must say: after filling in the details I had the stack up and running. 2 minutes work at max. And it runs parallel to Sting.

First of, what strikes me is the following: Wensuite appears with a menubar of half height, all text in there looks weird, but is readable.

So is its own icon bar, but the icons only show up half.

All the config menu's: small, sometimes unreadable.

This happens both under MagiC and under plain TOS (3.06). Should I go back to the Atari systemfont?

Next: it loads from the web and it does it fast. However: no pics. When loading from disk it shows pics, but not very nice. Some moving GIF's are not displayed at all, some are but without motion. All colors: weird, to say the least. That's both in 256 colors and in TC.
Other colors (like defined bg colors) show up OK.

When trying to change fonts in the config menu, it crashes as soon as you click a font specification. Both under MagiC and TOS. Simply returns a 69 error.

Afterwards I fetched 3.20a from Oxo's site, but behavior is exactly the same.

Another strange thing: first time I dialed up, it did the job OK. After a short connection I quit, went out of Wensuite and later tried again. It complained about my buffers being too small... I finally set every buffer in every HS-Moda program I could find to something like 8k and next it didn't complain any longer. (I had a few buffers still set to 256).

Could it be that I need to set the config to PCI-ISA? It's now plain Atari here and it runs OK on the card. The Matrix option doesn't work (greyed out).

So far I haven't been testing the News, Mail and FTP stuff, but that will follow later. My french is being tested again, and it's not that good!

--
CU NeXT msg,

| |
L O U I S | Email: louis@holleman.demon.nl |

```
| http://www.holleman.demon.nl |
|______________________________|
```

3216. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p6pm2$od5$1@snipp.uninett.no>
Source record: 74738

Dennis Vermeire <dennis.vermeire@online.be> wrote:

>>I definitely know about at least two very pissed off IConnect-users
>>(actually, I only know two IConnect users...).
> Is that a statement or a remark?

It's a statement.

>>of configurations and ISPs. With some ISPs IConnect works best, and with
>>some it doesn't work at all. The same applies to STiNG.
> Stupid me, I should have realised that there are IConnect biased and STiNG
> biased ISP's out there, sorry Jo.

Don't be silly. You know just as well as I do that ISPs differs quite a
lot. 99% of them just test with Wintel-machines and never bothers with the
tiny majority that doesn't use these.

> Please explain how I can make IConnect 90% slower, I've entered minimum

No problem: Connect to the Norwegian ISP "Nextel". They suddenly changed
their configuration a couple of months ago and I-Connect has not worked
properly since.

> STiNG has been repackaged, this is not exactly a update. Like I said, I

No, STiNG has been updated. Read the docs.

> IConnect is a dialup-stack indeed, so are, Wensuite and Adamas. STiNG is a
> bit of a mix, but under TOS and MagiC it's a dial-up stack.

How come? STiNG has the same functionality under TOS, MiNT and MagiC.

> Who mentioned LAN's here? Throw LAN out, it is not invited in this
> discussion, wrong topic.

Actually, a lot of people use their Atari in a LAN, either because they
have several Ataris or because they use their PC as a gateway to the net.

>>as you claim, you're forced to buy MagiC to use them. What if you want to
>>use EMailer, but also like to use memory-protection and Paral when you
>>program? Dual-boot?
> Perhaps, why not :-) I can claim exactly the same. I'm forced to install
> MiNTNet and if I want to use Emailer what are the options? Dual-boot?

If ASH had used a different network-API you could have used EMailer under
STiNG, I-Connect, MiNT-Net and Draconis... And btw., why are you forced to
install MiNT-Net? Because I-Connect doesn't support anything else than one
single point-to-point connection over a modem...

Btw2. STiNG also supports your network-card.

If ASH really wanted the IConnect *API* to be the standard they would have released the specs to the public so we can write wrappers for the free stacks. But they're not interested in that - they're just interested in selling MagiC. Just look at e.g. Emailer: To be sure that it can *only* be used under MagiC it looks specifically for MagiC and not just for the needed functionality.

>>and use tin, knews or something similar. They're not pretty, but very fast
>>and very functional.
> Is that a pig flying by? No, you're really serious aren't you? On average
> I pull in about 120 postings daily. I guess most of us here do that, do you
> really expect me (us) to begin tinning and knewsing ? If that is the only

I don't expect anything from nobody, I'm just stating an opinion here. I've used various offline-readers under several OSes, and none of them can keep up with tin (which is what I use) when it comes to speed and functionality.

>>*Cough*... Teli works, but that's all. The good old BSD-telnet is still a
>>lot better. The telnet-clients for STiNG are not good though, most of them
>>have serious shortcomings in their terminal-emulators.
> BSD, who invited NetBSD to this discussion? I simply said that Teli works

Where did I say NetBSD? The old BSD-telnet has been compiled on almost any OS on the earth, MiNT included. It shouldn't be a problem to compile it for I-Connect either, but it would be rather pointless since there aren't any decent terminal-emulators for MagiC.

> Perhaps Geir had a lousy advisor? you do know that there is only a very

Why would he need an advisor, I though I-Connect was to easy to set up?

>>If you're used to the unix-way of setting up stuff, you'll probably find
>>flashy GUIs hard to use as well. NT is a good example of how horrible a
>>GUI can be to do such tasks.
> Give it up Jo, this discussion/topic has been here several times before.
> I use the ST since day one, in 1985 declaring the statement above would
> have been acceptable. I haven't been in touch with command shells and the
> like since say 1986. After 13 years, it's time to ditch the GUI, and return

And this is where your logic fails, you automatically assume that every Atari-user has the same background and preferences as yourself. What about the user that has used MiNT-Net since day #1? I can assure you, he will *not* be particularly impressed with I-Connect, STiNG or Draconis...

> back to the commandline/shell, just to be able to connect my Atari to an
> outside cable Ethernet?. The guys who turned MiNTNet into the monster it is

First of all, complain to ASH if your preferred stack doesn't support ethernet. Secondly, you can install and maintain a complete LAN based on MiNTnet without ever having to type one character on a command-line.

> today should be publicly crucified. it's about time the MiNT developers

Again, you reveal your total lack of knowledge about MiNT-Net.

> Linux is installed on more and more PC's, why ? Windows sucks all of a
> sudden? Perhaps it's because with every new release the installation and

Linux is more hyped than Windows has ever been, and if you look closely at it's use (and users) you'll see that it has a very tiny marketshare in the desktop-market. It's almost exclusively used by hackers.

> set up gets easier. The easier to install, the more people who will jump on
> the bandwagon. The MiNT developers should keep this in mind, before

You seem to miss the fact that MiNT != KGMD (or whatever), MiNT itself consists of one binary and one configuration-file. Somebody who can't even install that definitely deserves the title "complete idiot"... What you apparently want is a distribution like Redhat, but I wouldn't put that burden on the poor kernel-developers...

> I know MiNTnet is powerfull, and I am about to find out all about it real
> soon. In the meanwhile a stupid question: why did the programmers leave out
> a GEM-front and wizards? I'm convinced you're going to give me a very
> intelligent answer....

Because they (or *he* to be more precise) didn't want to? Because they wanted to make it the way it is? Because it's very easy and intuitive for anyone with unix-experience (and no, unix != command shell).

What you refer to as "MiNT-net" is actually several different things:

1. The socket-device itself.
2. The drivers (ethernet, slip, ppp, plip).
3. The tools used to set up this (ifconfig, route, iflink, pppd...)

MiNT-Net itself consists of (1) and (2), and there's really no problem to write something like IConf (but a bit more comprehensive) to replace (3). All you need is someone who has enough spare time and motivation to sit down and implement it. This tool would work with both the MiNT- and MagiC-version of the socket-device and drivers.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3217. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1508991231320001@chaosnet16.idirect.com>
Source record: 74739

In article <1dwildh.132ghodx663maN@pm-d16.rhein-main.de>,
doitarchive@atari-computer.de (Robert Schaffner) wrote:

>
> Anybody outside used -any- atari software to surf and mail with
> a mac, as a second example? :>

I know Bengy Collins has used CAB on his iMac under MagiCMac, as he found it runs very stable, plus he has one advantage - not getting those annoying popup ads that services like GeoCities throw up at you when accessing their web sites.

I'm personally wanting to get MagiCMac for my Quadra so I can run Newsie and Chatter, as I'm finding Mac newsreaders and IRC clients very wanting.

3218. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p6q1s$od5$2@snipp.uninett.no>
Source record: 74740

Louis <louis@holleman.demon.nl> wrote:

> well, to continue this thread and at the same time getting on, thanks to
> the Dutch "Stichting ST" I am now able to evaluate Wensuite. I had 3.12
> lying around here, and I must say: after filling in the details I had the
> stack up and running. 2 minutes work at max. And it runs parallel to Sting.

I could never get 3.12 to run at all, it crash immediately after it's
menubar shows up. This happens under both TOS and N.AES, regardless of
cache-settings. I have not tested it on my TT, as it doesn't have a modem
but have to access the internet through my LAN.

> This happens both under MagiC and under plain TOS (3.06). Should I go back
> to the Atari systemfont?

It has been said before - having an AES-font that's different from the
VDI-font is *bad* unless you only use clean programs. Proportional fonts
makes it even worse.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3219. Re: STOS 4 Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7p6rfj$43s$1@plutonium.btinternet.com>
Source record: 74741

Hiya

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in message
news:7outu4$3oc$1@news8.svr.pol.co.uk...
> Maybe a old quessy now, but if anyone know of any good screen copy type
> commands for the Falcon for STOS then could you let me know where they all
> are pls :-)

hehe, well dunno about good.... :)

> I've tried Anthony Hoskins extenionds and they seam great, I also treid
> Anthony J's extensions out but I've lost his site, anyone ?

I closed my zetnet account, and as the number of hits wasnt high I didnt
bother to upload it anywhere else.... as theres some demand I've now
uploaded it again:

http://www.btinternet.com/~AnthonyJ/

I think its very unlikely there will be any updates... Even my PC pages are
being a bit neglected at the moment....

> if there are anyother STOS extensions out there for the Falcon then pls
mail
> me , thanks in advance

Nope, fraid mine and the other Anthony's were the only ones ever made.

Anthony
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
----------------------------------+----------------------------------

3220. Re: Anthony Jacques site

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7p6rlvqng1@uranium.btinternet.com>
Source record: 74742

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in message news:7p6f6o$4js$1@news7.svr.pol.co.uk...
> Where actaully US his site now ? all the links I find are broken to Zetnet

See my other reply, but in summary :)

http://www.btinternet.com/~AnthonyJ/

--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

3221. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199908150815.a43286@wun.maus.de>
Source record: 74743

Hallo Jan-Frederik!

JFD>What do you mean with faster? When I was using STiNG back then it was
JFD>no real problem to get +/- 7400 bytes/sec (ISDN) depending on net
JFD>traffic.

That's true. And with V.90 and compressible data like html files, I can often see rates beyond 10000 bytes/sec on my Milan using STinG. Limited by the 115k2 serial connection, that is :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3222. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b6ee3c25edf40@holleman.demon.nl>
Source record: 74744

Again, hi!

Errrmmmm,

Well, actually I had to remove my nice AES font again and use the old Atari systemfont. Now at least everything shows up OK in Wensuite.

Behavior is still a long way from OK:

tried to d/l an all-newsgroups file: after a little more than 27000 came in, the d/l stopped. No list was displayed. I disconnected and looked into the NEWS dir: 2 files were there, one 830 kb, another around 100 kb.

Could do nothing with them, so I went back to fetch it another time. This time, after around 8000 items the loading stopped. I got a list but it wasn't long enough to reach comp.sys.atari.st, to which I wanted to subscribe. So gave it another try, but now it halted after 7000 items.

So I gave up subscribing to one single group.

How the email works: anyone has translated the docs for that? Can't figure it out.

Now back to the stack: appearently Wensuite every time adds a c/r plus a bellsign to my initstring "ATH", thus it won't connect. Calling up the configbox, deleting those two signs and I can connect again. Next time: same shit. No changes when I save the (corrected) file again, next time it's the same stuff.

Finally tried some more with the browser: it definitely won't load the graphics on my own page from the net. Next I tried the Okami site, but it rained complaints about a graphic that couldn't be displayed or something. The site itself never showed up. Jos, would you please remove all those tags and items that an older browser can't handle? Actually, I'm working with old CAB 2.5 myself and it doesn't complain at all... :-))))))

I think I've seen enough for now: let's just wait for Wensuite 125, perhaps.

Maybe my ISP is Wensuite-unfriendly, but it makes me wonder on what kinda hardware this stuff is being developed. Is a 10-year old TT that different/difficult?

Perhaps we DO need to yell for Alex to get back?

--
CU NeXT msg,

```
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|
```

3223. [WEB] Toxic Mag's web updated

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: St&#65533;phane Perez <sperez@club-internet.fr>
Message-ID: <37B73A4C.3F96A471@club-internet.fr>
Source record: 74556

Hello all,

I've rewritten all the pages of my site, it's now in English
and French. The site is about Toxic Mag, a French diskmag
for Atari computers, and about Typhoon crew too. I've recently
added a forum, you can send messages in French or English,
i don't mind.

You can even read the Toxic Mag in English !

See ya on http://www.multimania.com/toxicmag/ !!!

```
-----------------------------------------------------
Lisez le Toxic Mag / Read the Toxic Mag
http://www.chez.com/toxicmag/index.html

||| Atari Falcon - 1.7 GB - 14 MB RAM
||| Visitez ma Maison Page :
/ | \ http://www.multimania.com/toxicmag
-----------------------------------------------------
```

3224. WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37B73A5D.31BC3EB9@ping.be>
Source record: 74557

Well, as a conclusion: it doesn't seem that Alexander is very interested
by our articles ....
In the past we could have seen some explanations from him ...

So, let's work with what we have now : 2.7 ...
Sorry, no WenSuite for me .... even if it worked on the Mac ... but of
course it should first work on Atari ... that's not really done until
now !

Jo

3225. Help wanted with Gdos

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <934759066.98660@Chaos.es.co.nz>
Source record: 74558

I'm trying to set up gdos 1.4 on an STe. I have all the components, but can't get it to work. I know there's a FAQ on gdos somewherer but haven't been able to find it. Any help would be appreciated.

3226. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: atari@bright.net
Message-ID: <qwIt3.264$b63.4331@cletus.bright.net>
Source record: 74559

On 14 Aug 1999 15:08:00 , Jan-Frederik Daldrup wrote:

[snip]

>Nope, first of all Chatter doesn't support a big range of IRC commands as e.g.
>AtarIRC does. Then it's really a matter of personal choice if you prefer multi
>window or single window irc clients. Esp. on smaller resolutions multi
>windowing is a pain. But even in higher resolutions it can get confusing. The
>thing that I like most on Chatter is the /msg handling as it opens a new chat
>window which is in this case very useful. In AtarIRC I always have to type /msg
>nick again and again.

Press the TAB key as aIRC remembers the last 5 nicks that you
received or sent a /msg to. ;-)

3227. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37b7a2ab.474204@news.wxs.nl>
Source record: 74560

On 15 Aug 1999 22:35:37 GMT, jovlie@xs4all.nl (Jos Vlietstra) wrote:

>On 14 Aug 1999 12:01:13 , Richard Karsmakers wrote:
>Sorry, This is only useful when it works under MagiC/Jinnee 2.1 !!
>That's my OS and the OS for many other Atarians....
>An 'ultimate' virus killer MUST work under every OS, Richard.
>Jos

It works under MagiC. If it doesn't, keep both SHIFT keys pressed during
loading, until the main menu shows up.

3228. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Tim <backbone@swbell.net>
Message-ID: <37B7A6EB.51D253DC@swbell.net>
Source record: 74561
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I always use Clorox Clean-up to get all the smoke and other stuff off my 'puter.

It very potent so make sure its well ventilated when you do it!
I usually just spray some in a little glass bowl and use Q-tips to get in those tight spots like the drive bezel and cd-rom tray.
Works quite well with keyboards too! BTW- I am a smoker so I know how that build up is!

Jim Lazarenko wrote:

> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a smoke
> filled environment or a little bit of both.
>
> Any thoughts are welcomed. You can post to the group or email me at
> classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks in
> advance.

3229. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37B7A05C.6FEA@geocities.com>
Source record: 74562

Jo,

Give him a chance and time. In this case Alex just has a new project,
being iCab. I'm sure in time when he gets iCab where it is very stable
and that is going well, perhaps he'll see the continued support of CAB
on the Atari and throw in some mods at that point.

Sometimes a man likes to try something new.. sometimes a man likes to
visit his old stomping grounds. :)

Doctor Clu
A CAB Driver

@>-->--------------------

Jo Vandeweghe wrote:
>
> Well, as a conclusion: it doesn't seem that Alexander is very interested
> by our articles ....
> In the past we could have seen some explanations from him ...
>
> So, let's work with what we have now : 2.7 ...
> Sorry, no WenSuite for me .... even if it worked on the Mac ... but of course it should
first work on Atari ... that's not really done until now !
>
> Jo

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3230. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <WS3.1a0cbfa8.86d64100.louis@holleman.demon.nl>
Source record: 74563

Dans le message <37B73A5D.31BC3EB9@ping.be>
Jo Vandeweghe a ï¿½crit:
>Well, as a conclusion: it doesn't seem that Alexander is very interested
>by our articles ....
>In the past we could have seen some explanations from him ...

>So, let's work with what we have now : 2.7 ...
>Sorry, no WenSuite for me .... even if it worked on the Mac ... but of
>course it should first work on Atari ... that's not really done until
>now !

>Jo

Hi,

just a small test. I'm writing this using Wensuite 3.12b. Finally at last I
managed to subscribe to c.s.a.s and I could fetch something from the server.

Well, at least WS 3.12 connects, I can't get 3.20 to connect, it seems to
hang in the login procedure. Verified all the configs, settings, but it just
won't...

Now the browser isn't much to be used, here it loads no graphics from the
Net, it does from disk but shows them in weird colors, IF they show up, that
is. Moving GIF's don't move at all :-(

Can't seem to set a line wrapping right in here, so I have to keep an eye
on the line lenght manually.

Next let's see if this one gets out or not.

--
CU NeXT msg,

____
| |
LOUIS | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3231. IDE CD Rom.

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B7D05C.37DB3C4B@online.TAKE.THIS.OUT.fr>
Source record: 74564

Hi,

I've just got back from my holidays, went up north to have a look at the eclipse and visit Holland and Belgium.

Anyway, when I got back home, my brother in law gave me an old 4x IDE CD-Rom drive, just in case I could use it. Is there any neat way I can connect it to the Falcon (in it's original case). I guess I'll need a new IDE cable with master/slave connector with a 3.5" to 2.5" adapter for the HD. The thing is external connectivity. I'd like to wire up an external IDE connector and put the drive into an external case with it's own PSU. Is there a standard for external IDE connectors or should I just wire up a custom-cabled DB25 or whatever.

Also, what drivers are needed for a CD-ROM drive on an the IDE. Is it SPIN or MetaDos or what ? Where do I get them ?

I never actually covered this question in the Quick FAQ, because I never actually knew the answer(s), and never was really interested. So fire away, and I'll add it in the next update (yes, it is coming!).

I don't really need this, but if it can be done, I might as well use the drive on the Falcon rather than stick it in the PC.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3232. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B7D300.7C95791F@online.TAKE.THIS.OUT.fr>
Source record: 74565

Phantomm a ï¿½crit :
>
> Need some info on the MegaSTE.
>
> 1. Is there any upgrades that will allow more than 4 megs in
> a MegaSTE?

There is the Magnum board that will allow 8Mb, but the last I heard of
it, it was pretty expensive, and not worth the price IMHO.

> 2. Is TOS 2.06 the highest version one can use in the MSTE?

Yes.

> 3. Does one have to set any DIP switches or software settings to
> allow a DS external disk drive to work on a MSTE if you have a stock
> internal HIGH Density disk drive?

If the MegaSTE has an Ajax chip, and a 1.44M drive, then it should work
already. Changing dip switch 7 (I think) will only enable the "High
Density" option in the "Format Disk" dialog, but should not change
anything in regards to reading/writing HD disks.

> 4. Can one use newer type SCSI hard drives with the MegaSTE's internal
> SCSI board? What about CDROM and CDR SCSI devices, can these also be
> used with the internal SCSI board of the MSTE?

Yes, no problem, but you must disable parity check on the drive. There
is usually a jumper to do this.

> 5. Is there only one Chip that controls the internal and external
> floppy drives on the MSTE? What is the name of this chip or chips and
> where is it located?

Yes, it's the Ajax chip. No idea where it's located though.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3233. Atari.org server is broken?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7p8lam$30t$1@news.onet.pl>
Source record: 74566

Hi Atari users!

I write adress something.atari.org and my WebBrowser says me that this
site is unreadiouse. What is happend ? Maybe someone does something with it.
(for atari.org supervisors)

Roman

3234. Re: Bombs

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B7DAE1.9C765453@online.TAKE.THIS.OUT.fr>
Source record: 74567

Dan a ï¿½crit :
>
> Could someone tell me what the little bombs that appear on the screen
> mean.

System crash. Just like the bombs on the Mac, the Guru meditation on the
Amiga, the Blue Screen on Winboxes.

> Sometimes they appear before a crash, and other times when loading
> stuff.

Such is life.

> I assume they are some kind of error message/code but have no idea
> what.

Actually, the number of bombs tells you what kind of error occurred,
really low-level stuff, you don't want to know unless you're a
programmer.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3235. Re: StinG question

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B7DBD7.CAA788C7@online.TAKE.THIS.OUT.fr>
Source record: 74568

```
Ken Kosut a ï¿½crit :
>
> Greetings,
>
> I am contemplating setting up StinG.
> The Docs seem to be in a different format.
> Hypertext or something like that.
>

You need ST-Guide to read them.

There is a step by step setup in the Quick FAQ or at
http://www.acay.com.au/~stevebj/sting.txt

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3236. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.HPP.3.96.990816164933.11862H-100000@zetor.intellitel.com>
Source record: 74569

> Like JavaScript, implementing CSS will be no small task. Even Netscape
> has yet to implement CSS correctly (not that other browsers are perfect).

Sure, neither IE5 or Netscape 4.6 implement it correctly,
but there will always be specs-purists who will balk that
our HTML 2.0/3.2 mix we use to design pages for CAB must
die and be replaced by the somewhat more stupid HTML 4.0,
which relegates all presentation cosmetics to CSS sheets.

Nice idea in theory, CSS, but on CAB, you get a page that
looks almost as lame as HTML 2.0 did, once all the nicies
are gone.

--
Martin-Éric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3237. Re: MegaSTE Info

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p99bk$a4c$1@snipp.uninett.no>
Source record: 74570

"Nicholas Bales (please edit email addressto reply)" <bales@online.take.this.out.fr>
wrote:

> If the MegaSTE has an Ajax chip, and a 1.44M drive, then it should work
> already. Changing dip switch 7 (I think) will only enable the "High
> Density" option in the "Format Disk" dialog, but should not change
> anything in regards to reading/writing HD disks.

It will also work with a normal 1772-02-02, but it will probably not be
very reliable. You'll have to replace the original drive though.

>> 4. Can one use newer type SCSI hard drives with the MegaSTE's internal
>> SCSI board? What about CDROM and CDR SCSI devices, can these also be
>> used with the internal SCSI board of the MSTE?

> Yes, no problem, but you must disable parity check on the drive. There
> is usually a jumper to do this.

Beware that the internal SCSI-adapter only supports one unit, and that
unit must have ID #0. It's possible to hack around this so you can use two
units (both with ID #0!), but I have not tried this so I don't know how
reliable and compatible this is.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3238. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37b839ac42e190@smok.krakus.top.pl>
Source record: 74571

On Sat 14-08-1999 14:19 (GMT) Alain GAYMARD wrote:

>I'm using Linux, not Windows, but is could also be possible with a good
>NAT program (for IP masquerading) :)

What is it "NAT program"? Do you know any?
I am interested in the solution of this problem also.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3239. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dwmfkc.1vxcuxe1a3svu8N@srry01m05-142.bctel.ca>
Source record: 74572

Martin-Eric Racine <q-funk@intellitel.com> wrote:

> Sure, neither IE5 or Netscape 4.6 implement it correctly,
> but there will always be specs-purists who will balk that
> our HTML 2.0/3.2 mix we use to design pages for CAB must
> die and be replaced by the somewhat more stupid HTML 4.0,
> which relegates all presentation cosmetics to CSS sheets.

Only the Strict DTD does that. CAB adheres quite closely to HTML 4.0
Transitional, which means it should be a while before that browser
becomes obsolete.

> Nice idea in theory, CSS, but on CAB, you get a page that
> looks almost as lame as HTML 2.0 did, once all the nicies
> are gone.

Properly written markup will allow browsers to take advantage of CSS,
while degrading gracefully for those that are not CSS-aware. It is
either that or using redirection to load the CSS version, especially
important if positioning layers are used.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3240. Re: What is the best STe emulator for a PowerPC?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37B8529B.3C4145D2@cfc.dnd.ca>
Source record: 74573

"Terrence R. Redding, Ph. D." wrote:
>
> Thank you to all who responded. I have NoSTalgia 0.6 PPC, and PowerST 0.2
> both installed and running. I was surprised they ran so slow. May be if I
> run them out of a RAM disk they will speed up.
>
> It seems to me, about three years ago, I tried an emulator on my PowerPC
> that actually had a higher bench mark speed then the Mega STe I run at home.
>
> bSTat is a statistical analysis program, written in basic, that produces a
> nice set of graphical outputs, which then should be printable from the Mac
> PowerPC. I like using it for both marketing studies and some basic learning
> theory research that I publish from time to time.
>
> Again, thanks for all of the help. Terry
>
> --
perhaps you were running the MagicMAC demo?
http://bengy.atari.org/
I've heard it is pretty fast.
ken

3241. Re: Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830466-741519AEicMi@online.be>
Source record: 74574

Vuk <dvuk1@zg.tel.hr> wrote on 15-08-99:

Hi Vuk,
>I have NOVA card MSTE/TT version...
>Well, it works in TT with driver 2.08, newer versions works weird
>(colours are green, 32k, 65k, 16M modes don't work at all)
>
>I decided to put this NOVA in Mega STe, but I have drivers 2.08 only
>for TT, not working on MSTE.

The latest version is 2.67, there are different drivers for different cards.
eg: Mach32 and Mach64. the drivers are not compatible.

Let me know what kind of card you have and I'll mail you the drivers for both
the TT and MegaSTE

Cheers from Belgium
Dennis

3242. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830470-742595AEicMi@online.be>
Source record: 74575

HI Jan,

>So you've probably written an automised webpage updating script? If yes: let
me
>know! I really need such a script.:-)
You've got it....
It's included in the Fiffi package, look in the Scripter folder for a file
called
UMHP.SIC :-)

Cheers from Belgium
Dennis

3243. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830480-744555AEicMi@online.be>
Source record: 74576

Chris Wilkinson <jwandjw@ihug.co.nz> wrote on 13-08-99:

Hi Chris,
>> Months ago, this topic was handled here before. I made a lot of people
>> angry with my views on CAB and Mr.Claus. It's nice to see that more and
>> more people are now starting to share these views on Mr.Claus :-)
>
>But can you really blame Alex for his shift to Mac based iCab? There is a
>far more lucrative and potentially exciting business to open up for the iCab
>company with Mac than there is with Atari users. We (myself included) Atari
>users have proven to Alex that Atari versions of Cab are not going to be
>financial bread-winners, due to our 'hobbyist' nature and messy efforts to
>provide stable connections.
Are you asking me? You really want hell to break loose again?
Fine, hold on to your rockers:-)

Anyone here who has followed the development of CAB since day one, surely must have put a few question marks along the way.
I remember the early versions of CAB, a nice simple offline browser, with each update the program became more robust and new features were added. When version 1.5 arrived it was even possible to surf the net ***attention now***, someone wrote an OVL file for it and with STIK, STiNG wasn't here yet, online access became possible. It wasn't easy to setup, but who's complaining.
Then Mr.Claus suddenly sold the rights to ASH (I get a deja vu feeling here, am I the only one?) and CAB became commercial. Nobody complained about this in those days, CAB 2.0 offered frames, animated GIF's etc, it even came with a program to easily log on to your IP. Compared with STIK that is.
And then the music stopped.... twice a year an update was lounched, offering a better IConnect, some unnecessary modules, a new client etc... but CAB itself remained the same, no new features and the weaknesses stayed. While the years passed and browsers on the other platforms became ever more powerfull, CAB stayed the same. In february 1999 Mr.Claus announced iCAB, a browser for the Mac with all the features we always wanted.... BTW: the latest demo of iCAB shows no progress (Java, CCS and html are still not implemented).

Instead of crying for Mr.Claus to come back I say we should be glad we got rid of him that easy. Now the Mac platform is stuck with him. I wonder how long it's going to take before they realise this guy hasn't got the (I'm sticking my neck out here!!) capabilities to deliver the goods....
When he joined ASH, they bought the rights to an offline browser. ASH had to call in the help from other programmers, to get Mr.Claus his product running. During the three years he's been at ASH, I wonder what the hell he's being doing? counting his money, playing DOOM or programming iCAB? He certainly wasn't doing what any reasonable person would expect from a professional programmer: improving his product.

He has a moral obligation and perhaps even a legal one to support his product, it's like a knife. It works both ways. So now he's gone off to the Mac platform promising once again exiting features, that's what he's good at. Since he proven that he can't accomplish it on its own, he's now luring away Atari programmers to his iCAB company, hoping they can improve his baby. This makes me mad: I supported his product from day one, he ignored me the customer completely and now he's harming the whole Atari platform via a backdoor.

And you want me to feel good about this? You know how I feel about the subject, and let me assure you that my feelings concerning this topic haven't become milder the last couple of months.

You want a CAB 3.0? so do I, but I'm 100% sure that it will not be Mr.Claus who'll produce it. He just hasn't got it in him.

Cheers from Belgium
Dennis

3244. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830474-743371AEicMi@online.be>
Source record: 74577

Hi Jan,

>Fiffi is a very basic ftp client. I'm using it here too as my provider no
>longer likes to work properly with STiNG but there are some things that are
>wrong with Fiffi
Praise the lord my son for giving us IConnect, otherwise you would have been
offline.

>It can't! You cannot download a complete folder. Ever tried to select a
>folder and dl it? In addition: you cannot delete a complete folder and you
>cannot upload a complete folder. And where is the directory caching? And what
>wee bit more? The GEM Script support is nice indeed.:-)
You're right about the directory caching, there isn't any. I made a blooper
here, sorry.
That `wee bit more' is GEMScript support: Down and uploading folders, files in
folders etc... can be done very easy by means of a simple Script file.

>So it's nice that you have this attitude but you're praising I-Connect
>clients and bashing STiNG clients and (quote of an older message)
>
>DV>The last year I haven't tried a single STiNG client. Why should I?
>
>So you're doing exactly what you didn't like others to do...
There's a small difference. I have used both stacks and their respective
clients. Face it. At a certain moment one has to make a choice. I choose
IConnect. I can't install STiNG everytime a new update of a client is
released. The last year none of the STiNG clients have been improved
dramaticly, it's the old stuff with some bugs removed. When a truly new client
would arrive with promising features, I will have a look at it.

>Ahh, so that must have been the case with my ISP as STiNG performed far
>better. Actually now STiNG no longer works but I-Connect. Do you know some
>settings I can play with to get better transfer rates?
Yes without hesitation, if your transfer rates are lower then with STiNG then
IConnect is not set correctly. Mail me your config file, and I'll send you a
tuned version back.....take it from me you will be amazed...:-))

While on the subject, transferrate doesn't say it all.
When I used to log in to the Belgian ftp with aftp, transferrates were roughly
the same, but in the end IConnect always turned out to be a great deal faster.
With IConnect you get continuous transfer, with STiNG you get annoying stops
in between transfer, this happens while surfing also. All those small stops
together make quite a difference, that's where the 25% difference comes from
that I mentioned a couple of days ago.

Sorry Jan, that's it from me, all your other remarks have already been answered by other people. I couldn't have said it any better.

Cheers from Belgium
Dennis

3245. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830492-746963AEicMi@online.be>
Source record: 74578

Jos <jovlie@xs4all.nl> wrote on 15-08-99:

Hi Jos,
>Sorry, This is only useful when it works under MagiC/Jinnee 2.1 !!
>That's my OS and the OS for many other Atarians....
>An 'ultimate' virus killer MUST work under every OS, Richard.

The virus killer not working has got nothing to do with the combo MagiC/Jinnee 2.1. It doesn't function under MagiC period. It never has and it probably never will. The author surely must have a special version of MagiC, since he claims it works on his setup. He's shouting this for over three years now, and refuses to get it right, another fine example of a guy sitting high on mountain looking down at all the idiots (us). Maybe he should join OXO Systems?

I bought the program when it was commercial, then it became freeware and now it is shareware.... make up your mind please Richard.

Cheers from Belgium
Dennis

3246. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830486-745831AEicMi@online.be>
Source record: 74579

Jo <dipching@ping.be> wrote on 16-08-99:

Hi Jo :-)))

>Sorry, no WenSuite for me .... even if it worked on the Mac ...
But it works on a Mac Jo, at least that's what the docs tell us. IIRC it is developed on a Mac.
Perhaps it works better on a Mac? Perhaps it's a Mac program disguised as one for Atari? Perhaps OXO systems are cookoo?

That last option gets my vote, what about you?

Latest development: they have included a `Print' option in Wensuite, which is perfectly logical, only they forgot to (ROTL here) implement it....
It stands to reason of course: because nothings functions there's nothing to print either.....

I'm really having fun with this program, nothing works, nothings functions but I must say it is fun.....1999, and they dare produce a miscarriadge like this. They even want money for it. For a while I thought I was back in 1985.

Beam me up, Scotty

Cheers from Belgium
Dennis

3247. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830498-747999AEicMi@online.be>
Source record: 74580

Jo Even Skarstein <joska@nvg.ntnu.no> wrote on 15-08-99:

Hi Jo,
>I could never get 3.12 to run at all, it crash immediately after it's
>menubar shows up. This happens under both TOS and N.AES, regardless of
>cache-settings. I have not tested it on my TT, as it doesn't have a
>modem.

It will not work on your TT either, apparently it only works in the minds
of OXO Systems. Perhaps we're all stupid ?
The French people seem very pleased with it. I think that Atari produced
a special kind of ST, TT & Falcon for use in France only. Perhaps we
should all get a French Atari to get this thing running?

Nah, on second thoughts I just delete it.....

Cheers from Belgium
Dennis

3248. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934830502-749015AEicMi@online.be>
Source record: 74581

Jo Even Skarstein <joska@nvg.ntnu.no> wrote on 15-08-99:

>If ASH really wanted the IConnect *API* to be the standard they would have
>released the specs to the public so we can write wrappers for the free
>stacks. But they're not interested in that - they're just interested in
>selling MagiC.
Correct me if I'm wrong, but IIRC the specs of IConnect and Sockets are
public, written in German of course, but they are released anyway.
While on the subject, where can I find the STiNG specs?

>> Perhaps Geir had a lousy advisor? you do know that there is only a very
>
>Why would he need an advisor, I though I-Connect was to easy to set up?
Bang!! a direct hit Jo, You just scored 1000 extra points.

>And this is where your logic fails, you automatically assume that every
>Atari-user has the same background and preferences as yourself. What about
>the user that has used MiNT-Net since day #1? I can assure you, he will
>*not* be particularly impressed with I-Connect, STiNG or Draconis...
No, he probably will not be, but why on earth would that MiNT-net user need
IConnect, STiNG, Wensuite or Draconis for. Since, according to vox populi here
that user is working simply on the best stack there is, not to mention the
clients of course.

>> I know MiNTnet is powerfull, and I am about to find out all about it real
>> soon. In the meanwhile a stupid question: why did the programmers leave out
>> a GEM-front and wizards? I'm convinced you're going to give me a very
>> intelligent answer....
>
>Because they (or *he* to be more precise) didn't want to? Because they
>wanted to make it the way it is? Because it's very easy and intuitive for
>anyone with unix-experience (and no, unix != command shell).
It's not OK when I assume that the majority of the Atari users have the same
background as myself, but it's OK for the MiNT developers to assume that we
all have unix experience? What kind of logic is this?
If I understand this correctly, before even trying to install this OS, I
better go visit the local library and return with a dozen books about unix,
and wade my way through these....

Is it so hard to understand that most of us may not have that unix experience,
and that instead of easy and intuitive it is just pain in the ***
Imagine TOS without his GEMshell, Atari would have never survived....

>MiNT-Net itself consists of (1) and (2), and there's really no problem to
>write something like IConf (but a bit more comprehensive) to replace (3).
>All you need is someone who has enough spare time and motivation to sit

>down and implement it. This tool would work with both the MiNT- and
>MagiC-version of the socket-device and drivers.
Well, let's hope this naive but very good soul is listening...please, please!!

Cheers from Belgium
Dennis

3249. Re: Wang VS emulator

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37b85867.625740@news.wxs.nl>
Source record: 74582

On Sun, 15 Aug 1999 19:28:46 GMT, louis@holleman.demon.nl (Louis)
wrote:

>on Sun 15-08-1999 19:00 Ernest R. Schreurs wrote:
>
>>I have a question for those of you that know what a Wang VS is,
>>or for those of you that know somebody that uses/used a Wang VS.
>>For those of you that do not know what a Wang VS is, it is
>>a mini.computer with an instruction set similar to the IBM 360
>>and 370 series.
>
>Hi Ernest,
>
>yup, we use Wang VS at my working place, mainly for the administration
>sectors. Intended to switch to NT in about 1-2 years from now.
>We're running a VS-6000 server, the clients are mostly Win-95 machines
>working with Lightspeed on it (thru' Netware).
>
>>If you want to try the PC version, you
>>can download it right now from my home-page at
>>http://home.planet.nl/~ernest
>
>I'll see if I can give it a try on the PC's at work sometime.

With Lightspeed, you can easily copy files to the PC for use with
the PC. If you are interested in the ST version, let me know.

3250. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b8698c7e78572@ping.be>
Source record: 74583

on Mon 16-08-1999 00:08 Jo Vandeweghe wrote:

>Well, as a conclusion: it doesn't seem that Alexander is very interested
>by our articles ....
>In the past we could have seen some explanations from him ...
>
>So, let's work with what we have now : 2.7 ...
>Sorry, no WenSuite for me .... even if it worked on the Mac ... but of
>course it should first work on Atari ... that's not really done until
>now !

I don't know what has happen between Oxo and you, and it's not my business too but why for Heaven's sakes bring you your vendetta to this group? Why can't you leave then alone? Do you really want to bring then down or what?
After the desertion of mister Alexander Cl. the only hope for us, that is the Atarians, is Wensuite and LoA. Wensuite is progressing but you're so dazzled by your hate toward the Oxo people that you can't (or refuse to) see it.
Sure, there is still lots of work to do -expecially the dithering isn't not that good- but little by little they brings their product to a higher level. Only with the support of us Oxo can and will improve Wensuite.
All I can say of Wensuite is that it is, in regarding to Adamas, very stable and above all it supports true color which unfortunately can't be said of Adamas.
Now let use hope that Oxo (and MUCS) will decide to implement STiNG/MiNTnet support so we can use it alongside with our usual STiNG/MiNTnet setup. Once this has been done I'll buy their product.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3251. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p9mcd$c2g$1@snipp.uninett.no>
Source record: 74584

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> Correct me if I'm wrong, but IIRC the specs of IConnect and Sockets are
> public, written in German of course, but they are released anyway.

This is not entirely correct - it's true that they've released a
socket-library for PureC, but this isn't enough to implement IConnect
itself on top of another stack. You have to know how the details of
IConnect itself, the socket-library hides all this nasty stuff.

It doesn't look like IConnect installs a device, so most likely it either
provides an API through a cookie with function-pointers (like STiNG) or it
hooks into the GEMDOS-vector. In both cases it should be quite possible to
write an overlay for STiNG and/or MiNTnet, but not without the specs.

> While on the subject, where can I find the STiNG specs?

You mean it's API? It's available in both the STiK- and STiNG-archives,
but I warn you, it's pretty scary stuff...

>>Because they (or *he* to be more precise) didn't want to? Because they
>>wanted to make it the way it is? Because it's very easy and intuitive for
>>anyone with unix-experience (and no, unix != command shell).
> It's not OK when I assume that the majority of the Atari users have the same
> background as myself, but it's OK for the MiNT developers to assume that we
> all have unix experience? What kind of logic is this?

You misunderstand me; Kay probably didn't give a s**t about anybody else
than himself when he decided to just port the configuration-tools from
unix instead of writing a dedicated GEM-tool. It made (still makes) a lot
of sense, because back then MultiTOS didn't even exist, so most (if not
all) MiNT-user simply used a commandline-shell. It also makes it very easy
to just suck scripts and programs from the unix-world, which was precisely
Eric Smith's motivation to write MiNT in the first place. But I don't
think any of them means that this is the best way for everyone.

> If I understand this correctly, before even trying to install this OS, I
> better go visit the local library and return with a dozen books about unix,
> and wade my way through these....

I did it with minimal unix-experience, basically all I knew when I first
installed the TAF-kit five years ago or so was how to copy/move/delete
files... If you don't have any experience or knowledge of unix and then
try to install K[EG]MD, don't expect to understand everything the first
week. It's just the same with The Other OS, give a Linux-hacker a blank TT
and a bunch of disks with all your software and see how long it takes
before he's succeded in setting everything up and actually understand

what's going on under the hood...

>>MiNT-Net itself consists of (1) and (2), and there's really no problem to
>>write something like IConf (but a bit more comprehensive) to replace (3).
>>All you need is someone who has enough spare time and motivation to sit
>>down and implement it. This tool would work with both the MiNT- and
>>MagiC-version of the socket-device and drivers.
> Well, let's hope this naive but very good soul is listening...please, please!!

Vasilis Papasomething (sorry, I'm totally unable to remember that long
sequence of characters...) is probably the right guy :-) He's the one
who's writing sockdev for MagiC, and IIRC he's working on the drivers now.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3252. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p9mne$c2g$2@snipp.uninett.no>
Source record: 74585

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> It will not work on your TT either, apparently it only works in the minds
> of OXO Systems. Perhaps we're all stupid ?

I vaguely remember that I managed to install WenSuite a year ago (or so),
but it never worked online.

> Nah, on second thoughts I just delete it.....

That's what I did, but it really is a pity as WenSuite actually looks
good. The last version I managed to start up also had a dialog where you
could choose which stack to use, a *very* nice feature :-) I mean,
MiNTnet, IConnect and Draconis all have socket-libraries which are very
similar (although the IConnect-lib only works with PureC), so it should be
fairly easy to support all of these. Peter R. promised a socket-lib for
STiNG too, this would have made things even easier.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3253. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p9n75$c2g$3@snipp.uninett.no>
Source record: 74586

Dennis Vermeire <dennis.vermeire@online.be> wrote:

> The virus killer not working has got nothing to do with the combo
> MagiC/Jinnee 2.1. It doesn't function under MagiC period. It never has
> and it probably never will. The author surely must have a special version

Well, I have a very old version here (the disk is labeled "Douglas
Communications, 1993"), and it works if started in single-mode. I have
never treid newer versions, as I haven't had a virus on my Ataris since
'92...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3254. st/falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: steve brockelsby <steve.brockelsby@diamond.co.uk>
Message-ID: <37B8678D.CBEE3882@diamond.co.uk>
Source record: 74587

what is the main diff between an st of a falcon, can i run cubase on
both machines?
please email me

3255. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b876e688e6f60@ping.be>
Source record: 74588

on Mon 16-08-1999 19:38 Dennis Vermeire wrote:

>
>The French people seem very pleased with it. I think that Atari produced
>a special kind of ST, TT & Falcon for use in France only. Perhaps we
>should all get a French Atari to get this thing running?

Euch my Hades is a French one too then. It works here even under
N_AES/MiNT with Copy Cache on, at least offline. Quite some time ago I got
WS 3.12 working online on my Hades. Ask Jo Vandeweghe if you won't believe
me. Oh no, don't ask Jo. I forgot he hates Oxo so much he probably won't
tell you.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3256. Re: st/falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <u+dNAFAwnHu3EwCA@steverosie.demon.co.uk>
Source record: 74589

On Mon, 16 Aug 1999 at 20:33:33 a message from steve brockelsby was
created on the subject of st/falcon.
>what is the main diff between an st of a falcon, can i run cubase on
>both machines?
>please email me

Hi

you should be able to run Cubase on either machine, although you need at
LEAST 1 meg and a hi-res monitor to use it on the ST.

Trying to compare machines is a little tricky, as the only thing they
have in common is they both use a Motorola CPU:) Effectively they are
different machines, someone will correct me if I'm wrong:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3257. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <WS3.7074d5d0.81c442a0.louis@holleman.demon.nl>
Source record: 74590

Dans le message <934830486-745831AEicMi@online.be>
Dennis Vermeire a ï¿½crit:

>Latest development: they have included a `Print' option in Wensuite, which
>is perfectly logical, only they forgot to (ROTL here) implement it....
>It stands to reason of course: because nothings functions there's nothing
>to print either.....

>I'm really having fun with this program, nothing works, nothings functions
>but I must say it is fun.....1999, and they dare produce a miscarriadge
>like this. They even want money for it. For a while I thought I was back in
>1985.

Hi Dennis,

actually, I'm using 3.20a again to reply and sending it off...

If you look at it more carefully, you'd see the menu option is greyed out...
Same with all the "external programs", there's nothing to do with these.

I tried the FTP section, it looks like it's working but it ain't... there's nothing I can do
with it. (note: this line wrapped automatically)

Funny: for 3.20a I had to remove one line from my script, which did the trick OK on 3.12b!

More funny: with exactly the same settings I get funny colors for pictures in html, whereas in 3.12 they showed up OK. (note: this line wouldn't wrap at all)

Editting in a message like this is a pain: delete all chars manually. No way to simply rubberband a dozen lines and remove them. (this line wouldn't wrap either)

Now while I'm typing, sometimes the wrap function works OK, another time it doesn't.

Even more funny: after the first time I read msgs in 3.12, I couldn't read them any longer unless I did a "reply-to"... (again no automatic wrap)

I transferred all the news files to 3.20 and it's OK now... in 3.20, not in 3.12 :-(

So far the mail stuff worked OK (except that I can't read in 3.12 unless I do the same trick
with "reply-to"...

The stack works OK. In this version however the modem commands get a C/R and bellsign in the initstring and hangupstring. Version 3.12 did it only to the initstring.
It happens as soon as you hit "connexion". Next you click the "disconnexion" thing, go to the modemcommands, remove the added chars and next you can connect and disconnect as many times you'd like. After a new programstart the same stuff happens again.

I just read in the docws that english and german versions are due in september. I surely hope so, since my French is rusty like hell!

OK, let's try to get it out!

--
CU NeXT msg,

____
| |
LOUIS | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3258. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37b88e649b41f11@ping.be>
Source record: 74591

on Mon 16-08-1999 21:20 Martin "Nightowl" Byttebier wrote:

>Quite some time ago I got WS 3.12 working online on my Hades.

Oeps did I say 3.12? You must read v2.40. AFAIK the latest demo version
can't be used online ---> demo restriction.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3259. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b875ce157d62f0@holleman.demon.nl>
Source record: 74592

Oh boy!

Well, this morning I was working WS 3.12, fetched some news and could read it. I also got some mail and could read it. Later I experienced I could no longer read new and mail articles....

This evening I worked with 3.20, which I got running.
At first I could read news and mail. Next I replied to Dennis, it was sent off and the next thing I can no longer read existing articles.
Thinking about it, the same happened this morning on 3.12... I had replied to something using WS and after that was sent off all the articles couln't be read any longer.

So now I'm stuck with two versions which both cannot read articles any longer. Any more experiences like this?

I have tried already deleting everything in the newsfolder, but then I need to get the allgroups again and start up again. Leaving the allgroup.idb and .xdb files results in a message that I can't fetch news.

The longer I work with this stuff, the more messy it seems to be. Got the browser working basically, one one version with wrong colors for the graphics and most moving graphics are not displayed or "still-displayed" but at least it's working. The FTP doesn't work at all. Now I thought I had the mailer and newsfetcher working, but as soon as one writes back it's all gone...
Apart from that, the mail/news editor is crappy too: read my previous msg written with WS (I wish I'd never done it but I think it managed to get out).
Right now I think OXO needs to pay the user for all the discomfort and I think FF 290 is just a laugh then...

Just adding one and one together: CAB: no more support/development. LoA: perhaps the best bet? (but still a long way to go). WS: eerrrrrrmmmm???

I think my plans to shift Internetting to a Linux-box isn't that bad :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3260. Re: Atari.org server is broken?

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37b78589@skylite.connect.ab.ca>
Source record: 74593

> I write adress something.atari.org and my WebBrowser says me that this
> site is unreadiouse. What is happend ? Maybe someone does something with it.
> (for atari.org supervisors)

Hi Roman,
As far as I know, Atari.org had a Hard Disk Crash :-(
I have no idea how much longer it will be down, but hopefull not for very
much longer.

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3261. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908161403.a23645@kr.maus.de>
Source record: 74594

Hi!

M>I will soon be following in the footsteps of the X-Online (Now
M>Place2Be.com)

I currently only have the place2be.de domain. The .com domain is planned to be used sometime soon for the English pages.

Regards,
Jan

3262. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908161409.a23646@kr.maus.de>
Source record: 74595

Hi!

B>I wonder if Juergon plans on adding this..

He would surely like to but has no documentation. So if someone knows of some docs about chmod comands (RFCs?) you should go and contact Jï¿½rgen.

B>Which commands are these? I have not noticed, but I just use the
B>elementary features of IRC. I agree the multiwindows can get

For some beta testing reasons I just went down the list of commands that are listed in the AtarIRC hyp file and Chatter only knew a small amount of them. A good example that you will most probably see when you're e.g. on #atari or #atariscne is the /me comand.

B>PS; in AIRC just press TAB and you dont have to type in the /msg nick
B>over and over again :)

:-) Surely a point where I should have studied the manual. ;-)

Regards,
Jan

3263. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-16 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908161411.a23647@kr.maus.de>
Source record: 74596

Hi!

JES>With I-Connect or STiNG?

I-Connect.

Regards,
Jan

3264. Re: st/falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: <>
Message-ID: <37b8c20d.0@news.qnet.com>
Source record: 74597

```
On 16 Aug 1999 20:33:33 , steve brockelsby wrote:
>what is the main diff between an st of a falcon, can i run cubase on
>both machines?
>please email me
>.
ST = max 4 megs of ram, TOS 1.0 to 1.4 68000 cpu

Falcon max 12 megs of ram, TOS 4.? 68030cpu also dsp chip

*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3265. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37b8f492.684311@news.wxs.nl>
Source record: 74598

On Mon, 16 Aug 1999 19:38:38 +0200, Dennis Vermeire
<dennis.vermeire@online.be> wrote:

>Jos <jovlie@xs4all.nl> wrote on 15-08-99:
>
>Hi Jos,
>>Sorry, This is only useful when it works under MagiC/Jinnee 2.1 !!
>>That's my OS and the OS for many other Atarians....
>>An 'ultimate' virus killer MUST work under every OS, Richard.
>
>The virus killer not working has got nothing to do with the combo
>MagiC/Jinnee 2.1. It doesn't function under MagiC period. It never has
>and it probably never will. The author surely must have a special version
>of MagiC, since he claims it works on his setup. He's shouting this for
>over three years now, and refuses to get it right, another fine example
>of a guy sitting high on mountain looking down at all the idiots (us).
>Maybe he should join OXO Systems?

Always appreciate constructive criticism like yours, dude.
UVK has always worked under Magic provided you keep the SHIFT keys pressed
during loading. It's the system status screen that goes wrong.
By the way, UVK was freeware until 1988, then commercial until early this
year. Now it is shareware. Get your facts right next time please.
This thing with the SHIFT keys is in the manual. Read it next time please.

Richard

3266. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <6Y6u3.6200$k3.530988@news1.telusplanet.net>
Source record: 74599
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

```
Last Updated 08/16/99
- Sold items removed

Thank you to everybody who has sent us offers, as you can see, we have sold
off a few peices, but still have lots to go. I have received about 80 email
in regards to the ST hardware, but very honestly I haven't had a chance to
go through them all yet (at least not carefully). I will try an do so by
this upcoming weekend.

I will continue to update this post as we go through the rest of the
equipment or sell items off. Please see the original post for the story
behind all this equipment. I have incorporated all the new equipment into
my regular style of post and added in some of the items that I/we already
had laying around. All the Atari equipment has been tested and appears to
work fine, however the IBM development tools and hardware has not. We have
no reason to believe that it won't function properly as the majority of all
of the added equipment is in very good shape and boxed. If you have any
questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For
items that I am taking offers on (no price listed), please make all offers
in U.S. funds. I am also willing to trade for certain items, please see my
list at the end of this post. Please note that I am in Western Canada, so
shipping to the US will be slightly more expensive on larger items (however
if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at
classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email
me if you would like a current listing of items I have for other systems
(Colecovision, Intellivision, Classic Computer or Handheld games) sent to
you, please specify system.

**Hardware** Please make an offer
=================================================================
Please note that at the time of this posting, there are multiples available
of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice - 2 of 5 units left
- Atari Mega4 ST(s) - with keyboards/mice and power supplies - 2 of 3 units
left
- Atari TT030 - with keyboard/mouse and power suppy
```

- Atari TT030 with built-in SCSI Harddrive - with keyboard/mouse and power supply
- Atari PCT1426 13" Monochrome TT Monitor
- Atari TTM195 20" Monochrome TT Moniters
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLMC804 Laser Printer Controller
- Atari SLM804 Laser Printer - boxed with power supplies
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables 1 of 3 units left
- Atari Portfolio - with box and manual
- Atari Portfolio(s) - missing box, manuals - 2 of 4 units left
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

8-Bit Cartridges Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)

- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

IBM PC Development Packages/Software/Hardware Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

Miscellaneous Software Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

8-Bit Books Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM

- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========

I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

3267. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pavq3$c60$2@news4.svr.pol.co.uk>
Source record: 74600

On 14 Aug 1999 15:06:00 , Jan-Frederik Daldrup wrote:

>Don't get the facts wrong: I-Fusion either allows running StiK/STiNG clients
>under I-Connect or Draconis. It won't allow (or atm) running Draconis clients
>under I-Connect.

Thanks, that's what I meant to say.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3268. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pavq5$c60$3@news4.svr.pol.co.uk>
Source record: 74601

On 13 Aug 1999 19:37:46 , Dennis Vermeire wrote:
>Bob King <robert.king.@patent.gov.uk> wrote on 13-08-99:
>
>Hi Bob,
>>Calling all Atari, Zetnetians: do any of you use IConnect with CAB
>>2.5/2.7 and if so can you send me your files for logging on etc.
>There's really no need for that....
>You have over 95% chance to connect to your ISP, without having to worry
>about script files.

It might be that Bob needs to activate the "Terminal" option and interact manually with the login if Zetnet doesn't use a scriptless login. Someone at our club uses IConnect with Zetnet, and if my brief look over his shoulder was a guide it looked like one did need such a script.

In any case it should be straightforward enough to transfer STinG's waitfor/respond sequence to IConf.

>Cross your fingers and start IConnect, after something like 15 to 30
>seconds a dialogbox should pop up telling you that you're connected...:-)
>
>Yes, that's all there is to it folks. We are talking IConnect here not
>STinG, right?

There are plenty of advantages to using IConnect with it's only downside being that it isn't capable of asking the ISP for a DNS as StinG 1.20 is.

I'm confused by the manual tho', which instructs that one is to determine the numeric addresses for the various servers with the get_ip prog and plug them into IConf, however this doesn't seem to be a requirement at all, the names alone are fine.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3269. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pavq7$c60$4@news4.svr.pol.co.uk>
Source record: 74602

On 13 Aug 1999 10:50:44 , Gordy wrote:
>On 12 Aug 1999 15:11:46 , Dennis Vermeire wrote:
>
>>No, neither do I want to trade my IConnect clients. Why? same reasons as
>>you have really, I'm happy with them, they do what they are supposed to
>>do, are bugfree, compatible with each other and run quite smoothly.

[...]

>This is very true...I have been following this thread with alot of
>interest and have followed the suggestion of installing ICONNECT and
>STING together.I have been testing ICONNECT on the only client I
>have,CAB,and find the CAB...flame me if you must...runs better and
>faster than it does under STING.I have not tried any other ICONNECT
>client but after my results with CAB I think this is probably the
>better stack to follow.....Are there any Demo versions of ICONNECT
>clients to try out?

There's fiffi (FTP client supplied on the CAB2.5 master disk) and Teli,
telnet client, shareware.

Look on Bengy's site for links and Englsih RSC files.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3270. Re: st/falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B91396.61EBC87D@online.TAKE.THIS.OUT.fr>
Source record: 74603

steve brockelsby a ï¿½crit :
>
> what is the main diff between an st of a falcon,

Lots!

The ST is a 68000-based machine running at 8Mhz (16 on Mega STE). Video modes are limited to the low, medium and high resolutions. Depending on the machine, it has a max of 4Mb, no internal HD, and no audio input (nice audio output on STE). A Falcon is 030-based at 16MHz, VGA display with lots of different video modes, up to 14Mb of RAM, a complete audio matrix including DSP, SCSI and IDE capabilities, etc...

> can i run cubase on both machines?

Yes, but this depends on versions. An ST can run Cubase 2.0 to 3.0, but will not run Cubase Audio (actually, it might, but will not use the audio features). A Falcon can run Cubase 3.0 and Cubase Audio.

Basically a 1040ST is perfectly ok for MIDI. If you want MIDI+audio sequencing, then you need a Falcon.

> please email me

No, please read the newsgroups you post to.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3271. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B9177C.7C087E74@online.TAKE.THIS.OUT.fr>
Source record: 74604

Martin Nightowl Byttebier a ï¿½crit :
>
> on Mon 16-08-1999 19:38 Dennis Vermeire wrote:
>
> >
> >The French people seem very pleased with it.

Yes, because the french can actually buy it. I think there is a big misunderstanding with the *update* files that are distributed on the net. Lots of people are complaining that they can't connect and just say it doesn't work. Of course it doesn't if you are not a registered user.

At the moment OXO are committing to support the french market only, which is a mistake IMO. The good side of this is that people who have bought the package actually do get support. OXO even tries connecting to their provider and stuff like that.

I actually offered to translate WS for them, but they said they were not interested yet as they feel they do not have the resources to support international markets. Once the product is stable enough they probably will consider it, but with updates coming out every 2 or 3 weeks, I can understand they are reluctant to maintain multilingual RSCs.

> >I think that Atari produced
> >a special kind of ST, TT & Falcon for use in France only. Perhaps we
> >should all get a French Atari to get this thing running?

Erm... I don't think so. The only differences are the keyboards, TOS languages (which also goes for the UK/US/German/dutch/etc..) and the lack of RF Modulators on french machines (all TV's here have SCART since 1981).

I have the feeling that the compatibility problems that they do have come from the fact that they are developing WS on MagicMac and from some of the GEM libs they are using. I definitely wouldn't consider MagicMac as being a reference Atari platform for beta testing.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3272. Re: Falcon as X terminal

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <37B92BF3.238D64B6@club-internet.fr>
Source record: 74605

Martin Graiter wrote:
>
> > I've a linux box (PC) and two Atari. One of them is a Falcon, and I'd
> > like to use it as a X terminal. Is it possible (using MiNT ?).
>
> I've used my Ataris as TTY terminals to Linux, but that's much simpler.
> How do you imagine to realize this without an ethernet on the Falcon?
> An old PC with lots of memory would be a better bet...
>
> MG

I've also tried to use my Ataris as terminal and it works fine. Now I have a PPP connection, using STinG and the serial port (I know it's slow). My Atari is a Web server, a FTP client, or wathever I want :) So, as it has a TCP/IP stack, it could be a X terminal, right ? The problem is to know if a stand alone program exist (server) to display a program running on my PC. Maybe I should install Linux again on my Falcon and start with a window manager at boot time. I'll probably try this as soon as I find a hard disk to put linux on.
I'm also thinking of an old PC (486), but I already have 4 computers (PC linux + F030 + ST + 286) !
Thanks for you answer.
--
Alain

3273. Re: Connecting TT to Pc using nullmodemcable

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <37B92D15.9B90757E@club-internet.fr>
Source record: 74606

Krzysztof Maj wrote:
>
> On Sat 14-08-1999 14:19 (GMT) Alain GAYMARD wrote:
>
> >I'm using Linux, not Windows, but is could also be possible with a good
> >NAT program (for IP masquerading) :)
>
> What is it "NAT program"? Do you know any?
> I am interested in the solution of this problem also.
>
> --
> Greetings from Okami Newsreader user
>
> Krzysztof Maj
> <kmaj@smok.REMOVE.THIS.krakus.top.pl>

Hi Krzysztof

No, I've not NAT program (Network Address Translation, or IP
masquerading) for Windows, but maybe it exists...
Sorry for the wrong URL. It is
http://perso.club-internet.fr/agaymard/network_e.html

Anyway, you can do NAT with STinG rather than with Windows !

--
Alain

3274. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b923fc1dfe9650@holleman.demon.nl>
Source record: 74607

on Tue 17-08-1999 10:04 "Nicholas Bales (please edit email addressto reply wrote:

>> >The French people seem very pleased with it.
>
>Yes, because the french can actually buy it. I think there is a big
>misunderstanding with the *update* files that are distributed on the
>net. Lots of people are complaining that they can't connect and just say
>it doesn't work. Of course it doesn't if you are not a registered user.

Hi Nick,

well, first of, I've got a key here, so I'm using the normal version.
You probably read my previous messages.
Connecting isn't the problem. Yes, somehow the modemcommands are messed up
by adding a C/R and bellsign to several strings, and you first have to
remove these, but then you connect without problems. Speed = fine.

My major concern is the following: it's unstable. Yes, that's on MagiC and
on TOS. Haven't tried it on Mint/NAES. Now apart from the browser
shortcomings and the FTP client NOT working, it has a mailclient and a
newsclient.
These are OK. Until I wrote back to a message and sent it out. After that
all the news and mail is no longer readable... I solved the problem by
removing all the existing files in the MAIL and NEWS dirs, fetching a new
allgroups file and replacing the CTX file with the original one as it
comes with the program. So this morning I set it up again and now it works
again. God bewares me for writing and sending with this client again.
The mailclient kills all mail on the server once you fetched it. I'd like
to see an option added to either leave mail on the server or kill it.
The editor is a pain-in-the-neck. Sometimes it wraps automatically, mostly
it doesn't. As soon as the cursor moves out of the window, this starts
flashing constantly. Get the cursor back with "backspace", issue a C/R and
you can proceed. Removing 15 lines of quoted text is just a laugh.

>At the moment OXO are committing to support the french market only,
>which is a mistake IMO. The good side of this is that people who have
>bought the package actually do get support. OXO even tries connecting to
>their provider and stuff like that.

The "welcome.htm" talks about English and German versions becoming
available in September...

>Erm... I don't think so. The only differences are the keyboards, TOS
>languages (which also goes for the UK/US/German/dutch/etc..) and the
>lack of RF Modulators on french machines (all TV's here have SCART since
>1981).

>
>I have the feeling that the compatibility problems that they do have
>come from the fact that they are developing WS on MagicMac and from some
>of the GEM libs they are using. I definitely wouldn't consider MagicMac
>as being a reference Atari platform for beta testing.

The way I see this: it ain't at all, based on the experiences I'm having running it on a TT with either TOS 3.06 or MagiC 5.01...

For the time being I've experienced enough. My preliminary conclusion: it's called 3.20a, but unusable. For a 290 FF program: don't spend your money on it. I think for the somany times 290 FF they must have received by now, they should buy a secondhand TT and start doing their homework again! Period. Next please...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3275. STe DMA sound

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7pbc80$l6o@newstoo.ericsson.se>
Source record: 74608

Hello,

I have an Atari STe, and Lattice C. I want to write a program that plays .sam files through the stereo outs. Can anyone give me any help here?. Also, any advice on the cheapest way to provide my STe with a hard drive?

Thanks

Tom

3276. Re: Atari.org server is broken?

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aaeA5JA$QTu3EwmZ@steverosie.demon.co.uk>
Source record: 74609

On Mon, 16 Aug 1999 at 03:36:22 a message from Bengy Collins was created
on the subject of Atari.org server is broken?.
>Hi Roman,
>As far as I know, Atari.org had a Hard Disk Crash :-(
>I have no idea how much longer it will be down, but hopefull not for very
>much longer.
>
>Bengy

It would have to be something serious as it's taking a while!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3277. xxxx.ATARI.ORG addresses

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <S6RCBOABZTu3EwF$@steverosie.demon.co.uk>
Source record: 74610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Atari.org are having problems at the present and aren't able to redirect email AND web addresses. So if you send any mail to an address that ends 'atari.org' it may come back.

The web site addresses have the same problem, BUT if you go to www.atari.org and go to the sub-domain list you will be able to get to the site.

While the services are down, why not reply to this thread if you want to get in touch with someone who has an atari.org email address.

Just a simple message like the following, mine is an example:

steve@atari.org

please drop a line.

your.own@email address here (if different from the header OR it's another atari.org one)

I little crude but effective!!! but only an idea.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3278. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37B93E18.F658AA6A@patent.gov.uk>
Source record: 74611

Derryck

Thanks for the info.

I followed Dennis's 'simple approach' advice. Nowhere! I then copied out
the wait/reply/wait/reply sequence in dial.scr. Still nothing.

Dialed up Zetnet manually using Connect (the terminal program), got
connected, but they stated asking me for id's etc. Flashed my user name
etc at them, but they disconnected me. What is puzzeling is that the
first string that dial.scr looks for is a code type staring with * and
this did not come from them manually. Perhaps Sting is sending them some
hidden data?

Can you get some info from you club mate.

Bob-King

Derryck Croker wrote:
>
> On 13 Aug 1999 19:37:46 , Dennis Vermeire wrote:
> >Bob King <robert.king.@patent.gov.uk> wrote on 13-08-99:
> >
> >Hi Bob,
> >>Calling all Atari, Zetnetians: do any of you use IConnect with CAB
> >>2.5/2.7 and if so can you send me your files for logging on etc.
> >There's really no need for that....
> >You have over 95% chance to connect to your ISP, without having to worry
> >about script files.
>
> It might be that Bob needs to activate the "Terminal" option and interact
> manually with the login if Zetnet doesn't use a scriptless login. Someone at
> our club uses IConnect with Zetnet, and if my brief look over his shoulder
> was a guide it looked like one did need such a script.
>
> In any case it should be straightforward enough to transfer STinG's
> waitfor/respond sequence to IConf.
>
> >Cross your fingers and start IConnect, after something like 15 to 30
> >seconds a dialogbox should pop up telling you that you're connected...:-)
> >
> >Yes, that's all there is to it folks. We are talking IConnect here not
> >STinG, right?
>
> There are plenty of advantages to using IConnect with it's only downside
> being that it isn't capable of asking the ISP for a DNS as StinG 1.20 is.

>
> I'm confused by the manual tho', which instructs that one is to determine the
> numeric addresses for the various servers with the get_ip prog and plug them
> into IConf, however this doesn't seem to be a requirement at all, the names
> alone are fine.
>
> Rgds, Derryck
>
> /--/
> / The Cheshunt Computer Club Herts UK /
> / http://www.cix.co.uk/~derryck/index.htm /
> /--/

3279. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B951D7.DA8B632F@online.TAKE.THIS.OUT.fr>
Source record: 74612

Louis a ï¿½crit :
>
> on Tue 17-08-1999 10:04 "Nicholas Bales (please edit email addressto reply wrote:
>
> >> >The French people seem very pleased with it.
> > >
> > >Yes, because the french can actually buy it. I think there is a big
> > >misunderstanding with the *update* files that are distributed on the
> > >net. Lots of people are complaining that they can't connect and just say
> > >it doesn't work. Of course it doesn't if you are not a registered user.
> >
> > Hi Nick,
> >
> > well, first of, I've got a key here, so I'm using the normal version.
> > You probably read my previous messages.

Yes I did. You're probably one of the only non-french users right now.

> > My major concern is the following: it's unstable. Yes, that's on MagiC and
> > on TOS. Haven't tried it on Mint/NAES. Now apart from the browser
> > shortcomings and the FTP client NOT working, it has a mailclient and a
> > newsclient.

The FTP client is not implemented yet from what I've understood.

> > These are OK. Until I wrote back to a message and sent it out. After that
> > all the news and mail is no longer readable... I solved the problem by
> > removing all the existing files in the MAIL and NEWS dirs, fetching a new
> > allgroups file and replacing the CTX file with the original one as it
> > comes with the program. So this morning I set it up again and now it works
> > again. God bewares me for writing and sending with this client again.
> > The mailclient kills all mail on the server once you fetched it. I'd like
> > to see an option added to either leave mail on the server or kill it.
> > The editor is a pain-in-the-neck. Sometimes it wraps automatically, mostly
> > it doesn't. As soon as the cursor moves out of the window, this starts
> > flashing constantly. Get the cursor back with "backspace", issue a C/R and
> > you can proceed. Removing 15 lines of quoted text is just a laugh.

Yes. Can't you use an external editor? The older versions allowed that.

> > >At the moment OXO are committing to support the french market only,
> > >which is a mistake IMO. The good side of this is that people who have
> > >bought the package actually do get support. OXO even tries connecting to
> > >their provider and stuff like that.
> >
> > The "welcome.htm" talks about English and German versions becoming

> available in September...

Well, I wouldn't trust that welcome.htm file (it doesn't even say that
the copy you have downloaded in an update and that you cannot connect
without a key), and I also wouldn't trust any Atari company when it
comes to deadlines.

> >Erm... I don't think so. The only differences are the keyboards, TOS
> >languages (which also goes for the UK/US/German/dutch/etc..) and the
> >lack of RF Modulators on french machines (all TV's here have SCART since
> >1981).
> >
> >I have the feeling that the compatibility problems that they do have
> >come from the fact that they are developing WS on MagicMac and from some
> >of the GEM libs they are using. I definitely wouldn't consider MagicMac
> >as being a reference Atari platform for beta testing.
>
> The way I see this: it ain't at all, based on the experiences I'm having
> running it on a TT with either TOS 3.06 or MagiC 5.01...
>
> For the time being I've experienced enough. My preliminary conclusion:
> it's called 3.20a, but unusable. For a 290 FF program: don't spend your
> money on it. I think for the somany times 290 FF they must have received
> by now, they should buy a secondhand TT and start doing their homework
> again! Period. Next please...
>

I'm afraid I have to agree with you there. I think WS has the potential
to become a very good product. It is fast, and has some internal
multitasking capabilities even under SingleTos, which is very neat, and
they are pretty supportive, at least on fr.comp.sys.atari. On the other
hand, there are some design choices that I just cannot agree with: lack
of international support, no STinG interface, and the development
platform which is hardly standard. There is still progress to be made,
and the fact that they do not want to support it internationally is
recognition that even they don't feel it is a mature product yet.

All I can suggest is what OXO suggests when problems like yours come up
on f.c.s.a, mail them directly.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3280. Re: Ultimate Virus Killer (Atari ST/TT/

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pbp6pqhc1@news.campuscwix.net>
Source record: 74613

On 16 Aug 1999 19:01:57 , Jo Even Skarstein wrote:

->Well, I have a very old version here (the disk is labeled "Douglas
->Communications, 1993"), and it works if started in single-mode. I have
->never treid newer versions, as I haven't had a virus on my Ataris since
->'92...

Hi Jo Even. Well, I've UVK 2000 here, that I bought commercial from SFT just before it was released publicly, and it works fine under my MiNT-Falcon setup. It always finds some program in memory that it labels "unknown app at memory location xxx" but other than that it seems to work just fine. Like you, its been a very long time since I've seen an Atari virus. In fact, I think it was the Ghost virus (mouse moves the opposite direction) on my STe years ago.

Its so funny at work on the new network (Wintel NT's) reading the MS-Outlook E-mails. Fully half are virus warnings... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3281. sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7pbr31ien1@nnrp02.primenet.com>
Source record: 74614

Can anyone tell me where in my dial.scr file to add in a baud rate to increase the baud of my modem.

Gene

3282. Re: sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37B9737D.609394C5@online.TAKE.THIS.OUT.fr>
Source record: 74615

broncos@primenet.com a ï¿½crit :
>
> Can anyone tell me where in my dial.scr file to add in a baud rate to
> increase the baud of my modem.

I can't remember off the top of my head, but it should be in the
serial.cpx or in the dialer configuration screens. Editing the dial.scr
by hand is pointless since the last few versions of STinG.

However, don't forget that whatever the speed of modem, a plain ST
cannot go faster than 19.6Kbps, which usually translates to a 14.4Kbps
connection. Could you be more specific on your setup ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3283. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7pbulj$p15$1@snipp.uninett.no>
Source record: 74616

Jan-Frederik Daldrup <Jan-Frederik_Daldrup@kr.maus.de> wrote:

> JES>With I-Connect or STiNG?

> I-Connect.

It's been a while since I installed this on my TT now, so I really can't remember exactly what I did to get decent transfer-rates. IIRC I just made sure that the configuration was consistent with my MiNT-Net setup...

Btw. Geir Vï¿½lidalo just told me today that IConnect got more stable after he fiddled with the timeslice-settings in MagiC. I don't know what he set it too, but it might be worth a try.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3284. Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7pc6oc$2ck$1@news5.svr.pol.co.uk>
Source record: 74617

Hi All,

I seem to be having problems installing Spin!
I place all the files into the the Auto folder as described but I
can't get it to load the BOS file.
The error I get is 'driver not found' 'device not reconised'
How can I edit the config.sys file so it reconises that my CDROM drive
is ID=5 and th Drive letter is P?

My system is an Atari STE running MagiC 6

Thanks in advance,

Gordy.

3285. FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: midigear@gis.net
Message-ID: <37b9a466.5046060@news.gis.net>
Source record: 74618
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,ne.forsale,comp.sys.mac.wanted

```
FS: NEC Tripple Spin CD ROM
external SCSI CD ROM drive
excellent condition
also works great as stand-alone audio CD

(has transport controls, display, volume knob,audio outputs etc.)

with power supply and manual

Taking offers
```

3286. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <934916504-166861AEicMi@xs4all.nl>
Source record: 74619

Hi,

>I seem to be having problems installing Spin!
>I place all the files into the the Auto folder as described but I
>can't get it to load the BOS file.
>The error I get is 'driver not found' 'device not reconised'
>How can I edit the config.sys file so it reconises that my CDROM drive
>is ID=5 and th Drive letter is P?

>My system is an Atari STE running MagiC 6

Do you use the MagiC driver?
Don't forget to put the spinmagc.xfs file into the magic folder 'extensions'

Regards,
Guido

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon-----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------

3287. Connecting an ST and a Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7pc8bb$4pf$1@news4.svr.pol.co.uk>
Source record: 74620

Hi ,

I know that this question has been asked before , but I can't seem to find much info about it. What is the best way to connect a Falcon to an ST , for basic file transfer.

My ST has an external 40mb Gastenier HD with a ASCI lead. And the Falcon has an internal 310mb HD.

I know that there is a page devoted so such comms issues by some dude called 'pera' but I've mislaid the address.

Any help on either would be excellent.

many thanks

cheers

Paul Mac

3288. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7pc8m3$41c$1@news5.svr.pol.co.uk>
Source record: 74621

On 17 Aug 1999 20:00:34 , Guido Goebertus wrote:
>Hi,
>
>>I seem to be having problems installing Spin!
>>I place all the files into the the Auto folder as described but I
>>can't get it to load the BOS file.
>>The error I get is 'driver not found' 'device not reconised'
>>How can I edit the config.sys file so it reconises that my CDROM drive
>>is ID=5 and th Drive letter is P?
>
>>My system is an Atari STE running MagiC 6
>
>Do you use the MagiC driver?
>Don't forget to put the spinmagc.xfs file into the magic folder 'extensions'

Yes,That was one of the first things I did.:-)

Gordy.

3289. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7pc9l9$638$1@news6.svr.pol.co.uk>
Source record: 74622

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:7p9mne$c2g$2@snipp.uninett.no...
>
> I vaguely remember that I managed to install WenSuite a year ago (or so),
> but it never worked online.

Yes, I remember getting it working at some time or other (on a TT). IIRC,
the clue to getting it working on-line was to load HSSERIAL (??) rather than
the HSMODEM which I normally use.

3290. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b9a132241bd140@holleman.demon.nl>
Source record: 74623

on Tue 17-08-1999 14:13 "Nicholas Bales (please edit email addressto reply wrote:

>Yes I did. You're probably one of the only non-french users right now.

Hi Nick,

maybe so. But are all those french users using Macs with MagicMac?

>The FTP client is not implemented yet from what I've understood.

Obviously. However the menu item isn't greyed out and can be called up.
I've seen the Telnet, IRC, HTM editor and Print menu's too, but all greyed
out.
I've been staring at this FTP window for about 5 minutes, finding out I
could read my disks/dirs but nothing else. In the end I could find no way
to select a server, so that's where I figured the feature isn't
implemented yet.

Same with the "visualiseurs": the option is there, but doesn't work.

>Yes. Can't you use an external editor? The older versions allowed that.

Not this one (unless it's in the "visualiseurs-menu"). OTOH, there is
another menu "Edition" with all functions like copy, cut, paste, undo,
mark, search etc. This too is greyed out, so I figure that's another
future job for the editor.

I recall having had a look at WS 2.somuch, quite some time ago. I could do
nothing with it and the browser didn't look very much appealing.
This one looks a lot better. For a program with version number 3.somuch I
expect better functionality. Don't give a shit when the FTP, Telnet or IRC
clients haven't been implemented. The implemented ones should work. I
haven't located where exactly it happens, after finishing/writing a
message or after the transfer, but it leads to the existing messages
becoming unreadable the normal way. One can read them afterwards by
replying to them and after reading, canceling the operation. But in fact
the only *decent* operating part is the TCP/IP stack. It may also be
responsible for kicking in those C/R's and bellsigns in some of my
modemcommands, but basically it works fine.

This is no app for FF 290... I guess we're not waiting for "another MS OS"
which is sold commercially and with every update some bugs have been
removed and more added...

--
CU NeXT msg,

_____
| |

L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____|

3291. Re: sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: alf@jambutty7.freeserve.co.uk
Message-ID: <37bab61a.14986785@news.freeserve.co.uk>
Source record: 74624

broncos@primenet.com
>Can anyone tell me where in my dial.scr file to add in a baud rate to
>increase the baud of my modem.
>
>Gene

--
End Of Butty

3292. GAMES QUESTION??! HELP ME!! PLEASASEE

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: damaja2010@aol.com
Message-ID: <19990817162518.21101.00000124@ng-xb1.aol.com>
Source record: 74625

Where can I download Atari ST games for the Pacifist Modulator? Anyone have any idea?

PLEASE EMAIL ME AT DAMAJA2010@aol.com

3293. Atari Object Mover Software for Kurzweil 1000

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: jr <JamesBRey@aol.com>
Message-ID: <37B9DBAE.E6E@aol.com>
Source record: 74626
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st,rec.music.makers.synth

For Sale: Atari Object Mover Software for Kurzweil 1000 series synths.

I have a copy of this software including binder, operating instructions etc.

If you have a Kurzweil 1000 series and an Atari ST then you probably need this. Allows you to handle the 1000 series synths from your computer. Works with Keyboards and modules.

Trades or Offers.

JamesBRey@aol.com

3294. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934927266-421251AEicMi@online.be>
Source record: 74627

Hi Richard,

Boy it takes a programmer to come up and implement the "double shift"
function...

That's what I like about USEnet, don't put vital information like this in
the manual, if the idiots out there can't figure it out themselves, give
them a hint in the newsgroups, nice peace of work...

There's still trouble in paradise though: booting the program with both
shift keys starts the program indeed..... for exactly 12 seconds, then
the program gives an exeption error 69, and it's back to the desktop :-(

I used to be a fast and flashy guy when I was younger, but now I need at
least 13 seconds to check a single disk. On second thoughts: could you
make that 14 seconds please? Old age might slow me even more.

So I'm afraid it's back to the drawingboard for you Richard, while your
at it, correct some spelling mistakes in the Dutch version, and please
add a touch of colour to these boring dialogue boxes.

Cheers from Belgium
Dennis

3295. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934927272-422651AEicMi@online.be>
Source record: 74628

Martin Byttebier <tos4ever@ping.be> wrote on 16-08-99:

Hi Martin :-)
>Oeps did I say 3.12? You must read v2.40. AFAIK the latest demo version
>can't be used online ---> demo restriction.

You can send/eMail the key of version 2.xx back to OXO Systems, You'll
get a new registration key that works with version 3.xx for free.

The only version that more or less worked here was 3.10, offline that is.
Online the latest version definitely is the best of the bunch.

Cheers from Belgium
Dennis

3296. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <934927270-421975AEicMi@online.be>
Source record: 74629

Louis <louis@holleman.demon.nl> wrote on 16-08-99:

Hi Louis,
>If you look at it more carefully, you'd see the menu option is greyed
>out...Same with all the "external programs", there's nothing to do with
>these
That's what I ment, with not implemented, I have noticed that a lot of options are not "implemented yet". I bet they overlooked this, how can one explain it otherwise? supposing you're lucky and have surfed to a site without the program returning to the desktop, and you would like to have a printout of it, because saving the html page to disk is not "implemented" either, come to think of it there is a whole lot greyed out. I had a look in the RSC file, there aren't any dialogue boxes present for the greyed out options.

>So now I'm stuck with two versions which both cannot read articles any
>longer. Any more experiences like this?
Consider yourself lucky, I never managed to pull in the grouplist, after about 3000 entries, Wensuite returns to the desktop

>Apart from that, the mail/news editor is crappy too: read my previous
>msg written with WS (I wish I'd never done it but I think it managed to
>get out).
Well, you did manage to get a message out, even if it only was a single one.
And Louis, it did start nice...
<SNIP>
>Dans le message <934830486-745831AEicMi@online.be>
>Dennis Vermeire a ï¿½crit:
<SNAP>
It has a certain touch :-))

I haven't tried this yet, but perhaps one could make a screenshot of his mails & postings? Like I wrote, this program is fun, it challenges the user up to the very limit :-)

>I just read in the docws that english and german versions are due in
>september. I surely hope so, since my French is rusty like hell!
Don't put your hopes up to high, there's absolutely nothing in those docs that will help you (us) a single step forward.

On a more serious note though: If OXO Systems persists in bringing out a complete suite (stack, browser and clients) I think they will never ever get it straightened out. They better should put all their efforts and abilities in the browser, that's what we want after all, a nice new fast browser, who's waiting here for the next newsreader or mailing prog

anyway?

Cheers from Belgium
Dennis

3297. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37b93d02.5203165@news.jax.bellsouth.net>
Source record: 74630

On Tue, 17 Aug 1999 05:37:30 GMT, richard@fortysecond.net (Richard Karsmakers) wrote:

> Always appreciate constructive criticism like yours, dude.
> UVK has always worked under Magic provided you keep the SHIFT keys pressed
>during loading. It's the system status screen that goes wrong.
> By the way, UVK was freeware until 1988, then commercial until early this
>year. Now it is shareware. Get your facts right next time please.
> This thing with the SHIFT keys is in the manual. Read it next time please.
>
>Richard

Richard, now that it's shareware.. How does that affect those of us whom purchased the commerical version.. How about updates.

Thanks Mike

3298. Re: Lynx Co. in CA???

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37b698e0.120083270@news.jax.bellsouth.net>
Source record: 74631

On 04 Aug 1999 22:22:03 GMT, jlensbo@aol.com (JLensbo) wrote:

>I've bought 2 or 3 Lynx game systems (used) from a company in California (I
>think). I've lost their web address... I've done a search but can't find them.
>Can anyone help?
>
>Thanx!
>
Most likely Video Game Liquadators at http://www.vglq.com

3299. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b9cdb826483470@holleman.demon.nl>
Source record: 74632

on Tue 17-08-1999 22:44 Dennis Vermeire wrote:

>The only version that more or less worked here was 3.10, offline that is.
>Online the latest version definitely is the best of the bunch.

Hi Dennis,

disagree... :-) Version 3.12b shows the browser graphics in right colors, version 3.20a doesn't. Also version 3.12b only adds a C/R plus bellsign to my initstring ATH, whereas 3.20a adds them to the initstring and hangupstring. And finally, where 3.12b connected to my ISP using the same script I'm using for Sting, Mintnet, Linux ppp and Draconis, for version 3.20 I needed to remove the last line "wait for HELLO"...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3300. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37b9cdb826483471@holleman.demon.nl>
Source record: 74633

on Tue 17-08-1999 22:50 Dennis Vermeire wrote:

>>So now I'm stuck with two versions which both cannot read articles any
>>longer. Any more experiences like this?
>Consider yourself lucky, I never managed to pull in the grouplist, after
>about 3000 entries, Wensuite returns to the desktop

Dennis, it took several tries here too. On one occasion it got in around 8000 groups, I figure around 5 short of comp.sys.atari.st :-)
But it just stopped there, it didn't crash. I noticed that the counter moves up till 32768, after that it counts back :-))) My ISP provides me with around 34.000 groups...

>Well, you did manage to get a message out, even if it only was a single
>one.
>And Louis, it did start nice...
><SNIP>
>>Dans le message <934830486-745831AEicMi@online.be>
>>Dennis Vermeire a 'ecrit:
><SNAP>
>It has a certain touch :-))

Yup, but there's no way to change that :-)

>I haven't tried this yet, but perhaps one could make a screenshot of his
>mails & postings? Like I wrote, this program is fun, it challenges the
>user up to the very limit :-)

Actually, I had planned to do so for the review in the next ST magazine. Now that the article is more like a bunch of criticism I was thinking of refraining from screenshots, mainly because the program is a no-go. I can do some shots however and send them private if you want...

>On a more serious note though: If OXO Systems persists in bringing out a
>complete suite (stack, browser and clients) I think they will never ever
>get it straightened out. They better should put all their efforts and
>abilities in the browser, that's what we want after all, a nice new fast
>browser, who's waiting here for the next newsreader or mailing prog
>anyway?

Well, look at it from their point of view: they wanted it on their own TCP/IP stack, thus there need to be several clients for that one. But I agree, let them finish (I mean FINISH) the browser first, then the mailer/newsreader PLUS the editor, and finally add subsequently the other clients. In fact, except for the stack, nothing works decent now. Apart from the shortcomings in the browser that I already mentioned, it's also pretty unforgivable at certain tags. I can't define anchors with a space

char in the ident, this is no problem at all with IE or CAB. Also, looking at my own page (which btw was checked in the HTML-doctor and brought up to the max standard), it looks like shit in WS.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3301. FS: Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7pcmd9qna1@ns1.thpl.lib.fl.us>
Source record: 74634

I have a 1.44 diskdrive with a face plate for the ST line of computers,
get rid of that noisy chinnon drive and use this drive it is a lot
smoother even though you do not have but 720KB (same as original drive)
this drive will last a lot longer and more reliable it does have a
faceplate on it and can be used with the ST line of computers.
price does include shipping by priority mail prepay by postal money order
please e-mail replies please....
$13.20

sfpu@scfn.thpl.lib.fl.us

3302. Re: Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af6bc70290B802A1.46@nest.ftn>
Source record: 74635

Hi Dennis Vermeire, on 16 Aug 99 you said:

DV> The latest version is 2.67, there are different drivers for different
DV> cards. eg: Mach32 and Mach64. the drivers are not compatible.

DV> Let me know what kind of card you have and I'll mail you the drivers for
DV> both the TT and MegaSTE

Could you tell me where you get all those drivers? I'm longing for an update
of the drivers of my PCI Mach64 (Hades)... Or if you have one at reach of
hand... I'll thank you forever. :-)

See you later,

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

3303. Re: Adamas & Sting and Mintnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934940656.19631.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 74636

Hi Derryck,

Derryck Croker wrote in message <7p0fl0ff1@news7.svr.pol.co.uk>...

>Support for IConnect is coming along - already there is Teli (a Telnet
>client), with Chatter (IRC) in beta. Pop along to Bengy's MagiC support
page
>for the latest news on this and IFusion, a gluestik workalike for allowing
>the use of STinG and Draconis clients with an IConnect connection (this
>latter also still in beta).

Which sounds a little like bowing to the inevitable: if they'd made the thing STiK-compatible to start with things would have been a lot simpler and support for Iconnect would have been there from day one, with two or three clients each for most of the standard services (telnet, ftp, mail, news, IRC etc). Considering that there is a shrinking supply of programmers for the platform, reinventing the wheel seems to be a foolish waste of resources. Don't get me wrong: I'm glad more programs are being made available for Iconnect (the more the merrier), but if they'd stuck with STiK-compatibility those programs would also have a bigger potential market as they could be used more widely, surely a consideration in these times.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3304. Re: Adamas & Sting and Mintnet and computer headache

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934940657.19631.1.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 74637

Hi Jo,

Jo Vandeweghe wrote in message <37B481EA.98C458EF@ping.be>...

>Atari users are they so intelligent to spend so much time on
>configuration files
>?

Actually, a well-commented configuration file can be a great improvement in terms of ease of setting up compared to a confusing GUI (NB "confusing" - a good GUI should be easy to use too). For instance, I found setting up STiK and STinG a doddle compared to Iconnect setup's scripting section which is much more confusing (to me at least). Most of the setup problems I encountered in the move from STiK to STinG (and there weren't many) were due to not reading the manual properly and were easily fixed. IConnect isn't currently working here (it was once, then stopped working and I gave up), STinG is. 'Nuff said...

Maybe I'm just weird?

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3305. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-17 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dwpaxc.64w35ilmwumgN@srry01m08-96.bctel.ca>
Source record: 74638

John Whalley <news@whalley.demon.co.uk> wrote:

> CAB may not show up in listings accurately partly because Dan Ackerman's
> STiK overlay identifies itself as Netscape to give access to some sites
> which would otherwise reject CAB.

The list I mentioned, unrelated to browserwatch.com, isn't based on
server logs. It's an Oxford-like attempt to list every browser.

But no mention of Atari.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3306. New translations available

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pdl01$2be$1@news5.svr.pol.co.uk>
Source record: 74495

Fresh in at my web site (thanks to Peter West of TransAction):

Suji 1.35E File and text in file finder - use with jinnee, Magxdesk or
stand-alone

And some additional Look'n'See modules, including a GDOS output module.
Includes updated ST-Guide hypertext.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3307. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7pdnci$1e6d$1@news5.isdnet.net>
Source record: 74496

On 18 Aug 1999 00:07:48 , "Gary Priest" wrote:

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?

Me..moi bien sur, I use POPwatch every days.

>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

Pour l'instant tout me convient tres bien, for instance, all are perfect!

>3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually
>released outside of beta), etc).

GAFTP est aussi indipensable !

Thank you for your programs.

Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
STinG120: http://www.ettnet.se/~dlanor/

Par soucis de compatibilite, les accents sont volontairement retires*
**********No accent for all browser compatibility.**********

3308. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37ba63d82d9ccbf0@holleman.demon.nl>
Source record: 74497

on Wed 18-08-1999 00:07 Gary Priest wrote:

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?

Hi Gary,

yup, since I switched to Okami, I'm using both. No whishes, they run
perfect, automated by means of Spawner and I wouldn't like to miss them
all.

>2. What bug fixes, new features would you like to see in these (or any of
my
>programs)?

Found no bugs and like I said: can't think of new features myself really.

I can only say: tks a lot for these great little programs!

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3309. Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Chris Worthington <C.Worthington@REMOVEftel.co.uk>
Message-ID: <37BA8BA5.4171@REMOVEftel.co.uk>
Source record: 74498

Hi,

My ancient 520STFM (1989 rainbow TOS) died a few years ago, and I'd really like to get it up and running again (I feel the need to play Megalomania...).

The ST was teetering on the brink for quite a while, and would randomly bring up disk errors ('No disk in drive'), and eventually it reached the stage where it would refuse to ever recognise there was a disk present in the drive. All this leads me to assume that the floppy drive is knackered, and that replacing it might get the ST up and running again. I even tried putting an old PC floppy drive in (ok, but it might have worked...)

So my question is, is it liekly to be the floppy drive, and if it is, can I get hold of a replacement (direct from Sony?)?

Any thoughts?

Thanks in advance,
Chris

3310. Re: Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37BAA7D5.E6546137@online.TAKE.THIS.OUT.fr>
Source record: 74499

Chris Worthington a ï¿½crit :
>
> Hi,
>
> My ancient 520STFM (1989 rainbow TOS) died a few years ago, and I'd
> really like to get it up and running again (I feel the need to play
> Megalomania...).
>
> The ST was teetering on the brink for quite a while, and would randomly
> bring up disk errors ('No disk in drive'), and eventually it reached the
> stage where it would refuse to ever recognise there was a disk present
> in the drive. All this leads me to assume that the floppy drive is
> knackered, and that replacing it might get the ST up and running again.
> I even tried putting an old PC floppy drive in (ok, but it might have
> worked...)
>

There are 2 common causes for the above symptoms:
- Bad PSU
- Bad Drive

In both cases, the only practical remedy is to replace the faulty component. A good source for a PSU is an old Atari, but you have the risk of getting another dead one. You can get replacement parts from most Atari dealers.

For the floppy drive, you can use a standard PC floppy drive, but you have to perform a few changes on it. These are described in the Quick FAQ. My STE is happily running a modified Mitsumi drive (which is what most OEM PC's use nowadays)

> So my question is, is it liekly to be the floppy drive, and if it is,
> can I get hold of a replacement (direct from Sony?)?

I don't think Sony drives were used inside the Atari. All of mine always had Epson drives. Anyway, any modern PC floppy drive can be used, the difference being in how easy it is to modify it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3311. Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7peclg$su1$1@nnrp1.deja.com>
Source record: 74500

Can any of the following read .PNG-files?
- Wen.Suite
- Light of Adamas
- CAB
- Newsie
- Lynx (sorry, just joking :-)...)

Just to know if I can use this format on my Web page instead of GIF
(for static images)...
But perhaps only a few non-Atari browsers support it?
--
Guillaume D&#65533;flache
mailto:Guillaume.Deflache@depinfo.enseeiht.fr

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3312. .APP vs .PRG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7ped4otbi1@nnrp1.deja.com>
Source record: 74501

Can anyone tell me the difference between .APP and .PRG executable-
program extensions? Just being curious...
--
Guillaume D&#65533;flache
mailto:Guillaume.Deflache@depinfo.enseeiht.fr

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3313. AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7pej49$85d$1@plutonium.compulink.co.uk>
Source record: 74502

Hi everyone,

Just a quick note to let subscribers know copies of AC#14 have been dispatched to all UK direct addresses with bulk supplies to overseas distributors en-route.

Apologies for the extended delay releasing this issue, we're now hard at work on AC#15 and AC#16, which will be our final "millenium" issue.

--
Regards

Joe
editor@ataricomputing.com

3314. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7pethg$b0l$1@nnrp1.deja.com>
Source record: 74503

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3315. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7penvg$h1t$1@news.campuscwix.net>
Source record: 74504

```
On 18 Aug 1999 16:26:33 , "Joe Connor" wrote:
->Hi everyone,
->
->Just a quick note to let subscribers know copies of AC#14 have been
->dispatched to all UK direct addresses with bulk supplies to overseas
->distributors en-route.
->
->Apologies for the extended delay releasing this issue, we're now hard at
->work on AC#15 and AC#16, which will be our final "millenium" issue.
->
->--
->Regards
->
->Joe
->editor@ataricomputing.com

Hi Joe! I have to ask this, and I hope its sincerely *wrong*, but is
AC shutting down after issue #16? I'm asking because it was mentioned
on the ST+Fanzine mailing list that someone thought you were, after
reading issue #14...

Maybe they misinterpreted your "final millenium issue" statement?

I'm hoping! ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3316. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37baee87$0$29331@news.zetnet.co.uk>
Source record: 74505

On 17 Aug 1999 18:12:19, Gordy wrote:
>On 17 Aug 1999 20:00:34 , Guido Goebertus wrote:
>>Hi,
>>
>>>I seem to be having problems installing Spin!
>>>I place all the files into the the Auto folder as described but I
>>>can't get it to load the BOS file.
>>>The error I get is 'driver not found' 'device not reconised'
>>>How can I edit the config.sys file so it reconises that my CDROM drive
>>>is ID=5 and th Drive letter is P?
>>
>>>My system is an Atari STE running MagiC 6
>

GORDY!!...I left you with a perfectly working Metados set-up.....why bother fixing something that aint broke :-)

peh-chaa

chrisc

3317. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7pese0$r3h$1@news5.svr.pol.co.uk>
Source record: 74506

On 18 Aug 1999 17:33:59 , Chris Crosskey wrote:
>On 17 Aug 1999 18:12:19, Gordy wrote:
>>On 17 Aug 1999 20:00:34 , Guido Goebertus wrote:
>>>Hi,
>>>
>>>>I seem to be having problems installing Spin!
>>>>I place all the files into the the Auto folder as described but I
>>>>can't get it to load the BOS file.
>>>>The error I get is 'driver not found' 'device not reconised'
>>>>How can I edit the config.sys file so it reconises that my CDROM drive
>>>>is ID=5 and th Drive letter is P?
>>>
>>>>My system is an Atari STE running MagiC 6
>>
>
>
>GORDY!!...I left you with a perfectly working Metados set-up.....why bother
>fixing something that aint broke :-)

Replied by E-mail...:-)

Gordy.
E-Mail:tesla1@zetnet.co.uk ICQ:37182286
http://www.users.zetnet.co.uk/gordy/
Oxford,England

3318. Magic Online

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7pessi$sr6$1@news4.svr.pol.co.uk>
Source record: 74507

On 17 Aug 1999 06:34:47 , Derryck Croker wrote:

:> links and Englsih RSC files.

^^^^^^^

How much do we pay you for translating stuff into english??. 8~))

:>Look on Bengy's site for links

This site is down, as is Uwe Seimet!!!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3319. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7pessk$sr6$2@news4.svr.pol.co.uk>
Source record: 74508

On 17 Aug 1999 06:34:45 , Derryck Croker wrote:

:>There are plenty of advantages to using IConnect with it's only downside
:>being that it isn't capable of asking the ISP for a DNS as StinG 1.20 is.

Bummer dude!!. Has anyone reported it to ASH.

:>I'm confused by the manual tho', which instructs that one is to determine the
:>numeric addresses for the various servers with the get_ip prog and plug them
:>into IConf, however this doesn't seem to be a requirement at all, the names
:>alone are fine.

That doesnt seem to do much for automation does it!!..

BTW, had any replies from 'D.' yet!!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3320. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bb07f42ed4db2@ping.be>
Source record: 74509

on Wed 18-08-1999 00:07 Gary Priest wrote:

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?

I do use both daily. Yes please work further on it.
>
>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

Hmm, not really thought of new features. Maybe the two combined in one
utility?. Possiblity to save the log window size and place? A possibility
to choose a nntp.dat file on the fly?
>
>3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually
>released outside of beta), etc).

I use Costa. Great utility. On rare occasion I use Spawner too.

Keep the good work going
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3321. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37baf29e349549c0@holleman.demon.nl>
Source record: 74510

Hi,

this thread seems to continue for some time.

Remember I wrote that on several occasions I could no longer read mail/msgs in WS any longer?

Found out that the Wensuite.ctx file gets messed up. All the lines are there but the order has changed somehow.

I just changed a few settings for my newsreader window (different font) and saved the inf file, next I got this new font but couldn't read again. I made a backup copy of the last .ctx file and started comparing and found that several lines had moved to different positions...

It also happens when you manually change the inf file and on the next start the ctx file appears to have changed too...

So for the folks still experimenting with WS (are there really?): keep a copy of the ctx file as long as it's working, and update it regularly with an OK file. As soon as messages won't display regularly, replace the current ctx file with the back-up one! At least over here that does the trick.

3322. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <935007170-067171AEicMi@post3.tele.dk>
Source record: 74511

>From: steve@sweet3.freeserve.co.uk (Steve Sweet)
>On 17 Aug 1999 06:34:45 , Derryck Croker wrote:
>
>
>:>There are plenty of advantages to using IConnect with it's only downside
>:>being that it isn't capable of asking the ISP for a DNS as StinG 1.20 is.
>
>Bummer dude!!. Has anyone reported it to ASH.

Thats not my experience. I have only 4 x 0 where the DNS number is required.
I get a new number every time I logon. It is a Dynamic Name Server isn`t it?
I`m using I-Conn v. 1.7.

>:>I'm confused by the manual tho', which instructs that one is to determine the
>:>numeric addresses for the various servers with the get_ip prog and plug them
>:>into IConf, however this doesn't seem to be a requirement at all, the names
>:>alone are fine.

The same here. Only the names of the postserver and the newsserver is required.

I started with STik a long time ago. When my IP finally stopped supporting SLIP, I
got I-Conn. I simply moved the differend values from the STik.CFG files to the I-Conn
setup prg. And it worked after 4 tests. Guess I was lucky!

At the same time I got MagiC 5.1 and NVDI, and what a surprise. I almost never go back
to the old setup (single TOS) again! Only TechnoBox CAD didn`t like MagiC, but I can
live with that.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3323. Re: Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <X5CzxGAPewu3EwVq@steverosie.demon.co.uk>
Source record: 74512

On Wed, 18 Aug 1999 at 14:32:21 a message from Nicholas Bales (please edit email addressto reply) was created on the subject of Replacing STFM Floppy Drive?.
>I don't think Sony drives were used inside the Atari. All of mine always >had Epson drives. Anyway, any modern PC floppy drive can be used, the >difference being in how easy it is to modify it

The ones I've come across are: Chinon, Epson & Sony. I think they did another make beginning with S, but I can't remember what it is!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3324. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <82969575_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 74513

Gary

I use Newswatch & POPwatch.costa.

I wouldnt be without them,Fixes Erm, Just the thing about Oasis 2 "mail for unknown user, If an alias file like the one for Okami.

Do,nt quity work on em,I bet you can think of more improvments that we can..
ALB
Pete

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it

3325. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bb1b643e00970@ping.be>
Source record: 74514

on Wed 18-08-1999 16:45 DarkChyld wrote:

>On 18 Aug 1999 16:26:33 , "Joe Connor" wrote:
>
>
> Hi Joe! I have to ask this, and I hope its sincerely *wrong*, but is
> AC shutting down after issue #16? I'm asking because it was mentioned
> on the ST+Fanzine mailing list that someone thought you were, after
> reading issue #14...
>
> Maybe they misinterpreted your "final millenium issue" statement?
>

Unfortunately no. AC is closing down after issue 16.

Very sad indeed.
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3326. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7pf3sunos1@news1.xs4all.nl>
Source record: 74515

On 18 Aug 1999 13:32:32, Guillaume D&#65533;flache wrote:
>Can any of the following read .PNG-files?
>
[...]

Here you touch a tender point.

I have seen the specs of PNG. An awfull lot of things are possible in
that format. (48 bits color, gamma, alpha-channel, compression
schemes etc) Only making a module for CAB that simply sets a PNG on
the screen is a lot of work.

But maybe the makers of PNG have a library of C functions to help
programmers?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3327. Re: .APP vs .PRG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7pf3t2nos2@news1.xs4all.nl>
Source record: 74516

On 18 Aug 1999 13:40:42, Guillaume D&#65533;flache wrote:
>Can anyone tell me the difference between .APP and .PRG executable-
>program extensions? Just being curious...
>--
When things started we only had programs. Later on we became
applications.
Then there was mayhem. Everything is a program.

So we were told: .prg only for programs to run in the auto-folder.
(put a .ttp in the auto-folder and it will not run.)
In principle (GEM is not here yet) a program (.prg) in the auto
folder is a ttp program: no graphic output and mouse-use (forget
XBoot for the moment) only characters on a so called VT52 screen and
simple keyboard input with echo.

So app becomes the extension for things a user clicks active on his
desktop and that uses GEM (windows, mouse).

Now with multitasking it is nice to give parameters to an applicaton
when you start it just like you can (mostly must) do with a ttp.

So we have now GTP Gem Take Parameters applications.

And what about the extension .TOS? Anybody?

And the very seldom found .img (loadable executable code) not to be
confused with the pictureformat .img?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3328. FS: New Syquest 200mb disks

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Lynn Sturgeon <lynn.sturgeon@juno.com>
Message-ID: <19990818.142733.2415.31.lynn.sturgeon@juno.com>
Source record: 74517

16 Verbatim 200mb disks for Syquest 5.25" drives, brand new, Mac
formatted (but this can easily be changed). $20 apiece plus shipping from
Colorado, $15 apiece if you take them all.

lynn.sturgeon@juno.com

Get the Internet just the way you want it.
Free software, free e-mail, and free Internet access for a month!
Try Juno Web: http://dl.www.juno.com/dynoget/tagj.

3329. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7pf5sq$pm3$1@news1.xs4all.nl>
Source record: 74518

>I am very conscious of the small hard core group of people that have
>supported me with beta testing, praise, criticism etc. about my main
>programs POPwatch and NEWSwatch, and don't want to let those people down by
>abandoning the Atari platform altogether, and therefore I would like to
>ascertain the following, before wasting yours and my time in continuing
>support for my programs:
>
>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?
>
>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

I need both PopWatch and NewWatch in combination with Okami
so I would certainly like the support be continued...

What I would like to see - but maybe I haven't understood your programme
fully - is not getting all the news from all the newsgroups I'm interested in.

In NEWSie I can see indices first before I have the messages be sent to me...

greetings, Rein

3330. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dwqdda.1lfkz0m0rdvwN@srry01m03-187.bctel.ca>
Source record: 74519

Guillaume Dï¿½flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote:

> Just to know if I can use this format on my Web page instead of GIF
> (for static images)...
> But perhaps only a few non-Atari browsers support it?

Implementing PNG inlines isn't a good idea right now. Not just because Atari browsers don't support the format but most browsers in general don't either. On the Mac, for instance, Netscape has limited PNG support but Explorer has none.

Externally linked PNGs, on the other hand, are OK to use even on the Atari, which has available a number of helper programs that work alongside CAB (my favorite is GrafTool).

BTW, if you're interested in making your HTML more or less CAB-friendly, especially if you don't have the browser itself, check out the URL below. It's a comparison chart using flavors of HTML 4 as a reference to CAB's support:

http://www3.bc.sympatico.ca/roughley/cab_specs.htm

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3331. WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: frank <frank@datast.net>
Message-ID: <0221c012.fd7b941b@usw-ex0106-048.remarq.com>
Source record: 74520

Hello there:

I'm looking for a MegaST keyboard.

(these are the ones that connect via a telephone cable)

Any hints, offers, etc.. are greatly appreciated.

Thanks!

Frank Rothkamm, Hollywood, Calif.

http://go.to/FluxRecords

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3332. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908182257.a23692@kr.maus.de>
Source record: 74521

Hi Dennis!

DV>Praise the lord my son for giving us IConnect, otherwise you would
DV>have been offline.

Yes, you all should be very happy about this.;-)
But anyway no reason not to point out things that aren't all that good with
I-Connect and/or its' clients.

DV>You're right about the directory caching, there isn't any.
DV>I made a blooper here, sorry. That `wee bit more' is GEMScript
DV>support: Down and uploading folders, files in folders etc... can be
DV>done very easy by means of a simple Script file.

So you would learn GEMScript and write a script just to have this feature? In
addition probably buy ASH Scripter? I expect this feature to be build in like
in aFTP.

DV>There's
DV>a small difference. I have used both stacks and their respective
DV>clients. Face it. At a certain moment one has to make a choice. I
DV>choose IConnect. I can't install STiNG everytime a new update of a
DV>client is released.

You don't have to. To quote you again:

DV>I've mentioned this here before: ICONNECT and STING can be installed
DV>at the same time.

So just switch over to STiNG and test the clients.

DV>The last year none of the STiNG clients have been
DV>improved dramaticly, it's the old stuff with some bugs removed.

That can't be said in general, besides bug fixes there are always new features
that are being added. The interfaces might not look as nice as the I-Connect
pendants but they are often as feature packed when not even offer some neat
functions the other I-Connect clients are lacking.

DV>Yes
DV>without hesitation, if your transfer rates are lower then with STiNG
DV>then IConnect is not set correctly. Mail me your config file, and I'll
DV>send you a tuned version back.....take it from me you will be
DV>amazed...:-))

Ok, I'll take this offer.:-)

DV>With IConnect you get continuous transfer, with STiNG you get
DV>annoying stops in between transfer, this happens while surfing also.

Probably just a case of which ISP you use as well or net traffic as I can see 'annoying stops' with both STiNG and I-Connect but also with PCs or Macs connected to the net.

DV>Sorry Jan, that's it from me, all your other remarks have already been
DV>answered by other people. I couldn't have said it any better.

No need to be sorry.:-)

Regards,
Jan

3333. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199908182303.a23693@kr.maus.de>
Source record: 74522

Hi!

DV>You've got it.... It's included in the Fiffi package, look in the
DV>Scripter folder for a file called UMHP.SIC :-)

Where? I just checked the Scripter folder and there is only a very basic
UPLOAD.SIC. I just reinstalled the 2.7e package to be sure but there was no
such script. Where can I get? Or can someone mail it to me? (Take the address
from my homepage place2be.de please)

Regards,
Jan

3334. St Louis, MO Atari users?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37BB6F1D.3AF8@geocities.com>
Source record: 74523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi folks! I will visiting in the St Louis area soon and wondered if
anyone lived in that area. Would love to visit any Atari users in that
area while I'm off visiting my wife's folks. :)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

3335. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37BB7045.2A6D@geocities.com>
Source record: 74524

Noooooo!!!!!!!

What's up with that? I was just thinking to myself how cool it was
that Atari still has a really cool magazine, (I like to collect
magazines of Atari nature.. fun to read the ongoing history of the Atari
platform).
Well, maybe I'll later mention how wonderful it has been having ATARI
COMPUTING there.. and how it drew me into being an Atari user in 1998...

But honestly... Joe... why quit now?

Doctor Clu

Martin Nightowl Byttebier wrote:
>
> on Wed 18-08-1999 16:45 DarkChyld wrote:
>
> >On 18 Aug 1999 16:26:33 , "Joe Connor" wrote:
> > >
> > >
> > > Hi Joe! I have to ask this, and I hope its sincerely *wrong*, but is
> > > AC shutting down after issue #16? I'm asking because it was mentioned
> > > on the ST+Fanzine mailing list that someone thought you were, after
> > > reading issue #14...
> > >
> > > Maybe they misinterpreted your "final millenium issue" statement?
> > >
>
> Unfortunately no. AC is closing down after issue 16.
>
> Very sad indeed.
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be ***********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

3336. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908182008.a13651@su2.maus.de>
Source record: 74525

Hi Gordy,

G>I place all the files into the the Auto folder as described but I can't
G>get it to load the BOS file.
although most of the people put all into theri AUTO folder it's not
necessary at all. Following I' ll give you my CONFIG.SYS adding my CD
ROM on SCSI ID 4 as drive Z: to my system. That should give you all
information you'll need to set up yours as P: on ID 5:

```
==================================zip=========================================
; CD-Tool BEGIN
; Note that everything up to `; CD-Tool END' will be erased by
; CD-Tool's configuration tool!
;
; created by CD-Tool 2.14, Sat Mar 29 22:39:42 1997
;
; devices
;
; SCSI 4: `TOSHIBA CD-ROM XM-3401TA' -> A
;
; BOS drivers
;
;*BOS, c:\metados\hs-cdrom.bos, A:12
*BOS, c:\metados\spin_sd.bos, A:12
;
; DOS drivers
;
*DOS, c:\metados\hs-iso.dos -c256, Z:A
;
; CD-Tool END

==================================zip=========================================
```

Regards, Peter

Please note that 12=8+4 whereas 8 is the number of possible ACSI
drives. So you will have to put a 13 where I put a 12, and a 'P' where
I put a 'Z'. -c256 has something to do with 'cache', I guess.

ps

3337. ICD Link for sale

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Rocky <nospamdannycreech@yahoo.com>
Message-ID: <7pg0i8$n6e$1@birch.prod.itd.earthlink.net>
Source record: 74526

I have a new ICD Link in box with software and cable I would like to sale. I am willing to take $65obo for it. If you are interested in it, you MUST email me at the following email address:

dannycreech@yahoo.com

I live in Louisiana, USA.

I will shipp it anywhere in the US for FREE!

Danny Creech

3338. Re: Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: James Burr <jamesburr1@earthlink.net>
Message-ID: <7pehi0$fo8$1@holly.prod.itd.earthlink.net>
Source record: 74527

Chris Worthington wrote in message <37BA8BA5.4171@REMOVEftel.co.uk>...
>Hi,
>
>My ancient 520STFM (1989 rainbow TOS) died a few years ago, and I'd
>really like to get it up and running again (I feel the need to play
>Megalomania...).
>
>The ST was teetering on the brink for quite a while, and would randomly
>bring up disk errors ('No disk in drive'), and eventually it reached the
>stage where it would refuse to ever recognise there was a disk present
>in the drive. All this leads me to assume that the floppy drive is
>knackered, and that replacing it might get the ST up and running again.
>I even tried putting an old PC floppy drive in (ok, but it might have
>worked...)
>
>So my question is, is it liekly to be the floppy drive, and if it is,
>can I get hold of a replacement (direct from Sony?)?
>
>Any thoughts?
>
>Thanks in advance,
>Chris

Needless to say that PC drives DO work in STs but the connector has to be
flipped over to match pin 1 to pin 1

this is annoying but a fact of life, at least for an atari owner.

Also check your cable connection and connectors for discontinuity as it
sounds as if yur problem was at first interittant.

Good luck,

James Burr

3339. ICD Link (new style (clear) For SALE!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Rocky <nospamdannycreech@yahoo.com>
Message-ID: <7pg0gc$n29$3@birch.prod.itd.earthlink.net>
Source record: 74528

I have a new ICD Link in box with software and cable I would like to sale. I am willing to take $65obo for it. If you are interested in it, you MUST email me at the following email address:

dannycreech@yahoo.com

I live in Louisiana, USA.

I will shipp it anywhere in the US for FREE!

Danny Creech

3340. Re: How to transfer files Mac -> Falcon via LAN?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37B9BB3C.86F50B73@ihug.co.nz>
Source record: 74639

Hi there,

esc wrote:
>
> I would love to try this out.
> What software or drivers do I need on the mac and the falcon to make
> the Lan ports work?

On the Mac you need a suitable comms program (I use Z Term), and on the Falcon you need HS-modem and a comms program (Connect is my choice/recommendation). Also you will need a LAN cable.

Hints: Take your time exploring the setup menus of the Mac and Atari comms programs as it took me ages to figure out good settings on both. Make sure baud rate is the same, handshake is RTS/CTS, error checksum is on (use CRC16 or CRC32). Choose the correct port on each machine (LAN for Falcon). As a rough guide you can expect to use 230400 baud without any problems if you are sending TO the Mac from the Falcon (1 Megabyte in around 35 seconds!). You may need to slow the baudrate down to 115200 or 57600 if the Falcon is to receive files, most likely 57600 baud as 115200 gives errors to the point that error recovery takes longer than the slower baudrate.

Experimentation is the key!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3341. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37B9BF14.ABDEB069@ihug.co.nz>
Source record: 74640

Hi there,

Dennis Vermeire wrote:
>
> Chris Wilkinson <jwandjw@ihug.co.nz> wrote on 13-08-99:
>
> Hi Chris,

Gudday Dennis,

> Then Mr.Claus suddenly sold the rights to ASH (I get a deja vu feeling here,
> am I the only one?) and CAB became commercial. Nobody complained about this in
> those days, CAB 2.0 offered frames, animated GIF's etc, it even came with a
> program to easily log on to your IP. Compared with STIK that is.

I got the impression at the time that the increase in interest may have become a bit too much for Alex to handle on his own. ASH may have been an attempt to keep his workload down...

I'm not sure if iCAB has become Alex' main income...if so he has a vested interest in 'keeping up with the Joneses'. That I believe is why he dropped off his Atari efforts...because his attempt to go commercial was not supported by the Atari community. Its like opening a shoe store and having no one in your town interested in paying money for shoes...

CAB 3 would be nice but I think its destined to be vapourware unless we are prepared to make it a financially viable venture...and that means many more sold units than I
hear CAB 2.x has sold...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3342. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37B9EA5B.6E21EF76@cable.A2000.nl>
Source record: 74641

Hi

Louis wrote:
>
> But it just stopped there, it didn't crash. I noticed that the counter
> moves up till 32768, after that it counts back :-)))

You should say: "counts down" ;-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3343. NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <934931326.10597.0.nnrp-01.9e98e4aa@news.demon.co.uk>
Source record: 74642

Hi

Having been out of the atari scene for the last 4 or 5 months, I've not been supporting my programs as much as I used to, nor replying to email concerning them :((Since I've bought a PIII PC basically).

However, I've just bought and installed MagiC PC and transferred the contents of my Falcon's HD to my PC, and am ready to delve back into the world of Atari.

Apologies to those people I've not replied to, but work, PC etc. have made it difficult.

I am very conscious of the small hard core group of people that have supported me with beta testing, praise, criticism etc. about my main programs POPwatch and NEWSwatch, and don't want to let those people down by abandoning the Atari platform altogether, and therefore I would like to ascertain the following, before wasting yours and my time in continuing support for my programs:

1. Who still uses POPwatch and NEWSwatch, and would like me to continue support?

2. What bug fixes, new features would you like to see in these (or any of my programs)?

3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually released outside of beta), etc).

If you have any suggestions etc. post them here and/or email me on gary@the-gap.demon.co.uk

Cheers,
Gary

3344. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934940658.19631.2.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 74643

```
>> As an aside, Atari browsers are languishing in obscurity. The link
>below
>> is an attempt to list every browser out there, yet fails to list any
>for
>> the Atari (be warned the document is 249K):
>>
>Look at browserwatch.com - there used to be one or two CAB browsers in
>the stats.

CAB may not show up in listings accurately partly because Dan Ackerman's
STiK overlay identifies itself as Netscape to give access to some sites
which would otherwise reject CAB.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/
```

3345. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <934940659.19631.3.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 74644

'Scuse me for throwing my tuppence-worth into the ring.

Dennis Vermeire wrote in message <934601156-26293AEicMi@online.be>...
>Louis holleman wrote on 13-08-99 :

<snip>

>>Another thing: Emailer. It must be hard to get the linewrapping set
>>right, since 9 out of 10 users at least start with lines of 300, 400
>>chars long.
>This is a misconception, it's not Emailer who's at fault here, but the
>various mailingprograms that lack this vital function. When you switch to
>the PC and Linux, you'll soon find out this is dead normal.
>However, since version 2.0 an option has been build in to set the
>linelenght. When I write a mail to someone on a PC or Mac, I don't have to
>care about linewrapping, when I write a mail or posting to an Atari user I
>set the linelenght.

This is not so: if you don't set the line length properly your message
will upset PC and Mac mailers, either in terms of displaying it or
(particularly) when it comes to quoting in replies. As has been gone over
several times here, lines should be wrapped below 80 characters otherwise
they are contravening the relevant guidelines (RFCs). Even MS mailers manage
this feat. Hence Emailer was broken and was most definitely at fault, and
had to be fixed with version 2 as you mention above.

>In fact I don't have to set anything anymore come to
>think of it. I just open the text editor window and set that window to
>the size I like, when the text reaches the border it will wrap itself to
>the next line. I'm writing like this at the moment.

So emailer's editor manages to do what Everest has been doing for years...
:-)

>Okami is no option at all, this program is written by someone sitting high
>on a mountain looking down at the world. By the time one has setup the
>program his hair starts to turn grey. If it would offer any advantages I
>possibly might accept this, but there are none. In fact let me tell you
>that ASH Emailer has more functions and options then Okami. Yes, You
>guessed right, I'm not exactly a fan of Okami. It has been on top a long
>time not because it was that good, but simply because there was no
>competition. Now, it's an example of how programs should definitely NOT be
>written on our platform.

You mean, like it works and follows the RFCs?

>How on
>earth can one possibly comment on a program if he never used it?

Easy if you've been irritated by the results of things like the absence of
word wrapping.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3346. Croft Soft Software - Press Release

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Colin Polonowski <colin@croftsoft.zetnet.co.uk>
Message-ID: <37bbd546$0$15808@znews.zetnet.co.uk>
Source record: 74445

```
Croft Soft
Press Release - 19 August 1999
------------------------------

Atari Times - The End...

It is with great regret that I have to announce that the Atari Times has
closed. It has been almost a year since we released our last issue and we no
longer have the time or money to continue investing in creating a top
quality magazine.

We had planned to continue with the Atari Times with an on-line magazine,
but unfortunately there is no longer enough support in both readers and
contributors to sustain such an effort.

The Atari Times Homepage will continue to be available for the forseeable
future, and every previous issue can be downloaded from this page.

Finally, I would like to thank everyone who has supported us over the past
few years - there are too many names to list here.

Long live the Atari platform...

Colin Polonowski colin@croftsoft.zetnet.co.uk

Croft Soft http://www.croftsoft.zetnet.co.uk/
Atari Times http://www.croftsoft.zetnet.co.uk/atimes/
DVD Times http://www.croftsoft.zetnet.co.uk/dvdtimes/
The Unexplained http://www.croftsoft.zetnet.co.uk/unex/
```

3347. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: wedd8454@my-deja.com
Message-ID: <7pgonp$l8e$1@nnrp1.deja.com>
Source record: 74446

This is terrible news.

In his editorial Joe says that there are too few subscribers and the
current team for family reasons can't continue to put in so much work.

Isn't there something we can do? Pay more? Help with production?

I for one will be very sad to see AC go.

Laurie

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3348. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pgpm3lnp1@nnrp1.deja.com>
Source record: 74447

In article <Pine.HPP.3.96.990816164933.11862H-
100000@zetor.intellitel.com>,
Martin-Eric Racine <q-funk@intellitel.com> wrote:
> > Like JavaScript, implementing CSS will be no small task. Even
Netscape=20
> > has yet to implement CSS correctly (not that other browsers are
perfect).
>
> Sure, neither IE5 or Netscape 4.6 implement it correctly,
> but there will always be specs-purists who will balk that
> our HTML 2.0/3.2 mix we use to design pages for CAB must=20
> die and be replaced by the somewhat more stupid HTML 4.0,=20
> which relegates all presentation cosmetics to CSS sheets.

CSS is nice though because you don't have to put in a million Font tags
just to format your HTML site. HTML was never designed for all this
layout things and so the W3C made CSS. HTML4 is the standard, is
supported by 90% of the browsers.
The HTML 2.0/3.2 mix must not die, it will die.

>
> Nice idea in theory, CSS, but on CAB, you get a page that=20
> looks almost as lame as HTML 2.0 did, once all the nicies
> are gone.=20

Yes, but ... the site is easier to maintain, you can still see it in
CAB, the page loads faster . You can't blame web designers for using
CSS, even Atari users mostly use a PC for the internet (according to my
own web stat).
If you use an Atari web browser you can't see the web in it's full
beauty (and slowness) because they don't support Java, CSS etc. . *But*
you can see the information and that's whats matters IMO.

Greetings
Matthias

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3349. How CAB identifies itself

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pgq3b$m22$1@nnrp1.deja.com>
Source record: 74448

In article <934940658.19631.2.nnrp-07.9e985e5c@news.demon.co.uk>,
"John Whalley" <news@whalley.demon.co.uk> wrote:
> >> As an aside, Atari browsers are languishing in obscurity. The link
> >below
> >> is an attempt to list every browser out there, yet fails to list
any
> >for
> >> the Atari (be warned the document is 249K):
> >>
> >Look at browserwatch.com - there used to be one or two CAB browsers
in
> >the stats.
>
> CAB may not show up in listings accurately partly because Dan
Ackerman's
> STiK overlay identifies itself as Netscape to give access to some
sites
> which would otherwise reject CAB.

This is how CAB identifies itself for the server (using I-Connect):

Mozilla/3.0 (CAB 02.73; I-Con.OVL 01.50; MagiC)

Most web browsers (even MSIE) identify themselves as Mozilla. It has
nothing to do with the list of browsers.
However, most web sites use JavaScript to distinguish the web browsers
and CAB has no chance there.

The identification for Light of Adamas looks similar.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3350. FS: Things

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7pgqcf$8ru$1@ns1.thpl.lib.fl.us>
Source record: 74449

following are for sale prepay by postal money order please price inckudes
shipping via parcel post

ST Line Keyboard in good condition.....13.00
1.44 diskdrive (only reads 720) get rid of that old Chinon and put this
internal drive in, faster and reliable with faceplate....13.00

e-mail please shipping only paid for in U.S.

3351. Re: Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Chris Worthington <C.Worthington@REMOVEftel.co.uk>
Message-ID: <37BBF88C.18D7@REMOVEftel.co.uk>
Source record: 74450

Nicholas Bales (please edit email addressto reply) wrote:
>
> > The ST was teetering on the brink for quite a while, and would randomly
> > bring up disk errors ('No disk in drive'), and eventually it reached the
> > stage where it would refuse to ever recognise there was a disk present
> > in the drive. All this leads me to assume that the floppy drive is
> > knackered, and that replacing it might get the ST up and running again.
> > I even tried putting an old PC floppy drive in (ok, but it might have
> > worked...)
> >
>
> There are 2 common causes for the above symptoms:
> - Bad PSU
> - Bad Drive

Could it really be the PSU? The ST would cold-boot fine (ie. without a
disk in), and bring up GEM desktop as normal, but if I tried to open a
disk it would complain that it couldn't find the disk....

> For the floppy drive, you can use a standard PC floppy drive, but you
> have to perform a few changes on it. These are described in the Quick
> FAQ.

Excellent! I've got a now-dead 386 that I can freely canabalise, so as
soon as the website comes back up I'll have a look at that FAQ :)

> I don't think Sony drives were used inside the Atari. All of mine always
> had Epson drives. Anyway, any modern PC floppy drive can be used, the
> difference being in how easy it is to modify it.

My STFM definitely used a Sony drive, but if mine was a bit of a freak
it might explain why one of my friends' ST is still running fine despite
being older than mine :)

Thanks,
Chris

3352. Re: DB Master on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37BBFFE9.C7925FF4@cfc.dnd.ca>
Source record: 74451

Mercury - GIRA wrote:
>
> Can anyone advise how I can transfer a file written in the free database
> "DB Master" software that I got with my ST in round 1988, into a Mac or
> PC database-readable format.
> I'ld be very grateful for any practical advice - particularly addresses
> of companies that could do it for me from an Atari diskette.
> Many thanks,
> Andrew Cookson

if possible
"export" or "save" the document as an ascii delimited text file.
choices are usually 'comma' delimited(comma between fields) or 'tab'
delimited(tab between fields); with a carriage return at the end of
every record.

if you can do this, then you can import the file into any database
program.
under "import" or "open", or "place"
good luck.bonne chance
ken

3353. Re: Adamas & Sting and Mintnet and computer headache

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Katherine Ellis <kellis@leading.net>
Message-ID: <Pine.BSI.4.05L.9908190840290.5923-100000@users.southeast.net>
Source record: 74452

On Tue, 17 Aug 1999, John Whalley wrote:

> Hi Jo,
>
> Jo Vandeweghe wrote in message <37B481EA.98C458EF@ping.be>...
>
> >Atari users are they so intelligent to spend so much time on
> >configuration files
> >?
>
> Actually, a well-commented configuration file can be a great improvement in
> terms of ease of setting up compared to a confusing GUI (NB "confusing" - a
> good GUI should be easy to use too). For instance, I found setting up STiK
Indeed, GUI application is not always the best thing.
What you have to think about (that most people don't, at least here), is
that a simple ascii file is MORE flexible. WAY more. Here are some
examples where a simple conf gile is better than a GEM prog for settings.

1) an ascii file for setting doesn't require as much time to develop (for
the developer), and don't have to think about design, color icons,
editable fields, etc, It just works.
2) ascii inf file is shareable by other to spot any configuration problems
possible. Try to pull out all these settings from editable field into a
text file to show a friend if he can see the problem.
Or try to send the inf file (binary), the other guy will have to load your
info file to check what your settings, not wished sometimes.
3) easier to see if the inf file is corrupted.
4) remotely editable. (not possible in GEM).
5) more prone to MORE bugs from the editor, corrupting the file, or making
non-sense.
6) ascii inf file is often more explicit than the GEM one. why?
because you can basically write as many comments as you want/need (would
be possible in GEM, but has to be quite featured, customed editable
BUBBLEGEM). as in:

```
# MTU is blah blah description.
# here i'll try at 768 for MTU, it worked at 1500 very well.
# 2nd try, ok 768 worked but slower than xxx whatever.
MTU=768
```

7) an ascii is often more intuitive because it shows ALL possibilities,
all flags, don't have to go through some menu (which sometimes are badly
designed) to access some features, you didn't even know maybe.
Best example, I see people saying that imagecopy doesn't support
transparent GIF. That is, missing the feature, coz of GEM either

cluttered and/or badly designed.

8) an ascii file allows any automatic script to do some parsing.
if blah then do that
etc etc
then dump the results or changes in your inf file.

9) allows faster development of the programs core. Because, imagine, X application just added a feature, like automatic resize and you need to specify a ratio.
That would require updating the GEM setter along with the program itself.
And maybe even the design/layout of the GEM setter.

I think you get the idea, GEM client, sure i love them, I love GEM, but it is very hard to find very good setting program, and for many tasks, it is really not needed, sometimes NOT wished.
ascii conf file editable with simple editor is NOT ready to go away.
Because of many things as stated above.

The question i guess is, is it worth it to spend time (consider that writing a soft TAKES time, and i don't think anyone here gets paid either) on developing a tool that will not bring any good really, just because some users gets scared when they see an inf file looking like:

#enter your name, either lower or upper, doesn't matter
first_name=
last_name=

Then save it, They rather have a GEM client to do the same.
Honestly for a PPP stack, what i am looking for is the PPP stack itself, not the nifty conf program. And if that time allows to spend more time/effort on the stack itself, it is worth it.

LAST point: GEM looks friendlier, it is, But think about that:
It is NOT because it has windows and mouse and icons that it makes the software easier or nicer to use.
Only good design makes it and the nature of the software.
Anyone here has calamus SL? do you master it yet?

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

3354. Telnet For STing

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <rro1g5soboh32@corp.supernews.com>
Source record: 74453

Okay, been a while since I've asked.
Is there yet, a telnet application for STing that supports ANSI/VT102?
Something that SCROLLS properly, where auto-margining and such can
be enabled/disabled, and color would be nice.

Heck, even a PLAIN TTP type of telent would ROCK...then it could be
launched via COSHY in CoNnect, or some other TERM window of your
choice.

Thanks,
Brian

3355. Re: Telnet For STing

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <rro1t84bboh54@corp.supernews.com>
Source record: 74454

P.S.
Please don't say TelVT102...that thing wrecks the screen all up.

Really, just a telnet.ttp for STing would be a dream come true.

3356. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ph0ecocn2@news.campuscwix.net>
Source record: 74455

On 19 Aug 1999 11:10:53 , wedd8454@my-deja.com wrote:
->This is terrible news.
->
->In his editorial Joe says that there are too few subscribers and the
->current team for family reasons can't continue to put in so much work.
->
->Isn't there something we can do? Pay more? Help with production?
->
->I for one will be very sad to see AC go.
->
->Laurie
->
->
->Sent via Deja.com http://www.deja.com/
->Share what you know. Learn what you don't.
->.

Well dang-it, I'm giving them away free each month, and I directly
challenged all other Atari BBS Sysops to match DarkForce! if they
dared, and to the best of my knowledge, not *one* did... ;-(

Heck, I'll pay more though, if it would help keep them afloat.

Any chance some other group can take over the reins?

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3357. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ph0s5ocn3@news.campuscwix.net>
Source record: 74456

On 18 Aug 1999 20:09:02 , Stichting ST wrote:
->On 18 Aug 1999 13:32:32, Guillaume D�flache wrote:
->>Can any of the following read .PNG-files?
->>
->[...]
->
->Here you touch a tender point.
->
->I have seen the specs of PNG. An awfull lot of things are possible in
->that format. (48 bits color, gamma, alpha-channel, compression
->schemes etc) Only making a module for CAB that simply sets a PNG on
->the screen is a lot of work.
->
->But maybe the makers of PNG have a library of C functions to help
->programmers?
->
->Met vriendelijke groet,
->Ronald van der Kamp
->secretaris Stichting ST
->atarist@xs4all.nl
->.

Hi Ronald! Just wondering-can you use Gemview as a viewer for CAB? I'm wondering because IIRC, Gemview does have a PNG module. Still, I'd wonder how fast it would be, because Gemview on my Nemesized Falcon is still slow...

Hmm, does Imagecopy have a PNG feature? Possibilities, possibilities!

See ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3358. WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <37bc1a63.0@news.pacifier.com>
Source record: 74457

f> I'm looking for a MegaST keyboard.
f>
f> (these are the ones that connect via a telephone cable)

Best Electronics will have them, but they're spendy. Expect triple digit price.

Getting their catalog is a valuable book for any Atari user.

They can be reached at, (408) 243-6950

BTW, its not a telephone cable that connects the keyboard, just looks like a
telephone cable.

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3359. *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7ph6iq$b89$1@news7.svr.pol.co.uk>
Source record: 74458

ATARIAN - NEW ATARI MAGAZINE

For some time now we've been planning to
release a short-form (16-20 pages) *printed* A4
magazine with disk for Atari users priced at
aound 2 UK pounds.

The magazine would contain a mix of news, reviews,
hardware & software updates, letters, and advertising.

With announcements indicating the imminent closure of 2
much appreciated magazines in recent days, we decided
to establish if there is still sufficent interest
in the community for a another printed magazine.

We have kindly received plenty of interest and
support from prospective advertisers, so now
its your turn.

If you think that you would be interested in
subscribing to Atarian, a regular printed magazine
with disk at approx 2 uk pounds per copy - please
email me at:

Atarian@techsoftware.freeserve.co.uk

If we get enough response we will give it a go!

Kind Regards

Bob
Parkland Publishing

3360. wtd: atw800, UK.

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: stu <s.d.birchall@surveying.salford.ac.uk>
Message-ID: <37BC200D.FD713100@surveying.salford.ac.uk>
Source record: 74459

thanks.

3361. OXO web page: atari.org

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37BC2A2A.2665BECC@patent.gov.uk>
Source record: 74460

OXO have re-emerged at:

http://oxo.systems.online.fr/

under development, you can down load Wensuite demo v. 3.20A

atari.org is back in business.

Bob King

3362. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <7ph8pr$gm4_001@leeds.ac.uk>
Source record: 74461

In article <7pgonp$l8e$1@nnrp1.deja.com>, wedd8454@my-deja.com wrote:
>This is terrible news.
>
>In his editorial Joe says that there are too few subscribers and the
>current team for family reasons can't continue to put in so much work.
>
>Isn't there something we can do? Pay more? Help with production?
>

I would certainly be happy to see an increase in the subscription rates if it helped to keep the
magazine going. It would be a great loss.

Bod.

3363. Re: Gajits Breakthru Seq prog.

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37BC2CE8.F417E560@cnet.francetelecom.fr>
Source record: 74462

Hello !

> I'm desperately trying to find a copy of BREAKTHRU a midi sequencing prog'
> from GAJITS Software. Having done countless work with this prog' I've lost
> all disks. Can anyone help me? Contact steve@ennever.freeserve.co.uk

Two possibilities :-)

---
http://www.software-technology.com
GAJITS is now known as "Software-Technology". You should be able to get
support from them ! :-)
---
http://www.personal.u-net.com/~moocow/software.htm
Perhaps the owner of this site (dave@moocow.u-net.com) will know where
to find the software from GAJITS ?

Cheers,
Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/
UTSI : http://www.multimania.com/falkweb/utsi.htm

3364. RTS Y Party

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Sonia S�fi <sonia.sefi@wanadoo.fr>
Message-ID: <37BC37F3.44E93B12@wanadoo.fr>
Source record: 74463

Come to the RTS Y Party which will be held 3-5 September 1999.
Falcon competitions!

Infos at http://www.rtsy.org/

3365. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7phemagdu1@plutonium.compulink.co.uk>
Source record: 74464

Hi,
<clu-da-bard@geocities.com> wrote in message
news:37BB7045.2A6D@geocities.com...

> Well, maybe I'll later mention how wonderful it has been having ATARI
> COMPUTING there.. and how it drew me into being an Atari user in 1998...
That's great to hear :-)

> But honestly... Joe... why quit now?
OK, here's a bit more explanation, in the hope it will be useful to anyone
else thinking of starting down the same road we did.

When we started three years ago we asked for at least 200 subscription
"promises" by email and we were delighted to get them. We calculated our
break even point to be 500 copies at 3 pounds sterling and that was our
first print run.

The first 500 copies were sold out the first day at a two day UK Atari Show
and after we reprinted another 800 copies making 1300 copies of AC#1 sold in
total. We were keen, happy, unpaid but viable.

Since then our print run increased steadily to 1600 copies at AC#8 and has
slowly declined since then down to our current print run of 900 copies.
We've now been working three years solid producing the issues up to AC#14
and we, and our contributors, are in desperate need of a rest.

The AC#4 editorial explains all our families have suffered from this
dedication and sadly last weekend our office manager, Brian Stanton, who
looked after subscriptions and renewals, died unexpectedly. Somewhere along
the line we appear to have burnt ourselves out and it has stopped being fun
so we'd like to close the magazine without any of our subscribers, or
ourselves, losing any money.

I'm still an Atari enthusiast and that's not going to change but I do need
to earn a living so the mag (and InterActive) have to go. We obviously
considered at the alternatives people have suggested including cutting the
page count and putting up the price but this doesn't solve the problem which
remains we need a change of personnel prepared to be both dedicated and
unpaid - tempting offer eh?

I believe it is still possible to sustain a semi-commercial publication
similar to Atari Computing and wish anyone who undertakes such a venture the
very best of luck - I'll certainly subscribe, it would be really nice to
read an Atari magazine again that I hadn't written or edited.

--
Regards

Joe
joe@inactive.cix.co.uk

3366. Re: Croft Soft Software - Press Release

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7phemcgdu2@plutonium.compulink.co.uk>
Source record: 74465

Colin Polonowski <colin@croftsoft.zetnet.co.uk> wrote in message
news:37bbd546$0$15808@znews.zetnet.co.uk...
> Croft Soft
> Press Release - 19 August 1999
> ----------

> Atari Times - The End...
Sorry to hear that, I wish you all the best for the future, and know exactly
how you feel :-(

> Long live the Atari platform...
Agreed!

--
Regards

Joe
joe@inactive.cix.co.uk

3367. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bc4f603aba441@ping.be>
Source record: 74466

on Thu 19-08-1999 13:29 DarkChyld wrote:

>O
> Hi Ronald! Just wondering-can you use Gemview as a viewer for CAB? I'm
> wondering because IIRC, Gemview does have a PNG module. Still, I'd wonder
> how fast it would be, because Gemview on my Nemesized Falcon is still
> slow...
>
> Hmm, does Imagecopy have a PNG feature? Possibilities, possibilities!

Imagecopy surely has a PNG feature and so does Graftool too.
Gemview takes too much time to get loaded. The best bet is Imagacopy. It
loads fast.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3368. Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7phhfr$35e$1@news1.xs4all.nl>
Source record: 74467

Sometimes I surf and see strange things.

yesterday a page came on the screen and I was told:

'We have detected an inablility to perform Javascript requests'
and
'enable Javascript'.

But CAB does not have that (yet?) so I looked only at empty pages
further in in that site.

Now they know I do not have Windows. Maybe SPAM will come my way
urging me to buy a Intel-box.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3369. Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7pi00knin1@news1.xs4all.nl>
Source record: 74468

Hi everybody !
Didn't realise that my message CAB 3.0 !! had so many of you reacted !
That was very supporting, thanks to you all !
In the meantime I can tell you, that Mr. Alexander Clauss has replied
to me, that he is deeply involved in Icab and don't think he'll ever
have time to develop a thing as CAB 3.0 for Atari.
So that's history until now.....
Let's focus on Wensuite 3.20 .Do you believe that these French people
did so much effort for a failure, for a product that doesn't work ?
No, sir !!Let's get positive !
Allright, I admit, it doesn't work YET !! But guys, buy it, please !!
WHY ?????Cause we have to become the testteam of people (French) ,
who dare to bring out a new Atari product !Let's give them all our
positive advice, our positive and negative experiences, in order to
get a product, which can meet today's standards and which can enjoy
the hobby of us all !
This is not the world of Mr Bill Gates, no this is our Atari world
and we don't want software from the 80's and early 90's, no, we want
software from now until the next millenium, WHY NOT ??
We're looking for developers, who can update our soft- and hardware,
it's possible, believe me.Only....it will cost us some money, SO WHAT
??If you don't want to spend money on your computer, man , buy a
Pentium and copy the whole shit from your neighbour !!!
Jos

3370. JPEGD.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dwt41a.1i72apo1gvil0sN@tnt-1-74.easynet.co.uk>
Source record: 74469

Hi, I know this questions been asked a million times before but can someone give a list of the programs that use this little program, please? Also, I've just come across v3.17 of GemView (English) but cannot find anything that allows me to configure this app to use JPEGD...

Thanks :-}

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3371. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935104310.270.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 74470

```
Martin "Nightowl" Byttebier wrote in message <37bc4f603aba441@ping.be>...
>on Thu 19-08-1999 13:29 DarkChyld wrote:
>
>>O
>> Hi Ronald! Just wondering-can you use Gemview as a viewer for CAB? I'm
>> wondering because IIRC, Gemview does have a PNG module. Still, I'd
wonder
>> how fast it would be, because Gemview on my Nemesized Falcon is still
>> slow...
>>
>> Hmm, does Imagecopy have a PNG feature? Possibilities, possibilities!
>
>Imagecopy surely has a PNG feature and so does Graftool too.
>Gemview takes too much time to get loaded. The best bet is Imagacopy. It
>loads fast.

1st Guide also does PNGs and loads pretty quickly, just to add to the list!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/
```

3372. Re: Telnet For STing

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935104311.270.1.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 74471

Brain Roland wrote in message ...
>P.S.
>Please don't say TelVT102...that thing wrecks the screen all up.

Pity, it's about the only one that comes close in terms of terminal
emulation.

>Really, just a telnet.ttp for STing would be a dream come true.

As far as I know the only real alternative is TelStar (from the STinG pages
if they are still there). This is very nice in many ways but only emulates
VT52, inadequate for some purposes.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3373. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7pi5kilte1@user2.teleport.com>
Source record: 74472
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3374. ST>New at the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <19081999212509800 8%tos4ever@ping.be>
Source record: 74473
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**

atari/html-edit/joe/joe146de.zip (German version) (142.304 bytes)
atari/html-edit/joe/joe146fr.zip (French version) (141.772 bytes)
atari/html-edit/joe/joe146uk.zip (English version) (138.814 bytes)
atari/html-edit/html2txt.zip (HTML to ASCII converter) (51.944 bytes)

**graph-tools**

atari/graph-tools/stcad150.lzh (German CAD prg) (721.266 bytes)

**utilities**

atari/utilities/rsc_tran.zip (Tool to help translate RSC) (6.889 bytes)

**network**

atari/network/other/bnet206b.zip (Network using STinG TCP/IP stack and MagiC) (32.570
bytes)
atari/network/servers/ftp_serv.zip (ftp server) (41.734 bytes)

**www**

atari/www/mymail-085.zip (726.071 bytes)

**mint**

atari/mint/mintlib/mintlib-0.52.3b.tar.gz (845.638 bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
```

** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3375. Looking for a game

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Bertrand POUPEAU <bertrand.poupeau@libertysurf.fr>
Message-ID: <37BCEF1E.45E7@libertysurf.fr>
Source record: 74474

I'm looking for a game named 'Empire' for the ST.

May you help me ?

3376. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pfmbqtkb1@nnrp1.deja.com>
Source record: 74529

In article <7peclg$su1$1@nnrp1.deja.com>,
Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr> wrote:
> Can any of the following read .PNG-files?
> - Wen.Suite
> - Light of Adamas
> - CAB
> - Newsie
> - Lynx (sorry, just joking :-)...)
> Just to know if I can use this format on my Web page instead of GIF
> (for static images)...

5 times no. It is announced for a future Adamas version but don't expect this too soon.

> But perhaps only a few non-Atari browsers support it?
92% support PNG i.e. generation four browsers on Windows. There are a few exotic ones as well (Amaya). No browser has support for all PNG features.

Personally, I made the experience that in most cases the duo JPEG and GIF produce smaller images than PNG.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3377. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pfmv1$u1t$1@nnrp1.deja.com>
Source record: 74530

In article <7pf3sunos1@news1.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:
> On 18 Aug 1999 13:32:32, Guillaume D�flache wrote:
> >Can any of the following read .PNG-files?
> >
> [...]
>
> Here you touch a tender point.
>
> I have seen the specs of PNG. An awfull lot of things are possible in
> that format. (48 bits color, gamma, alpha-channel, compression
> schemes etc)

You certainly don't need all this for a web browser. Even the latest
versions of NN and MSIE don't support every feature of PNG.

>Only making a module for CAB that simply sets a PNG on
> the screen is a lot of work.
>
Using OLGA is a better idea - no fuss with modules plus you are
independent from the browser. So one of the graphic viewers has to
support OLGA-ID4 and there you have your PNG viewer.

> But maybe the makers of PNG have a library of C functions to help
> programmers?
>
I guess there was one. There is a PNG page at the W3C site.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3378. Gajits Breakthru Seq prog.

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Steve Ennever <steve@ennever.freeserve.co.uk>
Message-ID: <7pfi8t$e4l$1@news4.svr.pol.co.uk>
Source record: 74531

Help!!!!!!!
I'm desperately trying to find a copy of BREAKTHRU a midi sequencing prog'
from GAJITS Software. Having done countless work with this prog' I've lost
all disks. Can anyone help me? Contact steve@ennever.freeserve.co.uk

3379. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37bb5a9e42b9640@smok.krakus.top.pl>
Source record: 74532

On Wed 18-08-1999 00:07 (+0100) Gary Priest wrote:

>Having been out of the atari scene for the last 4 or 5 months,

It is nice to see you again here!

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?

I am using both programs. With the last version of STiNG they provide
a fast transfer.

>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

a) NEWSwatch:

- If during retrieving messages the telephone connection is broken,
computer hangs. (My OS is a SingleTOS 2.06)

- A feature I am still missing:
Instead retrieving all messages from a newsgroup, to get a list with
subjects, authors, dates and Message-ID's.
It is very useful when occasionally searching a new newsgroup.

b) POPwatch, GAPftp: To mask passwords when entering and in a log file.

c) To adapt SPAWNER to be working under a SingleTOS.

>3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually
>released outside of beta), etc).

GAPFTP - it is really fast! :)))))))))))

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3380. Re: sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <4mKu3.10521$x04.585503@typ11.nn.bcandid.com>
Source record: 74533

On 17 Aug 1999 14:20:17 , broncos@primenet.com wrote:
>Can anyone tell me where in my dial.scr file to add in a baud rate to
>increase the baud of my modem.
>
>Gene
>
>.

You don't change the baud rate in any of the Sting files. You set the baud rate from the Serial.CPX.

3381. Re: Gajits Breakthru Seq prog.

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: kradlabs@suba.com
Message-ID: <7pft7h$87l$1@scoop.suba.com>
Source record: 74534

In article <7pfi8t$e4l$1@news4.svr.pol.co.uk>, "Steve Ennever"
<steve@ennever.freeserve.co.uk> wrote:
**Help!!!!!!!
**I'm desperately trying to find a copy of BREAKTHRU a midi sequencing prog'
**from GAJITS Software. Having done countless work with this prog' I've lost
**all disks. Can anyone help me? Contact steve@ennever.freeserve.co.uk
**
**

check out http://www.software-technology.com/

3382. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: n0sqj@cs.com
Message-ID: <19990819000108.24749.00000667@ng-cj1.news.cs.com>
Source record: 74535

i recently got a 1040st , sc1224 monitor and ext. disc sf354. i didn't get any software with it. i can't seem to get it to do much but move the pointer around on the desktop with the mouse. i got this system the same way you did. i remember reading about these models a long time ago in compute magazine i think. any help you can give would be appreciated. larry n0sqj@cs.com or n0sqj@juno.com

3383. Re: Looking for app to run TTP's in win

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <ixMu3.30255$X3.457512@news.tpnet.pl>
Source record: 74536

On 8 Aug 1999 23:12:24 G, Thomas Binder wrote:
>Hi!
>
>Maciej Rozmus <rozmusm@piwo.bl.pg.gda.pl> wrote:
>> Try TOS2GEM. It doesn't have a built-in shell but at least one can
>> run TOS-TTP prg's in GEM windows
>
>As I already wrote in another posting, that's not correct: Without
>additional software supporting it (e.g. Thing), TOS2GEM won't do
>anything. It just offers a service to be used by applications.
>
>
oops !

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

3384. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37bb9572.678447@news.wxs.nl>
Source record: 74537

On Tue, 17 Aug 1999 21:44:30 GMT, mharvey5@bellsouth.net (Mike, Lisa & Conner Harvey) wrote:

>On Tue, 17 Aug 1999 05:37:30 GMT, richard@fortysecond.net (Richard
>Karsmakers) wrote:
>
>> Always appreciate constructive criticism like yours, dude.
>> UVK has always worked under Magic provided you keep the SHIFT keys pressed
>>during loading. It's the system status screen that goes wrong.
>> By the way, UVK was freeware until 1988, then commercial until early this
>>year. Now it is shareware. Get your facts right next time please.
>> This thing with the SHIFT keys is in the manual. Read it next time please.
>>
>>Richard
>
>
>Richard, now that it's shareware.. How does that affect those of us
>whom purchased the commerical version.. How about updates.
>

You can update right from http://uvk.atari.org. People who bought the program through me and who have paid for future versions will get the disk sent as an extra service, or can contact me to get the remainder of their money back. People who pre-paid updates through other supplyers...well, those supplyers had no right to allow pre-paying to be done. I explicitly stated to them that I could stop making UVK any day (which is, to them, the same as making is shareware).

3385. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37bc9604.824816@news.wxs.nl>
Source record: 74538

On Tue, 17 Aug 1999 22:35:30 GMT, Dennis Vermeire <dennis.vermeire@online.be>
wrote:

>Hi Richard,
>
>Boy it takes a programmer to come up and implement the "double shift"
>function...

Actually, it's only ONE of the shift keys but I keep forgetting which one so
I always tell both people to press them both.

>There's still trouble in paradise though: booting the program with both
>shift keys starts the program indeed..... for exactly 12 seconds, then
>the program gives an exeption error 69, and it's back to the desktop :-(

I have no idea why that goes wrong. The only way to correct that would be
for me to know the exact system setup, and then to try it on my system using
the emulation software you use.

>
>I used to be a fast and flashy guy when I was younger, but now I need at
>least 13 seconds to check a single disk. On second thoughts: could you
>make that 14 seconds please? Old age might slow me even more.

Gosh isn't sarcasm great ;-)

>
>So I'm afraid it's back to the drawingboard for you Richard, while your
>at it, correct some spelling mistakes in the Dutch version, and please
>add a touch of colour to these boring dialogue boxes.

As to colour to the dialog boxes: No. It's functional. It's not an Amiga
virus killer.
Spelling mistakes in the Dutch version: I fixed that by no longer doing a
Dutch version :-)

Cheers from Holland
Richard

3386. Re: CAF Mixers Not Working

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7pg4sv$24g9@enews2.newsguy.com>
Source record: 74539

On 13 Aug 1999 15:56:26 , Particle Salad wrote:

>Double click on one of the mixer items.. in the lower right hand corner, if
>it says something other then "dsp," that's the problem. Go back out, select
>all events in the mixer map, shift-double click on one, change it, then hold
>alt and click OK.. it will then ask if you want to apply the change to all
>selected. Click OK, and you're set!

Thanks for the information. I forgot to mention in my previous post that I had already checked that. It ended up being an MROS driver conflict...

You see, I just bought a used FDI, and apparently the FDI drivers didn't get along with an MROS driver I have for a little LAN-PORT MIDI out expander box (it's actually a MAC MIDI interface that gives you an aditional 16 MIDI OUT channels - a driver was written so the Falcon could use it with CAF). Anyway, this driver for some reason causes the mixers to cease functioning when used with an FDI. I don't know why, I just know it does. ;^(

I discovered this after messing with CAF for a few hours, and re-installing backup versions, I was still getting nowhere. As a last ditch effort, I decided to try one of the original backups I made of the program a couple years ago. And it worked! The mixers were back! (Of course the reason it worked was because this early backup DID NOT contain the LAN-PORT driver file - which at the time I didn't yet know was the cause of my problem).

But after some more testing and messing about, I confirmed it was indeed this LAN-PORT driver file causing all the trouble. I made sure of this by deleting the LAN-PORT driver, and the mixers worked. When I put the driver back and ran CAF, no go on the mixers. Now obviously I never had this problem with the mixers before because I wasn't _also_ running the FDI and it's drivers!

Wheeeeeeeeew... and I was getting ready to throw this Falcon out the window many times today. The words "PC" were sounding better and better as time passed and I pulled more and more hair out of my head.

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3387. Re: New User

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37BBAF42.2E48524C@online.TAKE.THIS.OUT.fr>
Source record: 74540

N0sqj a ï¿½crit :
>
> i recently got a 1040st , sc1224 monitor and ext. disc sf354. i didn't get
> any software with it. i can't seem to get it to do much but move the pointer
> around on the desktop with the mouse.

Well, it sounds like you need some software to get started. You can
check out the following URLs that should get you started:
http://quickfaq.atari.org for general information about the ST
computers.
http://utsi.atari.org for basic software
http://launchpad.atari.org for a very complete list of links, including
an FTP site list

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3388. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pgan2$kk5$2@news8.svr.pol.co.uk>
Source record: 74541

On 17 Aug 1999 11:48:56 , Bob King wrote:

>Dialed up Zetnet manually using Connect (the terminal program), got
>connected, but they stated asking me for id's etc. Flashed my user name
>etc at them, but they disconnected me. What is puzzeling is that the
>first string that dial.scr looks for is a code type staring with * and
>this did not come from them manually. Perhaps Sting is sending them some
>hidden data?

I doubt that. If it's included in the wait for/resp sequence of the (StinG)
script then it must come in from Zetnet.

>Can you get some info from you club mate.

Next meeting isn't until the 1st Sept. Have you tried asking in the Zetnet
Atari support newsgroup?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3389. Re: sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pgan5$kk5$3@news8.svr.pol.co.uk>
Source record: 74542

On 17 Aug 1999 14:20:17 , broncos@primenet.com wrote:
>Can anyone tell me where in my dial.scr file to add in a baud rate to
>increase the baud of my modem.
Do you actually mean this?

If you want to send commands to your modem to tell it to connect at
different speeds and so on, then you can put them into the dial.scr:

```
# Modem Specifics
#
INIT = ATZ

.etc
```

If you think that there's a fault with your modem then probably the best
thing to do is to fire up a terminal prog and issue a factory reset - AT&F
IIRC.

Otherwise if it's the serial port speed that you want to set, then you must
install serial.cpx from the STinG archive and set it in that. 19200 is the
max for an ordinary unaccelerated ST as has already been pointed out.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

3390. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7pgan7$kk5$4@news8.svr.pol.co.uk>
Source record: 74543

On 18 Aug 1999 00:07:48 , "Gary Priest" wrote:

[...]

>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

I use Spawner from time to time. It's very useful (Falcon, MagiC 6, NVDI 5),
but it won't run TTPs in the VT52 window - I get the horrible white TOS
screen.

Incidentally, I've found that I can get TTPs to run in a much tidier manner
by renaming with a GTP extender FWIW.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3391. Re: .APP vs .PRG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-19 00:00:00 UTC
From: Christer Gustavsson <cg@nospamcrew.org>
Message-ID: <t1gvhackyip.fsf@breeze.mo.emw.ericsson.se>
Source record: 74544

atarist@xs4all.nl (Stichting ST) writes:
> And what about the extension .TOS? Anybody?

TOS programs that don't take parameters. It's used to prevent the
parameter dialogue from popping up.

/Christer

3392. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7pk1cl$6c1$1@news8.svr.pol.co.uk>
Source record: 74395

Hi All,

Thanks to everyone who has helped sort out installing Spin.Everything
is now working ok as I discovered that I had a corrupt spin_sd.bos
file as I tried other bos files which worked ok...

Thanks once again,

Gordy.
E-Mail:tesla1@zetnet.co.uk ICQ:37182286
Join The Atari users Mailing List
Check http://www.users.zetnet.co.uk/gordy/ for details
Oxford,England

3393. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37bd98023173bf1@club-internet.fr>
Source record: 74396

Hello,

in article <7pdnci$1e6d$1@news5.isdnet.net> (comp.sys.atari.st)
Olivier Booklage wrote on Wed 18-08-1999 07:29 (GMT):

> >3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually
> >released outside of beta), etc).
>
> GAFTP est aussi indipensable !

Absolutely!

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
"Just remember that the last laugh is on you..."

3394. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37BD92A0.447C43F4@cfc.dnd.ca>
Source record: 74397

Louis wrote:
> Solutions for now: stick to an old but working CAB and take all the
> shortcomings. And maybe wait for LoA to become fully functional.
> Switch to a Peecee. Yes folks, there's more available than IE and NN alone!
> Switch to a Peecee + Linux (or NetBSD, whatever) [as from next Monday: my
> option]
> Switch to a Mac: several options, including iCAB :-) [Alex would love this]
> Switch to a Mac + MagiCMac: Wow, Wensuite is a killer now (??????????)
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

OK.
you missed some Louis!
MiNT:
1)Lynx
2)XWindow->Chimera
3)more...?
ken

3395. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <935172791.6415.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 74398

On 20 Aug 1999 15:30:20 , Jos Vlietstra wrote:
>Hi
>I can't get my YAMAHA CDR200t 'seen' by HDDRIVER.It won't deliver an
>ID in the IDCHECK.Is there anybody who knows the answer ?

This is not an answer, just the same problem. However although HDDriver doesn't 'see' my CDR drive (a Yamaha-don't know the number) it does pick up th Sony CD555 I have. But! on booting up the CD doesn't always show up on the desk top whereas the CDR does. I can read from the CDR but I'm not sure about writing to it. Initial trials seem ok. I also use Extendos, this detects both drives. I think the problem is getting the SCSI chain just right.
I've just checked HDDriver using the auto-configure option. Neither CD drive is shown. Perhaps this option shows only disk drives. I have 2 drives & a Syquest unit and all three show.

Mike Bedford

3396. Re: Croft Soft Software - Press Release

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37bd98ea.2970517@news.wxs.nl>
Source record: 74399

On Thu, 19 Aug 1999 10:57:59 +0100, "Colin Polonowski"
<colin@croftsoft.zetnet.co.uk> wrote:

>Croft Soft
>Press Release - 19 August 1999
>------------------------------
>
>Atari Times - The End...
>
>It is with great regret that I have to announce that the Atari Times has
>closed. It has been almost a year since we released our last issue and we no
>longer have the time or money to continue investing in creating a top
>quality magazine.

Sad times indeed. First AC, now Atari Times. This sure sucks. I hope the web
site will be available for a long time to come, though!

Richard Karsmakers (http://www.fortysecond.net)

3397. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7pk675nhp1@news1.xs4all.nl>
Source record: 74400

On 19 Aug 1999 01:24:19, mjaap@atari-computer.de wrote:

[...]
>
>Personally, I made the experience that in most cases the duo JPEG and
>GIF produce smaller images than PNG.
>
There are many ways to compress an image into a PNG file. Most
programs take the easy-always-goes- way. But some optimising can
reduce a PNG file to a more compressed and shorter PNG. At least in
theory a PNG can be made smaller than a GIF. But most GIF is 256
colors so do compare them well.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3398. A CenTurbo 2, Falcon accelerating card to win!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Sonia S&#65533;fi <sonia.sefi@wanadoo.fr>
Message-ID: <37BDA3EE.E0374A0E@wanadoo.fr>
Source record: 74401

At the RTS Y Party!

The best in the competition with the most entries will get a CT2 given
by CenTek!

Be the best, and see you soon!

All infos at http://www.rtsy.org/

3399. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Az3WjDAdIav3Ew+N@steverosie.demon.co.uk>
Source record: 74402

On Fri, 20 Aug 1999 at 15:30:20 a message from Jos Vlietstra was created
on the subject of YAMAHA CDR200t !.
>Hi
>I can't get my YAMAHA CDR200t 'seen' by HDDRIVER.It won't deliver an
>ID in the IDCHECK.Is there anybody who knows the answer ?
>Everything else works very good, only this burner won't !
>of course it has a different ID than the other gear.
>Please help
>
>Jos

Hi

Hddriver (7.51) does seem to have a problem with that. I have 3 x 6
CD_ROM changers, 2 of which HDdriver detect! 1 it doesn't, even with the
configuration settings!!

ExtenDOS detects it though so problem solved.

A while ago I had trouble getting my MO optical drive detected by
HDdriver. After someone had had a similar problem, I followed their
suggestion and tried every device ID on the drive.... The only way I can
use the MO drive with Hddriver with my other drives, is having my main
hard drive as device 0 and the MO drive as device 1!!!!!

I don't have a problem with ICD with detecting drives, but as I use the
DOS compatibility I have to plod on.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3400. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bdaf7a5448b10@ping.be>
Source record: 74403

on Fri 20-08-1999 10:11 mjaap@atari-computer.de wrote:

> I have reviewed WenSuite three times
>in the ST-Computer magazine (Germany). All three versions (1.4, 2.0 and
>3.0) belong to the worst Atari programs I ever reviewed.

Yep, I have seen your review

>WenSuite is developing for about two years and I have not noticed a

The same story for LoA which is on my Hades not stable at all. It really crashes all the time.

>You can, however, report bugs to Oxo, which is generally a good idea.

Reporting bugs is always a good idea but then the progammer has to listen too which I unfortunatley can't say of the LoA programmer.

>But people had to pay for updates which were mainly bugfixes and Oxo
>should at least reach the level of CAB 2 or Adamas 1.0 which they
>haven't IMO.

Fully agree with you. Bugfixes should always be for free. The LoA do a great job here. Wensuite? I don't know for sure but I think it's possible now to download bugfixed version for free. Cab wasn't for free AFAIK. They always implemented some minor new things so they could ask money for it.

>The question is: how much do I have to pay until WenSuite
>is a stable product with most functions available?

Again I think one can turn a betaversion into a registrated version now. If this is true then the bugfixes are for free because one can download then from the Net.

>The WenSuite icons are nice though :-)

Indeed the Wensuite GUI is much nicer then the LoA one (eek, that ugly green)

>> All I can say of Wensuite is that it is, in regarding to Adamas, very
>> stable and above all it supports true color which unfortunately can't
>be said of Adamas.
>
>Tried the latest v3 on my Falcon: crashes under MagiC6 and SingleTOS.
>An Atari program should run on an Atari, I think ;-)

I'm surprised it crashes under MagiC as the programmers uses a Mac with MagiCmac.

Yes, the surely should do that, but again this is my experience. On my
machine running N_AES/MiNT Wensuite has proven to be very stable. Adamas
unfortunately not. I really crashes all the time. On other machines LoA
might work better but as you've said Atari programs should run on every
machine. Allmost all the new programs runs on my setup exept for instance
En_Vogue which crashes with an 'Illegal Instruction: User PC: 20c640
message' I guess I should report that to the programmer:-)
>
>> Now let use hope that Oxo (and MUCS) will decide to implement
>> STiNG/MiNTnet support so we can use it alongside with our usual
>> STiNG/MiNTnet setup. Once this has been done I'll buy their product.
>
>Will come - at least for Draconis.

Real STiNG/MiNTnet support or only some kind of bridge between Draconis
and the STiNG clients like Ifussion or whatever that thing is called?
I surely hope that they will implement at least STiNG support.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3401. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bdaf7a5448b11@ping.be>
Source record: 74404

on Fri 20-08-1999 09:16 mjaap@atari-computer.de wrote:

>
>Most browsers support JavaScript and it has nothing to do with
>Intel/Windows. Mac and Unix browsers support JavaScript as well. Every
>site with a decent stat program running in the background knows that
>you don't use Windows.

And every decent webdesigner should make the site accesible for
Java-script enable browsers. Your home pagina does this very nicely.
>
>If you need access to a JavaScript site on the Atari you'll have to use
>Adamas (pro).

Hmm, I don't know but as far as my experiences goes it seems not to work
very well, but at least the beginning is there.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3402. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37bda666565c4b10@holleman.demon.nl>
Source record: 74405

on Fri 20-08-1999 13:38 Ken Macdonald wrote:

>you missed some Louis!
>MiNT:
>1)Lynx
>2)XWindow->Chimera
>3)more...?

Hi Ken,

I missed more, I know that but the list would be very long... For Linux there are Arena, Red Baron, Grail, Mosaic. Maybe more? Same for NetBSD and perhaps for Mint/Minix.

I just wish the list for "Atari" would be that long :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3403. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37bda666565c4b11@holleman.demon.nl>
Source record: 74406

on Fri 20-08-1999 20:00 Martin "Nightowl" Byttebier wrote:

>Again I think one can turn a betaversion into a registrated version now.
>If this is true then the bugfixes are for free because one can download
>then from the Net.

Hi Martin,

AFAIK, yes you can. I got the key, had 3.12b lying around already and it
turned into a "normal working" version. I fetched the update 3.20a from
their site. Seems there is a new one 3.20b, maybe even a newer one.
>
>>The WenSuite icons are nice though :-)
>
>Indeed the Wensuite GUI is much nicer then the LoA one (eek, that ugly
>green)

I checked today in 8-bit mode (256 colors): it simply makes a mess from
the graphics. In TC at least 3.12 showed up perfectly. 3.20a did not.
No matter how I set the stuff, Atari or ISA/PCI (the Matrix option is
greyed out).
>
>>> All I can say of Wensuite is that it is, in regarding to Adamas, very
>>> stable and above all it supports true color which unfortunately can't
>>be said of Adamas.
>>
>>Tried the latest v3 on my Falcon: crashes under MagiC6 and SingleTOS.
>>An Atari program should run on an Atari, I think ;-)
>
>I'm surprised it crashes under MagiC as the programmers uses a Mac with
>MagiCmac.

I think Mac plus MagicMac is not the same as Atari plus Magic. I think
this is the key factor: they should program to run on an Atari, not on a
bloody Mac with MagicMac.... BTW, it crashes from TOS just the same.

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3404. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37bda666565c4b12@holleman.demon.nl>
Source record: 74407

on Fri 20-08-1999 18:19 Stichting ST wrote:

>>Personally, I made the experience that in most cases the duo JPEG and
>>GIF produce smaller images than PNG.
>>
>There are many ways to compress an image into a PNG file. Most
>programs take the easy-always-goes- way. But some optimising can
>reduce a PNG file to a more compressed and shorter PNG. At least in
>theory a PNG can be made smaller than a GIF. But most GIF is 256
>colors so do compare them well.

Ronald,

GIF can be no more than 256 colors. Period. JPEG can be anything up till
16.7 mil. So can PNG.

A 256 colors PNG file is slightly smaller than the same file in GIF.
A 16.7 mil colors PNG is larger than a ditto file JPG (well unless you
turn Q in JPEG to 100%).
PNG has a compression option too. The difference is that JPEG looses info,
PNG does not.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3405. Re: wtd: atw800, UK.

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37bdb70b$0$29332@news.zetnet.co.uk>
Source record: 74408

On 19 Aug 1999 16:17:33, stu wrote:
>thanks.
>
>.

Me 2

chrisc

3406. Re: Reading an Atari hard disk on Linux/x86 ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Michael Schmitz <MSchmitz@lbl.gov>
Message-ID: <37BDBF00.839ECDCA@lbl.gov>
Source record: 74409
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k

Laurent Charriï¿½re wrote:
>
> Hi everyone,
>
> I have an SCSI hard disk that was the main disk of an Atari Falcon
> (under standard TOS). Now I have a PC (shame) under Linux with an SCSI
> controller. Is there a way to read the files on the Atari HD under
> Linux/x86?

Compile a kernel that includes Atari partition table format
(CONFIG_ATARI_PARTITION). Should be in 2.2 ...

Michael

3407. Re: Please help !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: claytone@aa.net
Message-ID: <935184826.842725@cacheraq001>
Source record: 74410

On 20 Aug 1999 04:38:12 , clegrand wrote:
>
>does anyone know where i can the accessory programs that cubase 3.0
>originally came with, as I have accidentally deleted mine ?
>Also does anyone know where i can get my Atari Mega ST1 upgraded to 4Mb?
>
>Thanks in advance ...

Hi clegrand,

Here are some suggestions. The one that starts with "dir" may present a problem with some PC browsers. If so, I've heard that "Bulletproff Ftp" works. Claes Holmerup's site might have some stuff too. I don't have it handy at the moment. Good luck,

Clayton Murray
claytone@aa.net
Seattle, WA USA

ftp.mcc.ac.uk/dir/cubase
dir.mcc.ac.uk/pub/cubase/UPDATES/Atari
ftp.steinberg.net/dist/product_updates
ftp.steinberg.de/dist/product_updates/atari
ftp.cs.ruu.nl/pub/MIDI/PROGRAMS/ATARI
ftp.sol.no/user/hallvart/atari

3408. Re: Replacing STFM Floppy Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7pkhhr$29u$1@news.asu.edu>
Source record: 74411

>The ST was teetering on the brink for quite a while, and would randomly
>bring up disk errors ('No disk in drive'), and eventually it reached the
>stage where it would refuse to ever recognise there was a disk present
>in the drive. All this leads me to assume that the floppy drive is
>knackered, and that replacing it might get the ST up and running again.

Don't forget the possibility of oxidation on the chip pins. More
than once, esp. on old STs (520s), the drive would quit working and
I'd get mysterious error messages, and doing the "drop fix" or openning
her up and prying up the socketted chips and then pressing them back
in would solve the problems.
--

3409. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bdd9b69b3b20@ping.be>
Source record: 74412

on Fri 20-08-1999 19:47 Louis wrote:

>
>
>I checked today in 8-bit mode (256 colors): it simply makes a mess from
>the graphics. In TC at least 3.12 showed up perfectly. 3.20a did not.
>No matter how I set the stuff, Atari or ISA/PCI (the Matrix option is
>greyed out).

I should say check your system:-)
On my Hades with a PCI Mach 64 4 MB card WS 3.20a (b) runs in every color mode except in 16 bit (32768 colors) and 32b color mode. With 32768 colors the graphics are totaly messed up. In 32b color mode all the graphics are in blue. BTW: Imagecopy has the same problem in 32b color mode.

256 colors, 16 bit (65536 colors) and 24b color mode no problems whatsoever
>
>>I'm surprised it crashes under MagiC as the programmers uses a Mac with
>>MagiCmac.
>
>I think Mac plus MagicMac is not the same as Atari plus Magic. I think
>this is the key factor: they should program to run on an Atari, not on a
>bloody Mac with MagicMac.... BTW, it crashes from TOS just the same.

I'm maybe wrong but isn't that so that many new programs are programmed on Mac's or pc's running MagiCMac or MagiC-pc?
Xinfo for instance is AFAIK programmed on a pc. And what about Calamus SL99?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3410. Re: .APP vs .PRG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908200000.a36085@lu.maus.de>
Source record: 74413

Hello Guillaume,

GD> Can anyone tell me the difference between .APP and .PRG executable-
GD> program extensions? Just being curious...
.APP (application) is the GEM standard name for programs (as used on the
original GEM platform in the Intel world). For some reasons I don't know,

Atari decided to make .PRG to it's standard program extension. So unless
it
is an Atari GEM program, there are no differences - just a little bit more

"gemlike" (and regarding to my own experience: The author just wanted to
state his "real" GEM coding) ...

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

3411. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7pklfkicr1@sun27.hrz.tu-darmstadt.de>
Source record: 74414

Hi!

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
> And every decent webdesigner should make the site accesible for
> Java-script enable browsers. Your home pagina does this very nicely.

Hello? I hope you mean "accessible for Java-Script /disabled/ browsers".
Some web "designers" today seem to never have heard that you can create
pages without the /need/ for JavaScript. Even worse: I once found a site
with a form that got sent to a CGI. It had a Gif named "submit", but it
didn't submit the form as one would expect (<input type="image" ...>),
but just with 'onclick="form.submit"' on a regular <img>. That kind of
incompetence (or silly software) really hurts ... It made the form
unusable without JavaScript, although the method used didn't offer any
advantages to the standard way. *sigh*

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3412. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37be1e30@nemo.idirect.com>
Source record: 74415

On 13 Aug 1999 04:15:50 , Neil Roughley wrote:
:As an aside, Atari browsers are languishing in obscurity. The link
below :is an attempt to list every browser out there, yet fails to list
any for :the Atari (be warned the document is 249K):
:http://www.uoguelph.ca/~gnasby/projects/web_browser_info/browser_list.html
:<< Neil >>
:Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
:http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply
:.
Neil:
I _immeadiately_ sent them the latest and greatest info.
Hopefully this situation will be rectified!!
btw, not into anarchy, eh?
you are into the wrong computer mate! :-)
glen clark for prime minister!! ;-)
ken
the TAF guy

3413. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37bdaef3@skylite.connect.ab.ca>
Source record: 74416

> I'm maybe wrong but isn't that so that many new programs are programmed on
> Mac's or pc's running MagiCMac or MagiC-pc?
> Xinfo for instance is AFAIK programmed on a pc. And what about Calamus SL99?

Also it gives you the possibility to code with CodeWarrior and use
TOS-Linker as opposed to Pure C (which is quite old looking, modal
dialogs, no VA_START etc.) (Only prob is that TOS-Linker doesn't support
the full C++ language but that is being worked on..) So maybe when
TOS-Linker is in more of an advanced stage we will see "certain" programs.

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3414. test

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <37bca411.0@london.netkonect.net>
Source record: 74475

```
just a test
```

3415. Please help !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: clegrand <clegrand@pt.lu>
Message-ID: <37BCBF94.58A65B@pt.lu>
Source record: 74476

does anyone know where i can the accessory programs that cubase 3.0
originally came with, as I have accidentally deleted mine ?
Also does anyone know where i can get my Atari Mega ST1 upgraded to 4Mb?

Thanks in advance ...

3416. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7piuklibp2@news7.svr.pol.co.uk>
Source record: 74477

On 18 Aug 1999 21:10:52 , Joergen Bak wrote:
>>From: steve@sweet3.freeserve.co.uk (Steve Sweet)
>>On 17 Aug 1999 06:34:45 , Derryck Croker wrote:
>>
>>
>>:>There are plenty of advantages to using IConnect with it's only downside
>>:>being that it isn't capable of asking the ISP for a DNS as StinG 1.20 is.
>>
>>Bummer dude!!. Has anyone reported it to ASH.
>
>Thats not my experience. I have only 4 x 0 where the DNS number is required.
>I get a new number every time I logon. It is a Dynamic Name Server isn`t it?
>I`m using I-Conn v. 1.7.

I'm sorry for my mistake, I meant to write IP! Most ISPs use dynamically
assigned DNS addresses.

>>:>I'm confused by the manual tho', which instructs that one is to determine the
>>:>numeric addresses for the various servers with the get_ip prog and plug them
>The same here. Only the names of the postserver and the newsserver is required.

My brief test seemed to show that the addresses changed from one session to
the next anyway, so it didn't seem to be a good idea to plug any numbers in!

>I started with STik a long time ago. When my IP finally stopped supporting SLIP, I
>got I-Conn. I simply moved the differend values from the STik.CFG files to the I-Conn
>setup prg. And it worked after 4 tests. Guess I was lucky!

IConnect is much easier to set up as has been said.

>At the same time I got MagiC 5.1 and NVDI, and what a surprise. I almost never go back
>to the old setup (single TOS) again! Only TechnoBox CAD didn`t like MagiC, but I can
>live with that.

:-((I can get it to run, but soon run into problems with alert boxes that
refuse to go away...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3417. Re: Please help !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <37bd0c0f$0$29335@news.zetnet.co.uk>
Source record: 74478

Hi,

On 20 Aug 1999 04:38:12 , clegrand wrote:
>
>does anyone know where i can the accessory programs that cubase 3.0
>originally came with, as I have accidentally deleted mine ?

I can probably help you with these, mail me direct with details of
exactly which files you need. (They should be available from the
steinberg ftp site but despite promising to replace the atari files
steinberg have left the Cubase and Cubase Score directories empty.
There are some Cubase Audio files still available.)

>Also does anyone know where i can get my Atari Mega ST1 upgraded to 4Mb?

Tell us which country you are in and someone local will probably help
you.

Cheers

Paul

3418. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37bcfd664e1be4e0@holleman.demon.nl>
Source record: 74479

on Thu 19-08-1999 22:21 Jos Vlietstra wrote:

>Hi everybody !
>Didn't realise that my message CAB 3.0 !! had so many of you reacted !
>That was very supporting, thanks to you all !
>In the meantime I can tell you, that Mr. Alexander Clauss has replied
>to me, that he is deeply involved in Icab and don't think he'll ever
>have time to develop a thing as CAB 3.0 for Atari.
>So that's history until now.....

Jos, consider CAB history *for* now...

>Let's focus on Wensuite 3.20 .Do you believe that these French people
>did so much effort for a failure, for a product that doesn't work ?
>No, sir !!Let's get positive !
>Allright, I admit, it doesn't work YET !! But guys, buy it, please !!
>WHY ?????Cause we have to become the testteam of people (French) ,
>who dare to bring out a new Atari product !Let's give them all our
>positive advice, our positive and negative experiences, in order to
>get a product, which can meet today's standards and which can enjoy
>the hobby of us all !

Another moot point... Let's face reality please: Wensuite has been around for some time. We're at version 3.20 now. It's been commercial from day one, if I recall correctly. Appearently it still doesn't work right, or at random or not at all. Personally I don't give it much chances unless they start buying Atari h/w and start reprogramming. Or do you expect me to buy a Mac with MagicMac??? Does it work OK there???

>We're looking for developers, who can update our soft- and hardware,
>it's possible, believe me.Only....it will cost us some money, SO WHAT
>??If you don't want to spend money on your computer, man , buy a
>Pentium and copy the whole shit from your neighbour !!!

Maybe we stand better chances to start yelling at the Netscape people, asking them for a port to Atari.

They way I see this?
1. As long as OXO and team develop on a Mac, no chances for Wensuite
2. Alex is OUT. GONE, that is. Kissy-kissy goodbye.
3. LoA: much work to be done, but maybe the best future option.
4. Does Alex still own the rights to CAB? If ASH are really smart, they start developing CAB themselves... Personally, I have far less objections to commercial s/w that works, even MagiC biased, as opposed to s/w that's commercial from day one but after years still doesn't work.

Solutions for now: stick to an old but working CAB and take all the
shortcomings. And maybe wait for LoA to become fully functional.
Switch to a Peecee. Yes folks, there's more available than IE and NN alone!
Switch to a Peecee + Linux (or NetBSD, whatever) [as from next Monday: my
option]
Switch to a Mac: several options, including iCAB :-) [Alex would love this]
Switch to a Mac + MagiCMac: Wow, Wensuite is a killer now (??????????)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3419. PNG-Library for Atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pj60adcm1@nnrp1.deja.com>
Source record: 74480

In article <7pf3sunos1@news1.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:
Hi Ronald,

> But maybe the makers of PNG have a library of C functions to help
> programmers?
>
I've just found a PNG library for the Atari ST on atari.umich.edu.
There are two versions: one for GnuC++ and one for LatticeC.

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
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3420. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pj6dadol1@nnrp1.deja.com>
Source record: 74481

In article <7phhfr$35e$1@news1.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:
> Sometimes I surf and see strange things.
>
> yesterday a page came on the screen and I was told:
>
> 'We have detected an inablility to perform Javascript requests'
> and
> 'enable Javascript'.
>
> But CAB does not have that (yet?) so I looked only at empty pages
> further in in that site.

Then this page is really JavaScript based.

>
> Now they know I do not have Windows. Maybe SPAM will come my way
> urging me to buy a Intel-box.

Most browsers support JavaScript and it has nothing to do with
Intel/Windows. Mac and Unix browsers support JavaScript as well. Every
site with a decent stat program running in the background knows that
you don't use Windows.

If you need access to a JavaScript site on the Atari you'll have to use
Adamas (pro).

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Share what you know. Learn what you don't.

3421. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pj6r6$e2h$1@nnrp1.deja.com>
Source record: 74482

>
> Or do you expect me to buy
> a Mac with MagicMac??? Does it work OK there???

Someone with a Mac told me that it works ok there - can't check it
because it crashes on my Falcon

> 4. Does Alex still own the rights to CAB? If ASH are really smart,
they
> start developing CAB themselves... Personally, I have far less
> objections to commercial s/w that works, even MagiC biased, as
opposed
> to s/w that's commercial from day one but after years still
doesn't
> work.

I don't know who owns the right but ASH still sells old programs like
STad or Signum 2. At least a good programmer has to ask Alexander and
ASH for the source code.

Greets,
Matt

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3422. Re: Installing SPIN!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7pj87ueut1@nnrp1.deja.com>
Source record: 74483

In article <7pc6oc$2ck$1@news5.svr.pol.co.uk>,
tesla1@zetnet.co.uk (Gordy) wrote:
> Hi All,
>
> I seem to be having problems installing Spin!
> I place all the files into the the Auto folder as described but I
> can't get it to load the BOS file.
> The error I get is 'driver not found' 'device not reconised'
> How can I edit the config.sys file so it reconises that my CDROM
drive
> is ID=5 and th Drive letter is P?
>
> My system is an Atari STE running MagiC 6

Please post you config.sys, then we might be able to help you :-)

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
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3423. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pj9jn$fq0$1@nnrp1.deja.com>
Source record: 74484

In article <37b8698c7e78572@ping.be>,
tos4ever@ping.be (Martin "Nightowl" Byttebier) wrote:
> on Mon 16-08-1999 00:08 Jo Vandeweghe wrote:>
> I don't know what has happen between Oxo and you, and it's not my
business
> too but why for Heaven's sakes bring you your vendetta to this group?

I think everyone can say his/her opionion in this newsgroup. I agree at some points with Jo's criticizm. I have reviewed WenSuite three times in the ST-Computer magazine (Germany). All three versions (1.4, 2.0 and 3.0) belong to the worst Atari programs I ever reviewed.

> Why can't you leave then alone? Do you really want to bring then down
or
> what?
> After the desertion of mister Alexander Cl. the only hope for us,
that is
> the Atarians, is Wensuite and LoA. Wensuite is progressing but you're
so
> dazzled by your hate toward the Oxo people that you can't (or refuse
to)
> see it.

WenSuite is developing for about two years and I have not noticed a great difference. 3/4 of all options are grayed out and the HTML rendering is far away from perfect. Let's not forget that a team works on
WenSuite so they should track down errors more faster than Alexander or Jens but
they haven't.
You can, however, report bugs to Oxo, which is generally a good idea.

> Sure, there is still lots of work to do -expecially the dithering
isn't
> not that good- but little by little they brings their product to a
higher
> level. Only with the support of us Oxo can and will improve Wensuite.

But people had to pay for updates which were mainly bugfixes and Oxo should at least reach the level of CAB 2 or Adamas 1.0 which they haven't IMO. The question is: how much do I have to pay until WenSuite is a stable product with most functions available?
The WenSuite icons are nice though :-)

> All I can say of Wensuite is that it is, in regarding to Adamas, very
> stable and above all it supports true color which unfortunately can't

be
> said of Adamas.

Tried the latest v3 on my Falcon: crashes under MagiC6 and SingleTOS.
An Atari program should run on an Atari, I think ;-)

> Now let use hope that Oxo (and MUCS) will decide to implement
> STiNG/MiNTnet support so we can use it alongside with our usual
> STiNG/MiNTnet setup. Once this has been done I'll buy their product.

Will come - at least for Draconis.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
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3424. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pja56$g5s$1@nnrp1.deja.com>
Source record: 74485

In article <37B9177C.7C087E74@online.TAKE.THIS.OUT.fr>,
"Nicholas Bales (please edit email addressto reply)"
<bales@online.TAKE.THIS.OUT.fr> wrote:
>
>
> Yes, because the french can actually buy it.

It was (is?) available in the UK by 16/32 bit systems. Oxo also showed up on a past Atari fair in Neuss (about two years ago) - they didn't sell many copies. So it's not just a matter of availability but also of quality.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3425. Reading an Atari hard disk on Linux/x86 ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Laurent Charrière <lcharriere@klee.fr>
Message-ID: <37BD4CCE.F6FA52D8@klee.fr>
Source record: 74486
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k

Hi everyone,

I have an SCSI hard disk that was the main disk of an Atari Falcon (under standard TOS). Now I have a PC (shame) under Linux with an SCSI controller. Is there a way to read the files on the Atari HD under Linux/x86?

More specifically, will the kernel (what version?) read the partition table? (I think I had both GEM and BGM partitions) Will it recognize TOS filesystems?

Thanks in advance,

LC.

3426. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37BD4E16.9BDAFDBC@patent.gov.uk>
Source record: 74487

Hi Jos,

I tend to agree with you. OXO have re-established thier web presence and they posted two versions of Wensuite in rapid succession, 320a on the 14 Aug. and 320b on the 19th. Hopefully this indicates they are starting to feel a need to communicate with the outside world, so don't blame them for disapearing again, if all they find is negative after negative response. Wensuite is potentially a much more mature product than CAB, designed from the start with embedded News group, 'mail etc 'plug-ins. CAB was started by Clauss as a local HTML reader and it was outsiders who had to extend its use to the web and other clients etc. I cannot see the disadvantage of not using Sting. How can you ask for the programmers to deviate from linear development just to recode so that Wensuite uses Sting. One repeated grumble is the slow development, this is hardly going to help!! Everything I can see a need for, is already provided for at a button click away in Wensuite. I know some of them don't work in the demo. I downloaded ws.320b from thier page last night, and it worked first time on my Falcon. I agree with the point that the images seem to be posterized, so what, anything you are interested in , you save, as file, in full colour! Some of the formating is week, but the main point is speed, I know its only local speed, but it is very much faster than CAB. Give OXO a chance.

Bob King.

Jos Vlietstra wrote:
>
> Hi everybody !
> Didn't realise that my message CAB 3.0 !! had so many of you reacted !
> That was very supporting, thanks to you all !
> In the meantime I can tell you, that Mr. Alexander Clauss has replied
> to me, that he is deeply involved in Icab and don't think he'll ever
> have time to develop a thing as CAB 3.0 for Atari.
> So that's history until now.....
> Let's focus on Wensuite 3.20 .Do you believe that these French people
> did so much effort for a failure, for a product that doesn't work ?
> No, sir !!Let's get positive !
> Allright, I admit, it doesn't work YET !! But guys, buy it, please !!
> WHY ?????Cause we have to become the testteam of people (French) ,
> who dare to bring out a new Atari product !Let's give them all our
> positive advice, our positive and negative experiences, in order to
> get a product, which can meet today's standards and which can enjoy
> the hobby of us all !
> This is not the world of Mr Bill Gates, no this is our Atari world
> and we don't want software from the 80's and early 90's, no, we want

> software from now until the next millenium, WHY NOT ??
> We're looking for developers, who can update our soft- and hardware,
> it's possible, believe me.Only....it will cost us some money, SO WHAT
> ??If you don't want to spend money on your computer, man , buy a
> Pentium and copy the whole shit from your neighbour !!!
> Jos

3427. ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7pjjkd$6qd@newstoo.ericsson.se>
Source record: 74488
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have some Atari StE's, and am interested in accquiring a hard drive.
Either proper Atari ones or a nice cheap solution using something else (?).
By cheap, I mean I don't want to spend more than 100UKP at most.

Thanks!

3428. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pjqui$95s$2@news.campuscwix.net>
Source record: 74489

```
On 20 Aug 1999 01:08:05 , "Denesh Bhabuta" wrote:
->just a test
->
->
->.

Hehehehe...

Danny, get a real Atari newsreader and you won't have to
test much.. ;-))))

Catch ya later!

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3429. Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: you@your.host
Message-ID: <7fev3.638$EN3.82078@typhoon01.swbell.net>
Source record: 74490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey out there, currently seeing the countryside and here in St Louis. If you are an Atari user in this area, drop me an E-mail. I'd love to call/visit!

I'll be travelling 270 to 44 to 35 going through Missouri, Oklahoma and back to Texas... So if you're along that route.. again drop an E-mail. Would like to make good use of my time off and my rental car. :)

Finally, isn't there a user group in the Missouri/Illinios area? If so, where and when do you meet?

Write me at:

clu-da-bard@geocities.com

Take care,

Clu

--
Posted with Ink Spot (for the Newton) from DejaVu Software, Inc.
Usenet wherever you are - http://www.martnet.com/~dejavu/

3430. YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7pjsacdop1@news1.xs4all.nl>
Source record: 74491

Hi
I can't get my YAMAHA CDR200t 'seen' by HDDRIVER.It won't deliver an
ID in the IDCHECK.Is there anybody who knows the answer ?
Everything else works very good, only this burner won't !
of course it has a different ID than the other gear.
Please help

Jos

3431. Re: .APP vs .PRG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37BD7490.FF99AC57@cfc.dnd.ca>
Source record: 74492

Stichting ST wrote:
>
> On 18 Aug 1999 13:40:42, Guillaume Dï¿½flache wrote:
> >Can anyone tell me the difference between .APP and .PRG executable-
> >program extensions? Just being curious...
> >--
> When things started we only had programs. Later on we became
> applications.
> Then there was mayhem. Everything is a program.
-snip-

I don't know if this is a standard or not, but I've often noticed
that *.app's are compressed *.prg's
and so whenever I use datadiets Squish, I rename the *.prg to *.app
ken

3432. For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: hanson@avlna.com
Message-ID: <7pk017jp1@nnrp1.deja.com>
Source record: 74493

I have a large amount of Atari ST equipment for sale.

Here is a small listing of what I have:

Mega 4
Color Monitor
Mono Monitor
Moniterm Monitor (Large Monochrome monitor 19" I believe)
Monitor Master
Cordless Mouse
520 ST with 1 Meg
Tons and tons of software
Several hard drives
Tons of other hardware (some never used)

Contact me via email (hanson@avlna.com). I do not have news access!!!
All will go to the best offer (shipping costs are additional and are
not included in your offer).
Splits may be available depending on the offers

I am located in South Eastern Michigan.

Ed Hanson-Meier
mailto:hanson@avlna.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3433. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.st
Date: 1999-08-20 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <eifv3.262446$k3.501811@news0.telusplanet.net>
Source record: 74494
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/20/99
- Sold items removed
- New Hardware added

Once again thanks for all the offers. It has been an interesting week, with plenty of email to answer, and plenty of calls to UPS to get things squared away. I (we) have gone through all the email and local offers and I have removed all the sold items. If you did not get an email response back from me in regards to an offer, please email me again (if the peice(s) you wanted is still on the list). Theare were also several people who emailed us offers (some of which were accepted) but did not return our emails.

We have had many people from overseas inquiring about some of the items, we have no problems shipping the items to you (remember you pay the shipping) but all the items are for 110 voltage, so you will have to use a power adapter for 220V.

If we are lucky, we may get some of the matching software for all the manuals this upcoming week, and we are hoping for another 1or 2 Atari Portfolios As I said before, I will continue to update this post as we go through the rest of the equipment or sell items off. Please see the original post for the story behind all this equipment. I have incorperated all the new equipment into my regular style of post and added in some of the items that I/we already had laying around. All the Atari equipment has been tested and appears to work fine, however the IBM development tools and hardware has not. We have no reason to believe that it won't function properly as the majority of all of the added equipment is in very good shape and boxed. If you have any questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post. Please note that I am in Western Canada, so shipping to the US will be slightly more expensive on larger items (however if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========

Please note that at the time of this posting, there are multiples available
of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice - 1 of 5 units left
- Atari Mega4 ST(s) - Boxed with keyboards/mice and power supplies - 1 of 3
units
left - offer pending
- Atari PCT1426 13" Monochrome TT Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supplies and Laser Printer
Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables 1 of 3 units left
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like
New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY
XBR or XBR II RGB Monitor

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore
units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore
units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, &
software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, &
software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals,
software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, &
software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

IBM PC Development Packages/Software/Hardware Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

Miscellaneous Software Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

8-Bit Books Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari

(with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD

- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

3434. Atari Software and Hardware for sale, swap or P/x etc.,

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9Iup9VA4wxv3EwKG@steverosie.demon.co.uk>
Source record: 74345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,uk.adverts.computer,uk.adverts.other,demon.adverts

PLEASE NOTE: Please use the following email address if atari.org is still down: asx@steverosie.demon.co.uk

The Atari Software eXchange

Updated: Saturday 17th July 1999

I have the following Atari gear for sale. Prices do not include postage.

Prices are in GBP's (Sterling) and I'm also willing to accept USD's.

As usual I will consider part exchanges or swaps for other Atari St, Jaguar, Portfolio etc. hardware or software.

Things I'm on the lookout for:
Atari CD-ROM's, reference books, EPROM Programmer that can do 32-pin DIL chips.. or anything that tickles my fancy;)
****

Atari ST Compilation Packs
Atari STE Discovery Xtra Pack, featuring:
Final Fight, Sim City, Escape from the Planet of the Robot Monsters, 9 Lives and the Language Disk. ..... ï¿½5

Atari 520STE Turbo Pack, Featuring:
STOS, Hyperpaint 2, Music Maker 2, FirST BASIC, Blood Money, Anarchy, Human Killing Machine, Impossible Mission, Dragon's Breath, Indianna Jones and the Last Crusade, Outrun, and Super Cycle. ..... ï¿½15

Compilations
ï¿½3 Each
Top Shots, featuring: Kick Off + Extra Time.

ï¿¼4 Each
Hollywood Collection, featuring:
Ghostbusters II, Indiana Jones and the Last Crusade & Robocop. No Batman or instructions.

ï¿½5 Each
Champions, featuring:
Manchester Untied, World Boxing Championship & Jahangir Khan Squash. No Box.

TNT, featuring:
Xybots, Toobin, APB, Dragon Spirit & hard drivin'.

Mega-lo-Mania & First Samurai.

Educational
ï¿½4 Each
Learn to Read with Prof. Level 1. Ages 4 to 9. Not STE.
Mickey's Runaway Zoo (Disney Software) - Learn Numbers for 2-5 years.

Adventure, Strategy, Puzzle & Trivia type
ï¿½1 Each
Spidertronic

ï¿½2 Each
Crash Garrett
Go-Moku/Renju
Quizam!
Skweek
The Quest for the Time Bird
Tower of Babel

ï¿½3 Each
Advanced Dundgeons and Dragons 'Heroes of the Lance'. No box.
Borodino
Chess Player 2150
Corporation
Curruption. No Box.
Driller. Including a model of the planets surface.
Dungeon Master Editor. No box.
Dungeon Master Expansion Set #1 - Chaos Strike Back & Utility Disk.
Federation of Free Traders (F.O.F.T.). No box.
Lords of Chaos
Murder

ï¿½4 Each
Operation Stealth

ï¿½5 Each
Carrier Command
Kings Quest I. No Box.
Kings Quest II. No Box
Kings Quest III. No Box.
Buy all 3 Kings Quest Adventures for ï¿½15 inc. postage (UK only).
Leasure Suit Larry in 'The Land of the Lounge Lizards'.
*** WARNING ***
Leasure Suit Larry contains ADULT Material.
Parental guidance is suggested.
Powermonger including World War 1 edition
Shadowlands
Space Quest. No box.
Terrorpods

ï¿½7.50 Each
Civilization. 1 meg. No Box.
Midwinter II Flames of Freedom. 1 meg.

ï¿½10 Each
Frontier - Elite II. 1 meg.
Indy - Indianna Jones and the Last Crusade 'The Graphic Adventure'
(6 disks). I've no idea if this needs 1 meg! It comes with The
Arcade game as well.
Populous II. Both 1 meg and 512k versions.
Railroad Tycoon. 1 meg.

Simulations
ï¿½2 Each
Hunter Killer

ï¿½3 Each
Falcon The Mission Disk Volume 1.

ï¿½5 Each
Battlehawks 1942
Falcon. The F-16 Fighter Simulation. ï¿½7 including Mission disk 1.
Flight of the Intruder. Additional Features for 1 meg owners.
Gunship
Mig-29 Fulcrum. 1 meg needed.

ï¿½7.50 Each
Formula One Grand Prix (Microprose)
M1 Tank Platoon

ï¿½10 Each
F-19 Stealth Fighter.
Knights of the Sky. 1 meg.
Reach for the Skies. 1 meg.
Silent Service II. Requires 1 meg.

Sports
ï¿½2 Each
Football Director II
Hyperbowl. No Box.
Super League Soccer
World Cricket

ï¿½4 Each
Kick Off 2 + World Cup 90

ï¿½5 Each
Sensible Soccer. 1992/3 Season Edition. Computer Game of the Year '93.

ï¿½10 Each
Championship Manager End of 1994 Season Data up-Date disk.
Comes with Championship Manager (1 meg) and Championship Manager
Italia. Altogether 8 disks.

Arcade
ï¿½1 Each
Nitro Boost Challenge

ï¿½2 Each
Alpha Waves
Bad Company
Ballistix
Cabal
Defenders of the Earth
Fast Food. Featuring Dizzy.
Flood
Formula 1 Grand Prix (not Microprose)
Hard Drivin'
Hong Kong Phooey
Mean Machine
Outrun. No instructions, you don't need them.
Popeye 2
Robocop
Steg The Slug
The Light Corridor
Whirligig
Yogi Bear & Friends in the 'Greed Monster'

ï¿½3 Each
Awesome
Barbarian (Palace). The one with gladiator 'Wolf' on the box.
Barbarian (Psygnosis)
Cap'n Carnage
Captain America. No Box.
Championship Wrestling
Chase HQ II. No Box.
Combo Racer
Daley Thompson's Olympic Challenge. Not STE.
Defender II
Dragon Breed
First Samuri. No Box.
Golden Axe
Harley-Davidson 'The Road to Sturgis'
Hudson Hawk
Impossamole
Mach 3
Menace
Monty Python's Flying Circus. No Box.
Operation Thunderbolt
Oxxonian
Prince of Persia
Risky Woods
Robocop 2
Shadow of the Beast
Speedball 2
Spindizzy Worlds
Spitting Image
Star Breaker (Brand New) Still Shrink wrapped.
Star Wars

Super Hang-On
Switchblade II
Teenage Mutant Hero Turtles
Test Drive
The New Zealand Story
The Simpsons - Bart V's The Space Mutant
The Untouchables
Thunder Blade
Total Recall
Vigilante
Wizkid. No Box.

ï¿½4 Each
Ghostbusters II
Lotus III

ï¿½5 Each
Street Fighter II

Serious Stuff

C-Breeze. 'The C Programmers Editor'..... ï¿½5
Easy Text Professional 'Desktop Publishing System'..... ï¿½10
Fontpac Plus. GEM Fonts for the Atari ST. A set of 300x300 fonts for
Laser and Deskjet printers. Castleton Roman & Matlock
Roman..... ï¿½5
Gnu 'C' for MINIX ..... ï¿½4
HiSoft BASIC v1.31 ..... ï¿½10
HiSoft Tempus 2 'The Editor'..... ï¿½5
Hyperpaint ..... ï¿½3
Hyperpaint 2 ..... ï¿½5
Kcomm ..... ï¿½5
Lattice C v3 ..... ï¿½12
Lattice C v5 ..... ï¿½20
MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
Music Studio ..... ï¿½5
Prodata 'The Ideal Database Solution'..... ï¿½10
Protext v5.5 ..... ï¿½15
Redacteur 3. Requires 1 meg memory. No box ..... ï¿½20
Shoot 'em Up Construction Kit (S.E.U.C.K.) ..... ï¿½4
ST BASIC, Revised Edition ..... ï¿½5
S.T.O.S Compiler ..... ï¿½3
Superbase Personal 'Relational Database System' ..... ï¿½10
Talespin 'An Adventure Game Creation Program' ..... ï¿½5
Timeworks Desktop Publisher ..... ï¿½15
Ultimate Virus Killer (UVK) 8.1 ..... ï¿½3

CD-ROM's
Atari Gold ..... ï¿½10
The First Atari CD-ROM. Possible collectors item ..... ï¿½15

Hardware
Multi-Face ST ripper cartridge by Romantic Robot (NOT STE) ..... ï¿½15
STOS Maestro Plus. Software and sound sampling cartridge ..... ï¿½25
Syncro Express Disk back up hardware ..... ï¿½25
Video Master, sound & video sampler cartridge ..... ï¿½25

Please remember prices DO NOT include postage.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3435. Re: Help wanted with Gdos

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: "B.P" <virtb@bellsouth.net>
Message-ID: <MAHv3.3691$dO3.30643@news4.mia>
Source record: 74346

There is a program called assasin which will help you set up GDOS. I also have a program that came with Hyperpaint when I first bought my STe years ago. I has an excellent GDOS installation program with it. I'm not sure if it's part og the GDOS distribution or not.

B.P.

Kelvin Wright wrote in message <934759066.98660@Chaos.es.co.nz>...
>I'm trying to set up gdos 1.4 on an STe. I have all the components, but
>can't get it to work. I know there's a FAQ on gdos somewherer but haven't
>been able to find it. Any help would be appreciated.
>
>

3436. Re: sting baud connection

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: "B.P" <virtb@bellsouth.net>
Message-ID: <zEHv3.3698$dO3.30789@news4.mia>
Source record: 74347

Use the Serial cpx that came with the package. if you have HS modem
istalled it changes the rates. I don't understan what it does, but set the
rate at 115k and you should be ok.

B.P.
broncos@primenet.com wrote in message <7pbr31ien1@nnrp02.primenet.com>...
>Can anyone tell me where in my dial.scr file to add in a baud rate to
>increase the baud of my modem.
>
>Gene
>

3437. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: "B.P" <virtb@bellsouth.net>
Message-ID: <JIHv3.3706$dO3.30925@news4.mia>
Source record: 74348

In the STing config setting click add default route through port on. Also
in the routing tab file change modem1 to modem 2

Regards

B.P.

Paul Mac wrote in message <7pm9nl$n1b$1@news5.svr.pol.co.uk>...
>Hello all ,
>
>I'm trying to setup STing on my Falcon but am encountering
>difficulties. (audible moans :))
>
>When I dial up my ISP the dial script works fine until where on my STe
>it would 'resolve the host' on my Falcon it says that it has 'failed
>to pass the connection on to STING'. And hangsup.
>
>However STing is installed and activated from the CPX. The setup is
>copied from my STe , is there something I've missed?
>
>thanks for all replies ,
>
>Paul
>
>

3438. FS: 520 ST

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: al_raetz@yahoo.com
Message-ID: <MPG.12293664b07edcf7989680@news.stormnet.com>
Source record: 74349

520ST w/2 single-sided floppy drives, mono monitor,
color monitor, all power supplies, + mouse. No software.
Price: $30.00 or best offer and you pay all shipping costs.

-alan

reply to: al_raetz@yahoo.com

3439. MagiC Online Backup Page Online

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37bee0ca@skylite.connect.ab.ca>
Source record: 74350

As many of you know, MagiC Online has been unreachable for the past week or so. This is due to serious problems at Atari.org and we wish them luck in fixing whatever is wrong.

However, just because Atari.org services stop does not mean that the atari news does too :) For this reason, we have set up a back-up page of MagiC Online, this page can now be found at

http://thor.prohosting.com/~bengy/

This is a full duplicate of the http://bengy.atari.org website with one exception: Although you can browse through the download bay, no file archives can be downloaded from this location.

Other then that, The page will get updated with news and information on an almost daily basis. Note however, that as soon as the Atari.Org services resume, this page will go into a deep "sleep" until it is needed again.

Thanks,
Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://thor.prohosting.com/~bengy/

//May the choices we make today be ones that we can live with tomorow//
--

3440. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37bfb69476c900@ping.be>
Source record: 74351

on Sat 21-08-1999 17:36 bruzzi@hotmail.com wrote:

>Hi, could anybody please direct me to web sites that carry good Atari
>ST software? Thanks.
>
Take a look at the UTSI page (Ultimate TOS Software Index)

http://www.ping.be/~ping1030/atari/prg-ind.htm.

Right now the index holds 1150 prg's.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3441. Brian Stanton

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990821000613.52655A@ataricomputing.compulink.co.uk>
Source record: 74417

Brian Stanton (aka xray@cix.co.uk)

There has been some mention of Brian in the last day or so, but perhaps an 'official' announcement is required :(((

It is with sadness that I have to report the sudden and tragic death of my friend, and Atari Computing's subscription manager, Brian Stanton on Monday 16 August 1999.

To say that I am shocked and saddened is an understatement. I had been speaking to Brian on the telephone on the previous Saturday discussing our plans for a meeting later in the week.

In practical terms it means that until we get access to all the records (both paper & data) that Brian held a state of limbo may appear to occur in relation to outstanding orders. Brian was in the process of dealing with a large batch of orders that I had given to him a fortnight ago. We will need to ascertain how far he'd got and get ourselves sorted, so please be patient and forgive any delays.

Al Goold
(Office manager - Atari Computing)

3442. SV: audiomaster export cue

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Qnlv3.6510$7d.12884@nntpserver.swip.net>
Source record: 74418

C Johnsen <cjohnsen@earthlink.net> wrote:

> When I go to export cue list, I get the audiofile rewritten but none
of the
> fades and volume changes . Falcon 14ram seagate ext. hddr nvdi 2.5.
> Anystep bystep suggestions?
> thanx,curt

Hi,
Doesn't the users manual say anything about it?
Anyway - since I don't use AudioMaster myself, I have no idea - but try checking SoundPool's support pages at www.soundpool.de, or send the question to them directly at info@soundpool.de and I'm sure they'll give you an answer within a few days.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3443. SV: looking 4 Falcon A/D converter

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Qnlv3.6509$7d.12884@nntpserver.swip.net>
Source record: 74419

Sasa Andrijasevic <sandrija@pravo.hr> wrote:

> I'm looking for Falcon A/D converter (for DSP port)....
>
> send me an E-mail...

Hi,
If you're looking for new ones - check out www.lineaudio.se . Line Audio Design make the famous JAM and FAD-boxes and if you contact them they can tell you where the closest dealer is located.
Used ones? Well - my own JAM-IN2 isn't for sale... ;) Maybe someone else...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3444. SV: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Rnlv3.6511$7d.12884@nntpserver.swip.net>
Source record: 74420

<broncos@primenet.com> wrote:
> Does anyone know where I can pick up a midi sequencer for my falcon
> I have been using kcs omega but unfortantley it will only work in st
high
> mode. I want something made specifically for the falcon or something
that
> will run in 800 x 592 (centscreen) resolution. It does not have to be
in
> color But I hate the low resolution stuff. If anyone knows if Notator
or
> Cubase score will work at higher resolutions on the falcon then please
let me
> know. If anyone can point me the way to Cubase audio or Emagics Logic
Audio
> then please do.

Cubase Audio works in higher resolutions and it's great to have more
tracks available on the screen :)
You should be able to buy CAF at any music or computer store, since it's
commercial software - even though Steinberg made the decision not to
develop it any more :(
If your retailer doesn't have it, you should be able to get it from the
national distributor since I believe many people have made cross-grades
of their Atari versions to VST for Pc or Mac and therefore the
distributor's stock should be bursting by now...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3445. Re: CAF Mixers Not Working

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <Rnlv3.6512$7d.12884@nntpserver.swip.net>
Source record: 74421

Hi,

> But after some more testing and messing about, I confirmed it was indeed this
> LAN-PORT driver file causing all the trouble. I made sure of this by deleting
> the LAN-PORT driver, and the mixers worked. When I put the driver back and ran
> CAF, no go on the mixers. Now obviously I never had this problem with the
> mixers before because I wasn't _also_ running the FDI and it's drivers!

I can absolutely recommend SoundPool's MO-4, which gives you 4 extra midi outs (that's 80 midi channels!). I've used mine for a couple of years with no problems at all :)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3446. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7pkvj8ocf1@nnrp1.deja.com>
Source record: 74422

Hi,

>
> >You can, however, report bugs to Oxo, which is generally a good idea.
>
> Reporting bugs is always a good idea but then the progammer has to
listen
> too which I unfortunatley can't say of the LoA programmer.

Funny, if I email Jens about minor bugs it's done in a few days.

>
> >> All I can say of Wensuite is that it is, in regarding to Adamas,
very
> >> stable and above all it supports true color which unfortunately
can't
> >be said of Adamas.
> >

Hmm, my Falcon seems to be the exact opposite of your Hades - WenSuite crashes, Adamas runs fine!

> >Tried the latest v3 on my Falcon: crashes under MagiC6 and SingleTOS.
> >An Atari program should run on an Atari, I think ;-)
>
> I'm surprised it crashes under MagiC as the programmers uses a Mac
with
> MagiCmac.

All three MagiC version are different. At least all emulators are different somewhat - programmers would need an army of beta testers to cover them all.

Adamas
> unfortunately not. I really crashes all the time. On other machines
LoA
> might work better but as you've said Atari programs should run on
every
> machine.
>Allmost all the new programs runs on my setup exept for instance

I wrote *should* and *Atari computers*. An Atari program has to run at least on an original Atari (Falcon,TT,ST). Then the clones - but Medusa, Hades and Milan are very seldom (at least the Milan is getting more common in Germany). Oh well, and most of the programming tools are still from 1993 or earlier.

I'm only able to do beta tests on a Falcon, PC and a Milan - I guess if programmers test their creations at least on two Atari like computers/emulators there is a great *possibility* that it will run on other systems as well.

> En_Vogue which crashes with an 'Illegal Instruction: User PC: 20c640
> message' I guess I should report that to the programmer:-)

Should I give you his email address? ;-) BTW, tests were only done on a Falcon (...and this machine is still en vogue!)

> >Will come - at least for Draconis.
>
> Real STiNG/MiNTnet support or only some kind of bridge between Draconis
> and the STiNG clients like Ifussion or whatever that thing is called?
> I surely hope that they will implement at least STiNG support.
>
A bridge between Draconis and STinG clients. I guess that's a good start.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3447. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37be0055.2160416@news.jax.bellsouth.net>
Source record: 74423
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 20 Aug 1999 15:21:29 +0200, "TEW"
<thomas.waite@eml.ericsson.se> wrote:

>Hello,
>
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else (?).
>By cheap, I mean I don't want to spend more than 100UKP at most.
>
>
>
>Thanks!
>
>
You might look for a used Syquest drive (44, 88 or 135 meg drives and
something like a ICD Link 1 or 2 as a host adaptor.) Works great on
an ST.

Mike

3448. Re: Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37be0098.2227717@news.jax.bellsouth.net>
Source record: 74424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 20 Aug 1999 15:12:03 GMT, you@your.host (Your Name) wrote:

>
> Hey out there, currently seeing the countryside and here in St Louis. If
>you are an Atari user in this area, drop me an E-mail. I'd love to
>call/visit!
>
> I'll be travelling 270 to 44 to 35 going through Missouri, Oklahoma and
>back to Texas... So if you're along that route.. again drop an E-mail. Would
>like to make good use of my time off and my rental car. :)
>
> Finally, isn't there a user group in the Missouri/Illinios area? If so,
>where and when do you meet?
>
> Write me at:
>
> clu-da-bard@geocities.com
>
> Take care,
>
> Clu

I don't know if there's still a user group.. But there is a ATari
Dealer still @ Systems for Tomarrow in Independance Mo
(Near Kansas City MO). I stop when I'm back home on leave.

Mike

3449. Re: Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: doctor_clu@my-deja.com
Message-ID: <7pld7j$187$1@nnrp1.deja.com>
Source record: 74425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

>
> I don't know if there's still a user group.. But there is a ATari
> Dealer still @ Systems for Tomarrow in Independance Mo
> (Near Kansas City MO). I stop when I'm back home on leave.
>
> Mike
>

Hey, I found out about our good ole friend in Missouri, and I can
now appreciate the drive he makes to Texas on occation. Sadly, as much
as I'd love to visit him, Kansas city is a little far north of our
route at the moment (Sorry Kent.)
Well, I'll keep looking in here from time to time to see if there
are any Atarians to visit on our trek. Take care!

Doctor Clu
clu-da-bard@geocities.com

(PS: if you're on the I-44, I-35 route, drop me an E-mail with a
number).

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3450. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <935221214.250655@Chaos.es.co.nz>
Source record: 74426
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

<thomas.waite@eml.ericsson.se> wrote:
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else
(?).
>By cheap, I mean I don't want to spend more than 100UKP at most.

Mario Becroft at http://www.ak.planet.gen.nz/~mario/ sells an adaptor which will allow an IDE drive to be fitted to an ST. The driver is $NZ150, which is around 50 pounds, plus postage. On top of that, you have the cost of a drive. Using Mario's adaptor a 2.5" laptop drive can be fitted inside the STe's case, or you can use a free standing unit outside the case. The adaptor fits in the cpu socket and comes with an upgrade to tos 2.6

3451. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dwv0z7.1hxdnkl1s52vs2N@srry01m03-181.bctel.ca>
Source record: 74427

Ken Macdonald <anarkist@idirect.com> wrote:

> I _immeadiately_ sent them the latest and greatest info.

Ditto.

Heck, the guy maintaining the list might be your neighbor (he's in Guelph).

> Hopefully this situation will be rectified!!
> btw, not into anarchy, eh?
> you are into the wrong computer mate! :-)

The Mac or the TT?

For me it depends on which government is currently in session. Sometimes there's parallel anarchy going on, since MagiC and Mac OS share many of the same ideologies. Windows as a third faction would only lead to more civil unrest and reinstalls. (Mind you, every government strives to get reinstalled.)

> glen clark for prime minister!! ;-)

I wouldn't "gamble" on it.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3452. Re: Reading an Atari hard disk on Linux/x86

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7plrov$g64$1@news1.xs4all.nl>
Source record: 74428

On 20 Aug 1999 14:40:46, Laurent =?iso-8859-1?Q?Charri=E8re?= wrote:
>Hi everyone,
>
>I have an SCSI hard disk that was the main disk of an Atari Falcon
>(under standard TOS). Now I have a PC (shame) under Linux with an SCSI
>controller. Is there a way to read the files on the Atari HD under
>Linux/x86?
>
I have here a CD ROM from Delta Labs germany with a 68k debian
distribution (sort of) on it. When configuring I can install drivers
for atari file system. And also for DOS.

But where to get those extra divers in x86 version i do not know.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3453. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7plrp2$g64$2@news1.xs4all.nl>
Source record: 74429

On 20 Aug 1999 13:38:40, Ken Macdonald wrote:
>you missed some Louis!
>MiNT:
>1)Lynx
>2)XWindow->Chimera
>3)more...?

There is here somewhere a 7 flops with a configurated MinT + X11 +
Chimera around here in Holland. Old stuff.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3454. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7pls3ogbp1@news1.xs4all.nl>
Source record: 74430

On 20 Aug 1999 15:30:20 , Jos Vlietstra wrote:

Hi everybody
and Mike & Steve thanks for your valuable reaction !
I was desperate, a Yamaha isn't quite cheap, although I bought it second-hand. i thought the guy who sold me the unit (in case with all the manuals) has fooled me with something damaged.....So I brought it today to a testteam of a computershop !I didn't tell that I used it in an Atari configuration, cause then they would blame Atari for being old-fashioned, not suitable, too slow, a game-computer for kids, well you know how people reacts if you tell that you're working with Atari.
I know a little of PC's so I said I had an ADAPTEC SCSI interface......Well they would test it anyway and a few hours later I got back and they told me the unit was in perfect shape, nothing wrong.....So I mounted it back in my SCSI chain and booted again, but the miracle didn't happen !!
I send a mail to Uwe Seimet, he didn't react until now, then I opened the newsgroup and fortunately , Mike and Steve reacted that they had simular problems with the Yamaha.I DON'T UNDERSTAND THAT !!!!! We're talking about HDDRIVER, a product which has so many updates, it can so much (if you believe the specs !!) but it cannot see a CD unit from 2 years ago !!!You have to pay for this soft and then you'll find this, which the tester at the shop couldn't explain.He told me, there was nothing special at this Yamaha, just plain ordinary SCSI-2 !
I hope more people react and I hope Uwe Seimet will react too, for this Yamaha is a very well sold unit, i even read on the Internet that you can easily tune it up to CDR 400, by removing just one little resistor !!
Jos

3455. Re: Reading an Atari hard disk on Linux/x86 ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Jes Sorensen <Jes.Sorensen@cern.ch>
Message-ID: <d3k8qpwijm.fsf@lxp03.cern.ch>
Source record: 74431
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k

>>>>> "Michael" == Michael Schmitz <MSchmitz@lbl.gov> writes:

Michael> Laurent Charri�re wrote:
>> Hi everyone,
>>
>> I have an SCSI hard disk that was the main disk of an Atari Falcon
>> (under standard TOS). Now I have a PC (shame) under Linux with an
>> SCSI controller. Is there a way to read the files on the Atari HD
>> under Linux/x86?

Michael> Compile a kernel that includes Atari partition table format
Michael> (CONFIG_ATARI_PARTITION). Should be in 2.2 ...

Only the m68k kernels, however it is in 2.3.14.

Jes

3456. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37be97222b401e1@ping.be>
Source record: 74432

on Fri 20-08-1999 22:39 Thomas Binder wrote:

>
>Hello? I hope you mean "accessible for Java-Script /disabled/ browsers".

Oeps did I say enabled? Sorry slip of the tongue should. Ofcourse one
should read Java-script disabled browsers.

>Some web "designers" today seem to never have heard that you can create
>pages without the /need/ for JavaScript.

That's sadly but true.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3457. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37be94a4$0$29328@news.zetnet.co.uk>
Source record: 74433

On 19 Aug 1999 16:05:49 , "Bob F" wrote:
>ATARIAN - NEW ATARI MAGAZINE
>
>For some time now we've been planning to
>release a short-form (16-20 pages) *printed* A4
>magazine with disk for Atari users priced at
>aound 2 UK pounds.
>
>The magazine would contain a mix of news, reviews,
>hardware & software updates, letters, and advertising.
>
>With announcements indicating the imminent closure of 2
>much appreciated magazines in recent days, we decided
>to establish if there is still sufficent interest
>in the community for a another printed magazine.

I know about Atari Computing closing at beginning of the new year 2000,
but who is the second magazine?

>We have kindly received plenty of interest and
>support from prospective advertisers, so now
>its your turn.
>
>If you think that you would be interested in
>subscribing to Atarian, a regular printed magazine
>with disk at approx 2 uk pounds per copy - please
>email me at:
>
>Atarian@techsoftware.freeserve.co.uk
>
>If we get enough response we will give it a go!

If you haven't yet replied, do so now!!!!

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!

3458. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dQhhLCAEVpv3Ewvi@steverosie.demon.co.uk>
Source record: 74434

On Sat, 21 Aug 1999 at 09:39:04 a message from Jos Vlietstra was created
on the subject of YAMAHA CDR200t !.
>On 20 Aug 1999 15:30:20 , Jos Vlietstra wrote:
>
>Hi everybody
>and Mike & Steve thanks for your valuable reaction !
>I was desperate, a Yamaha isn't quite cheap, although I bought it
>second-hand. i thought the guy who sold me the unit (in case with
>all the manuals) has fooled me with something damaged.....So I
>brought it today to a testteam of a computershop !I didn't tell that
>I used it in an Atari configuration, cause then they would blame
>Atari for being old-fashioned, not suitable, too slow, a game-
>computer for kids, well you know how people reacts if you tell that
>you're working with Atari.
>I know a little of PC's so I said I had an ADAPTEC SCSI
>interface......Well they would test it anyway and a few hours later
>I got back and they told me the unit was in perfect shape, nothing
>wrong.....So I mounted it back in my SCSI chain and booted again, but
>the miracle didn't happen !!
>I send a mail to Uwe Seimet, he didn't react until now, then I opened
>the newsgroup and fortunately , Mike and Steve reacted that they had
>simular problems with the Yamaha.I DON'T UNDERSTAND THAT !!!!! We're
>talking about HDDRIVER, a product which has so many updates, it can
>so much (if you believe the specs !!) but it cannot see a CD unit
>from 2 years ago !!!You have to pay for this soft and then you'll
>find this, which the tester at the shop couldn't explain.He told me,
>there was nothing special at this Yamaha, just plain ordinary SCSI-2 !
>I hope more people react and I hope Uwe Seimet will react too, for
>this Yamaha is a very well sold unit, i even read on the Internet
>that you can easily tune it up to CDR 400, by removing just one
>little resistor !!
>Jos

My CD-ROM drives are 3 x Pioneer 6 disk changers. So even if HDdriver
didn't detect and acknowledge the drive that can't be seen, the CD-ROM
drivers do.

I use ExtenDOS Pro which is fine for reading. To write to a CD-R/W you
will need software that does it. ExtenDOS Gold, is a writing package (I
think), and I presume that this would also work the same way!

I still find it strange that all software I have tried, even just using
the ID check, HDdriver is the only one that loses devices!!!!

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3459. STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7pm9nl$n1b$1@news5.svr.pol.co.uk>
Source record: 74435

Hello all ,

I'm trying to setup STing on my Falcon but am encountering
difficulties. (audible moans :))

When I dial up my ISP the dial script works fine until where on my STe
it would 'resolve the host' on my Falcon it says that it has 'failed
to pass the connection on to STING'. And hangsup.

However STing is installed and activated from the CPX. The setup is
copied from my STe , is there something I've missed?

thanks for all replies ,

Paul

3460. ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <37beb2fa.0@news.pacifier.com>
Source record: 74436

T> I have some Atari StE's, and am interested in accquiring a hard
T> drive.

I have a Quantum 540 mb hard drive with an Adaptic board and a Viper 150 (uses 250 mb tapes) that is in excellent working order. Also in the case is a 750 kb floppy drive. The floppy was an experiment that didn't work so good due to the length of cable. The floppy is in fine working order. You could take the floppy out and have it for a spare. $125.00 plus shipping.

I can be reached at:

dschmidt@pacifier.com

Don Schmidt
(360) 573-3333
11111 NE 30 Ave
Vancouver, WA 98686-4326

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3461. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aCUAfLARQrv3EwvB@steverosie.demon.co.uk>
Source record: 74437

On Sat, 21 Aug 1999 at 13:31:33 a message from Paul Mac was created on
the subject of STING setup.
>Hello all ,
>
>I'm trying to setup STing on my Falcon but am encountering
>difficulties. (audible moans :))
>
>When I dial up my ISP the dial script works fine until where on my STe
>it would 'resolve the host' on my Falcon it says that it has 'failed
>to pass the connection on to STING'. And hangsup.
>
>However STing is installed and activated from the CPX. The setup is
>copied from my STe , is there something I've missed?
>
>thanks for all replies ,
>
>Paul

Hiya

Have you checked that STinG is using the correct port on the Falcon?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3462. FA: ST software bundle including Sundog!

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Christopher Kmiec <ckmiec@mediaone.net>
Message-ID: <37BEDCF9.4B0C4FB8@mediaone.net>
Source record: 74438

Hi everybody,

I have some software that I found for my long gone ST and it's up for
auction on eBay at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=148855267

It includes Sundog (my favorite game of all time), Simcity, The Pawn,
Chaos Strikes Back, and others.

Thanks for looking,

Chris Kmiec

3463. Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: bruzzi@hotmail.com
Message-ID: <7pmo3rsge1@nnrp1.deja.com>
Source record: 74439

Hi, could anybody please direct me to web sites that carry good Atari ST software? Thanks.

Alan

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3464. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <D5Bv3.6885$7d.13971@nntpserver.swip.net>
Source record: 74440

Hi,

> The AC#4 editorial explains all our families have suffered from this
> dedication and sadly last weekend our office manager, Brian Stanton,
who
> looked after subscriptions and renewals, died unexpectedly. Somewhere
along
> the line we appear to have burnt ourselves out and it has stopped
being fun
> so we'd like to close the magazine without any of our subscribers, or
> ourselves, losing any money.
>
> I'm still an Atari enthusiast and that's not going to change but I do
need
> to earn a living so the mag (and InterActive) have to go. We obviously
> considered at the alternatives people have suggested including cutting
the
> page count and putting up the price but this doesn't solve the problem
which
> remains we need a change of personnel prepared to be both dedicated
and
> unpaid - tempting offer eh?

I'm very sorry to hear about these problems - I hope everyone recovers eventually. You've made a great job all the time, giving Atari users around the world a very readable magazine. It's very sad news indeed to hear that AC will be discontinued - but I fully understand about the family problems - I've had similar experiences myself due to too much work, so I have much sympathy for you. You can't allow something that's not _extremely_ profitable affect your life too much, then it's absolutely the correct decision to quit. You must have time for your family and friends to feel good and to be able to continue being creative - and you must be able to do 100% of nothing at all from time to time, otherwise you'll go nuts in the long run...
Good luck with the work on the final issue - I'm sure you'll make it the best one ever! :)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3465. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7pmsmj$5hn$1@news5.svr.pol.co.uk>
Source record: 74441

On 21 Aug 1999 15:13:37 , Steve Stupple wrote:
>On Sat, 21 Aug 1999 at 13:31:33 a message from Paul Mac was created on
>the subject of STING setup.
>>Hello all ,
>>
>>I'm trying to setup STing on my Falcon but am encountering
>>difficulties. (audible moans :))
>>
>>When I dial up my ISP the dial script works fine until where on my STe
>>it would 'resolve the host' on my Falcon it says that it has 'failed
>>to pass the connection on to STING'. And hangsup.
>>
>>However STing is installed and activated from the CPX. The setup is
>>copied from my STe , is there something I've missed?
>>
>>thanks for all replies ,
>>
>>Paul
>
>Hiya
>
>Have you checked that STinG is using the correct port on the Falcon?
>
>-- Cheers! For Now
> Steve <>< * * *

Yes. I think it must be ,

I've read the hyp file ,and the port problem with the Falcon is
mentioned.

I downloaded the latest STing , and set it up again , and this time it
hangs on 'Connected...'
I've set the dial.scr to modem 2 , but can't find anything to change
in the STing setup , is there an option I've missed?

Do I need to activate a port in the sting port cpx? When I try and
activate Modem 2 I get a 'Activation of port 'modem2' failed! '

Are there any Falcon owners out there who have had a similar problem?

thanks

Paul

3466. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwwhzg.18090i179rpn4N@pm-d10.rhein-main.de>
Source record: 74442

Jos Vlietstra <jovlie@xs4all.nl> wrote:

> wrong.....So I mounted it back in my SCSI chain and booted again, but
> the miracle didn't happen !!

Whitch SCSI interface do you use on your atari?

> so much (if you believe the specs !!) but it cannot see a CD unit
> from 2 years ago !!!You have to pay for this soft and then you'll

You allowed HDDriver to "see" CD devices?
SCSI ID of your Yamaha is switched ON in HDDiver setup?

> find this, which the tester at the shop couldn't explain.He told me,
> there was nothing special at this Yamaha, just plain ordinary SCSI-2 !

Right, itï¿½s a normal SCSI device.
Nothing special. PARITY and TermPWR ON on your SCSI chain?

> I hope more people react and I hope Uwe Seimet will react too, for
> this Yamaha is a very well sold unit, i even read on the Internet
> that you can easily tune it up to CDR 400, by removing just one
> little resistor !!

Yes, but i donï¿½t know this modification work on all 200 devices.
Last but not least: Whitch software do you have for wrot a CD?
Whitch software do you have for read a CD?
ExtenDOS Gold?

HDDRiver only "see" the device, but you canï¿½t read/wrot any CD.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3467. FS: Falcon scanner, Tabby, Modem, also SyQuest swap for Zip

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: Nick Ripley <nick@iipmail.demon.co.uk>
Message-ID: <xLXn9BAziwv3EwaU@iipmail.demon.co.uk>
Source record: 74443

Various bits and pieces for sale:

Falcon colour hand scanner, (256 colour and 16 bit colour) with Sware
and parallel port switch box, ï¿½20 +P+P
Tabby, (graphics tablet) with ï¿½15 +p+p
Hayes Accura 288 V.34 + Fax ï¿½15 +P+P
2MB ATI SVRAM graphics card, suitable for a NOVA adaptor: 15 p+p

Also, is there anyone who would like to swap a Parallel port ZIP drive
for a SCSI SyQuest EZ Flyer (230MB), includes one cartridge and new
power supply?

--
Nick Ripley

3468. FS : Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-08-21 00:00:00 UTC
From: PSF <psf@fletcher001.freeserve.co.uk>
Message-ID: <7pn1rtcnl1@news4.svr.pol.co.uk>
Source record: 74444

```
FOR SALE
Collection of Atari ST Software
All are in A1 condition, fully boxed and with relevant documentation unless
stated otherwise.
```

A320 Airbus £25
Proxima - vector based DTP [No Box] £25
Silhouette - vector tracing/graphics £25
AV-8B Harrier Assault £20
B17 Flying Fortress £20
Falcon - The Classic Collection [includes mission disks 1 & 2] £20
Master CAD by Michtron £20
Air Support £10
F-19 Stealth Fighter £10
Flight Simulator II+Europe Scenery disk [Box abit tatty] £10
Frontier Elite £10
Intruder £10
Microprose Grand Prix £10
Mig-29 £10
Pacific Islands £10
Proflight by HiSoft £10
Team Yankee £10
War In The Gulf £10
Elite £10
F-16 Combat Pilot £10
F-29 Retaliator £10
Falcon £10
Fighter Bomber £10
Hyperdraw £5
Lotus III £5
The Music Studio £5
Universal Military Simulator £5
Warship £5
Advanced Dungeons & Dragons £5
Carrier Command £5
Corruption £5
Falcon Mission Disk One £5
Ferrari Formula One £5
GFL Championship Football £5
GP500cc £5
Gunship £5
Hard Drivin' £5
Interphase £5
Lombard RAC Rally £5

M1 Tank Platoon £5
Silent Service £5
Sports Football [American Football] £5
Strike Force Harrier £5
Super Huey £5
Tau Ceti £5
Test Drive £5
Toyota Celica GT Rally £5
Virus {The Game!} £5

Golden Image Mouse pen, as new £5
Atari SC1435 Col' Monitor A1 condition £85

Buyer to collect or arrange p&p
For further details contact psf001@yahoo.com

3469. Suche PC-Software für Junior Prommer

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Steve <speedyh@snafu.de>
Message-ID: <37BF4CDB.2559D877@snafu.de>
Source record: 74352

Hi, is here sombody who has the PC-Software for the Junior Prommer?

Hallo, ist hier Jemand, der die Software fï¿½r den Junior Prommer hat?

Steve

3470. FS: Atari ST 1040 FM $ 150.oo

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37BF6007.2AEB@alphalink.com.au>
Source record: 74353
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I have an Atari ST 1040 FM With Mono Monitor and some Music programs

Price $ 150.00 Pickup Only

Ps I also service the Atari St Range of computers
and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3471. AlberTT VME gfx card

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: atari@bright.net
Message-ID: <9iJv3.98$M65.5736@cletus.bright.net>
Source record: 74354

Anyone have any info/docs for an AlberTT VME gfx card?

Or just point me in the right direction would help. ;-)

3472. Re: Javascript

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37BF78EC.EA910615@ihug.co.nz>
Source record: 74355

Hi there,

Stichting ST wrote:
>
> Sometimes I surf and see strange things.
> yesterday a page came on the screen and I was told:
>
> 'We have detected an inablility to perform Javascript requests'
> and
> 'enable Javascript'.
>
> But CAB does not have that (yet?) so I looked only at empty pages
> further in in that site.

Some sites rely solely on scripts to work. The only HTML code is the
code that defines Javascripts, activates them, or points to them...

> Now they know I do not have Windows. Maybe SPAM will come my way
> urging me to buy a Intel-box.

...and you will hopefully tell them to "go jump in a deep lake!!"

;^)

...I know I would say that...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3473. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37bf8d62$0$29331@news.zetnet.co.uk>
Source record: 74356

> >>Calling all Atari, Zetnetians: do any of you use IConnect with CAB
> >>2.5/2.7 and if so can you send me your files for logging on etc.
> >There's really no need for that....
> >You have over 95% chance to connect to your ISP, without having to worry
> >about script files.
>

Zetnet are a bit odd, inasmuch as they seem to have more passwords, usernames and account numbers than is sensible. It does, at least, mean that your account is a bit more secure, but it can make it a PITA when trying to work out the login script you need. I can't help with the specifics of IConnect, but I connect (No pun intended) using an Apple Newton and the following script, if it helps:-

Login Script: [14 Step(s)]
Send ♦
Wait For: "ogin"
Send: "ZETppp"
Send ♦
Wait For: "ame"
Send: "[Full Username From Registration Cert]"
Send ♦
Wait For: "umber"
Send: "[User Number from Cert. In the format of xxxx-xxx-xx (probably)]"
Send ♦
Send: "[User ID from Cert: 100xxxxx (possibly)]"
Send ♦
Send [Password]
Send ♦
Done

The bits in [square brackets] will have to be set to your own specific values.

Hope it helps,

Xav

--
xav@compsoc.man.ac.uk

www.compsoc.man.ac.uk/~xav/index.php3

3474. Re: *HELP* fVDI/ECLIPSE

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7pofus$q32$1@nyheter.chalmers.se>
Source record: 74357

I completely forgot that I promised to reply to this article.

In article <7o85s0vnq1@delphi.ridgenet.net>,
Mikey <sandcat@ridgenet.net> wrote:
>Not to be funny, but I think it has to do with big and little
>indians:).

As long as you're using the VDI, the indians are all taken care of. ;-)
They can cause problems for programs that access the screen directly,
though, unless they take the proper precautions.

>> I've installed an Eclipse and I've got some wierd problems...

I've been in contact with Chris and I think the problems have been
straightened out. Right?

>> Firstly Although we've now got it working hardware wise theres some sort
>> of software glitch ....It doesn't come up with the right colours on the
>> desktop, ...everything is the wrong colour....Apparently this is a

Something similar happened earlier during the development on one
machine, but after talking with Chris it seems like his problem was
actually a new one.

>> fix was....it is a software issue though, the hardware is working fine and
>> apart from the colour problem it is pretty good....it's a lot faster than
>> normal....and then you realise it's doing it at 1024x768x16-bit.....

:-)

>> Secondly ....The colour mismatch is affecting my <normal> desktopp
>> too....it is currently bright pink...I've looked at the colours CPX and

This was very strange and I don't have any explanation as to why it
might have happened. I think Chris has gotten things to work now,
though. At least it was a while since his last email.

>> Thirdly....how do I get a 1280x1024x24-bit mode out of the Eclipse...

Right now there is no support for 24 bit modes, but the 32 bit ones will
(like on every graphics card I know about) only use 24 bits for colour.

The main reason there's no 24 bit driver is that the mach64 2D engine
in the RageII chip doesn't really support hardware acceleration for
that mode. The engine can do some things using a pseudo 8 bit mode,
but others have to be done by hand, which would be _very_ slow.

If there is significant demand for it, I'll give it a try (or perhaps
someone else wants to? ;-), but I really doubt it's worth the trouble.

1152x864x32-bit should work, but just as for the mode you want, you'll have very little free memory on the card. That means that the caching mechanisms won't work well (or even at all) and you don't want to move large amounts of 32 bit data to and from the card very often.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3475. gapFTP v0.88 finally released

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <935279962.2088.0.nnrp-07.9e98e4aa@news.demon.co.uk>
Source record: 74358

As part of my attempt to get back into developing my Atari progs, gapFTP (TOS based FTP client for STiK/STinG) is now available from my website, http://www.the-gap.demon.co.uk/

It's got extensive scripting capabilities, as well as being a very useful ftp client for CAB.

Let me know what you think.

Cheers,
Gary

3476. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <935324053.29697.0.nnrp-10.9e98e4aa@news.demon.co.uk>
Source record: 74359

Rein Bakhuizen van den Brink <dziewon@xs4all.nl> wrote in message
news:7pf5sq$pm3$1@news1.xs4all.nl...
>
> I need both PopWatch and NewWatch in combination with Okami
> so I would certainly like the support be continued...
>
> What I would like to see - but maybe I haven't understood your programme
> fully - is not getting all the news from all the newsgroups I'm interested
in.
>
> In NEWSie I can see indices first before I have the messages be sent to
me...

Do you mean just downloading the headers, and then selecting which ones you
want to download in full? If so, NEWSwatch can do this already.

Gary

3477. Re: Suche PC-Software für Junior Prommer

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwxhrw.nkwd7qz7u0fcN@pm-d06.rhein-main.de>
Source record: 74360

Steve <speedyh@snafu.de> wrote:

> Hi, is here sombody who has the PC-Software for the Junior Prommer?

I got it anywere from a german bbs. (i doni¿½t know whitch)
PC-Programm cani¿½t burn all eprom types!
Iti¿½s DOS only.

> Hallo, ist hier Jemand, der die Software fi¿½r den Junior Prommer hat?

Hatte ich mal aus einer Mailbox, war Freeware und konnte nicht alle
Epromtypen brennen. Mi¿½glicherweise habe ich das Programm noch auf einem
alten PC, aber der ist das letzte mal vor 5 Jahren gelaufen.
Es ist nur unter DOS gelaufen.

Grui¿½, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3478. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7por3o$a0p$1@plutonium.compulink.co.uk>
Source record: 74361

Claes Holmerup <claes.holmerup@swipnet.se> wrote in message
news:D5Bv3.6885$7d.13971@nntpserver.swip.net...
>You can't allow something that's
> not _extremely_ profitable affect your life too much, then it's
> absolutely the correct decision to quit. You must have time for your
> family and friends to feel good and to be able to continue being
> creative - and you must be able to do 100% of nothing at all from time
> to time, otherwise you'll go nuts in the long run...
Exactly, that was our collective and carefully considered thoughts.

> Good luck with the work on the final issue - I'm sure you'll make it the
> best one ever! :)
We'll try!

I'll be offline for a while now.

--
Regards

Joe
joe@inactive.cix.co.uk

3479. Atari Online News, Etc. #0125

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xtdcDZ7.dpj@delphi.com>
Source record: 74362

```
A-ONE #0125 08/20/99

~ UVK 2000 Site Open! ~ People Are Talking! ~ PSX 'X-Files'!
~ "You Have Mail" - NO! ~ Classic Gaming Expo! ~ 'Atari Times' Ends
~ Dreamcast Ready 9/9! ~ Christmas Virus To Hit ~ 'Atarian' Starts?
~ PSX 2 Ships in January ~ ExtenDOS Gold Updated! ~ Sega VMU Ready

-* PSX & N64 Drop Prices to $99 *-
-* US Colleges Failing Y2K Preparation *-
-* AltaVista Offers Free U.S. Internet Access *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

3480. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c00617@news1.vip.uk.com>
Source record: 74363

Hi,
I also downloaded it and it bombs every time!
I'm working with an enexpanded Falcon. How about you setup?

Later.

> the demo. I downloaded ws.320b from thier page last night, and it worked
> first time on my Falcon. I agree with the point that the images seem to
> be posterized, so what, anything you are interested in , you save, as
> file, in full colour! Some of the formating is week, but the main point
> is speed, I know its only local speed, but it is very much faster than
> CAB. Give OXO a chance.
>
> Bob King.
>
> Jos Vlietstra wrote:
> >
> > Hi everybody !
> > Didn't realise that my message CAB 3.0 !! had so many of you reacted !
> > That was very supporting, thanks to you all !
> > In the meantime I can tell you, that Mr. Alexander Clauss has replied
> > to me, that he is deeply involved in Icab and don't think he'll ever
> > have time to develop a thing as CAB 3.0 for Atari.
> > So that's history until now.....
> > Let's focus on Wensuite 3.20 .Do you believe that these French people
> > did so much effort for a failure, for a product that doesn't work ?
> > No, sir !!Let's get positive !
> > Allright, I admit, it doesn't work YET !! But guys, buy it, please !!
> > WHY ?????Cause we have to become the testteam of people (French) ,
> > who dare to bring out a new Atari product !Let's give them all our
> > positive advice, our positive and negative experiences, in order to
> > get a product, which can meet today's standards and which can enjoy
> > the hobby of us all !
> > This is not the world of Mr Bill Gates, no this is our Atari world
> > and we don't want software from the 80's and early 90's, no, we want
> > software from now until the next millenium, WHY NOT ??
> > We're looking for developers, who can update our soft- and hardware,
> > it's possible, believe me.Only....it will cost us some money, SO WHAT
> > ??If you don't want to spend money on your computer, man , buy a
> > Pentium and copy the whole shit from your neighbour !!!
> > Jos

3481. more problems..!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dwy325.z9j67b1ethuoeN@tnt-10-214.easynet.co.uk>
Source record: 74364

I cannot seem to get GemView to work under MagiCMac, it doesn't
recognise any image - I've used the Mac's Graphic Convertor and saved
images in JPG, GIF, IMG, TIF, etc.. but none work! I've got the same
configuration as the GemView on my Falcon and this works perfectly.
Also(!), I cannot get ANIPlayer to run on the Falcon under the MagiC 6
OS, but it works fine under MagiC Mac! :-)
Any ideas? Thanks.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3482. Re: NEWSwatch & POPwatch - comments ple

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: peter.slegg@---ANTI-SPAM---zetnet.co.uk
Message-ID: <37c00ecd$0$17745@znews.zetnet.co.uk>
Source record: 74365

On 22 Aug 1999 13:07:18 , "Gary Priest" wrote:

I would just like to say that I have never seen either of these programs
but everyone seems to write good things about them. Does anyone fancy
writing a review for Atari Computing before it vanishes? ;-)

Peter

>
>Rein Bakhuizen van den Brink <dziewon@xs4all.nl> wrote in message
>news:7pf5sq$pm3$1@news1.xs4all.nl...
>>
>> I need both PopWatch and NewWatch in combination with Okami
>> so I would certainly like the support be continued...
>>
>> What I would like to see - but maybe I haven't understood your programme
>> fully - is not getting all the news from all the newsgroups I'm interested
>in.
>>
>> In NEWSie I can see indices first before I have the messages be sent to
>me...
>
>Do you mean just downloading the headers, and then selecting which ones you
>want to download in full? If so, NEWSwatch can do this already.
>
>Gary
>

3483. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: peter.slegg@----ANTI-SPAM----zetnet.co.uk
Message-ID: <37c00ecf$0$17745@znews.zetnet.co.uk>
Source record: 74366

Hi Bob,

Personnaly I have always liked CAB so I was saddened when I heard that Alexander had given up on its development, surely he is now making enough from iCab to plough a little of the development back-into CAB?

Anyway, I thought I would give Wensuite (demo) a try. I tried LoA a short while ago and couldn't get it to connect to my ISP (anyone else succeeded with Zetnet ?).

No such problems with Wensuite, after the opening dialog boxes it opens two windows and the menu bar then locks-up requiring a re-boot. This suggests that it doesn't work under Mint/MultiTOS. Maybe it would be better with Magic-Milan but I cannot check that option.

I am not having a go at OXO, I just wanted to report my experience. Hopefully if more of us try the demo we can help OXO iron out the bugs and improve the application which is what we all want, surely?

If I can get a working Wensuite demo I might be tempted to buy it, so any feedback would be welcome.

Peter

On 20 Aug 1999 13:46:14 , Bob King wrote:
>Hi Jos,
>
>I tend to agree with you. OXO have re-established thier web presence and
>they posted two versions of Wensuite in rapid succession, 320a on the 14
>Aug. and 320b on the 19th. Hopefully this indicates they are starting to
>feel a need to communicate with the outside world, so don't blame them
>for disapearing again, if all they find is negative after negative
>response. Wensuite is potentially a much more mature product than CAB,
>designed from the start with embedded News group, 'mail etc 'plug-ins.
>CAB was started by Clauss as a local HTML reader and it was outsiders
>who had to extend its use to the web and other clients etc. I cannot see
>the disadvantage of not using Sting. How can you ask for the programmers
>to deviate from linear development just to recode so that Wensuite uses
>Sting. One repeated grumble is the slow development, this is hardly
>going to help!! Everything I can see a need for, is already provided for
>at a button click away in Wensuite. I know some of them don't work in
>the demo. I downloaded ws.320b from thier page last night, and it worked
>first time on my Falcon. I agree with the point that the images seem to
>be posterized, so what, anything you are interested in , you save, as
>file, in full colour! Some of the formating is week, but the main point

>is speed, I know its only local speed, but it is very much faster than
>CAB. Give OXO a chance.
>
>Bob King.
>

3484. XEST fanzine, FINALLY in print!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FGvFo6.EHw.0.bloor@torfree.net>
Source record: 74367

Those of you who looked forward to reading XEST fanzine (still the official newsletter of the Nova Scotia Atari Computer Users Group), The May/June/July issue is out. Those of you on the mailing list, it is coming. Sorry for the delay.

JG
editor
Isolated out in Atlantic Canada

3485. Atari-Users.Net's New File Area

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@delphi.com>
Message-ID: <7pp72k$eq8$1@nnrp1.deja.com>
Source record: 74368

Atari-Users Network's New File Download Area is open.

The new area allows users to:
Upload Files, Search File Area by Name, type or platform.

*Netscape or MSIE 2.0+ required for uploading of files

Atari-Users Network is also offering FREE web based e-mail, Atari Only
Banner Exchange, Chat, Forums and Links Engine.

Webmaster@atari-Users.net

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3486. Re: Akai S700 info please

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: s.barbieri@ukf.net
Message-ID: <37c04485.0@news2.cluster1.telinco.net>
Source record: 74369

Hello Al

On 14 Aug 1999 09:34:14 , Al Ferrier wrote:

>As a practising ST-based muso, I've recently been considering buying
>a second-hand Akai S700 sampler I've seen. As I've not much
>experience of working with samplers (but otherwise am well used to
>music tech), I'd appreciate some tips from any owners on the NG.

I have an Akai S-700 which I have had for many years, The operating
System is pretty easy to get your head around so as long as you obtain
the manual you'll have no problems.

>Don't ask why I'm not looking for something a bit more current - I like
>bits that the music world has forgotten! The S700 also has a special
>interface with an Akai VX90 analogue synth module which I also have,
>and as it's going relatively cheaply, I'm effectively killing three
>birds with the same stone.

One problem to look out for (which I found to my cost!) is that if the
disk drive packs in you've got a VERY expensive repair bill on your hands
as Akai have no spare drives left and the only place I could get one
was from Korg (who made a drum machine which used quikdisks) who had
two left. Also some mods have to be made to make the drive fit so test the
drive component carefully! This cost me £110 for the drive and £75 for
the fitting - not including carridge to and from the repairers!

An expansion board for the Akai S-700 was available years ago (ASK-70)
which expanded the voices from 6 to 16 and is great. Also an output
connection cable (VWx6) could be fitted. This channels the voices to 6 jack
sockets so you can treat the sounds individually.
I also purchased some dedicated editing software called 'Soundfiler'
by a company called Drumware which I find great for 'cleaning up'
samples etc. Unfortunately you would have to buy this second hand as I
don't think the company exists anymore(?) (it is dongle protected via the
joystick port so for musicians it is ideal). There may however also be
compatible non-generic type editors available if this isn't an option.

>I'm also looking for samples and would like to know whether there are
>currently any system upgrades around for it or samples on the Net. If
>you are the owner of an Akai sampler, particularly an S700 or X7000,
>maybe you could give me some advice?
>I know the S700 takes Quikdisks - does anyone know of anywhere that
>still supplies these? I gather there may be one in the back pages
>of Sound On Sound magazine.

I personally don't know of any library but sample CD's are a good bet - when I first bought mine there were only 4 CD's available but now there seem to be hundreds. If you find a source for the quikdisks let me know as I haven't been able to get any for years!

I can understand you wanting to keep the link to the VX90 but although I love my S-700 and would never part with it I think if I was buying now I would go for a second hand S-900/1000 as these seem to go fairly cheaply nowadays and have a lot higher spec and spares/disks are a lot cheaper than the S-700. But if you do purchase it (especially expanded) It is very easy to use and gets results quickly.

Anyway, I hope the information is of some help.

Best Wishes

Sean

Location: M.Keynes, Buckingshire, England(UK) Email: s.barbieri@ukf.net
---
STFM 4MB. HDD 7. RSVE. MagiC_6. NVDI 5.02. STinG 1.15. CAB 2.7.

3487. Re: more problems..!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwy840.p63nmw1hoh604N@pm-d20.rhein-main.de>
Source record: 74370

Steve <macgamer@ukonline.co.uk> wrote:

> I cannot seem to get GemView to work under MagiCMac, it doesn't
> recognise any image - I've used the Mac's Graphic Convertor and saved
> images in JPG, GIF, IMG, TIF, etc.. but none work! I've got the same
> configuration as the GemView on my Falcon and this works perfectly.
> Also(!), I cannot get ANIPlayer to run on the Falcon under the MagiC 6
> OS, but it works fine under MagiC Mac! :-)
> Any ideas? Thanks.

I donï¿½t know whatï¿½s wrong, use GemView 3.15 since years her perfectly.
Also with MagiC 6.10 / jinnee Desktop, and also with MagiCMac.

Macï¿½s Graphic Convertor saves -any- picture format atari conform, itï¿½s
realy easy to view it on falcon or with papillon/MagiCMac.

I used the standard installation of MagiCMac, jinnee, GemView.
No specials.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3488. Connecting TT using STING to PC running w98

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: "Wili E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <37C0448D.71FAE3DA@zititup.demon.nl>
Source record: 74371

Hi,

Someone have a clou how to do this ?
I can't figure it out. It should be possible though.
I connected those two machines using a nullmodemcable.
--

Greetz,Rick

3489. FREE MAGS

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: PSF <psf@fletcher001.freeserve.co.uk>
Message-ID: <7ppk60$3t7$1@news6.svr.pol.co.uk>
Source record: 74372

I have a large selection of Atari mags FREE to whoever wants to collect them.[Nottingham, England]. They include ST World, St User(some binders available), ST Format (some binders available) & ST Applications. All are in A1 condition but I no longer have any of the cover disks.
Drop me a line if you require further details.

psf

3490. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37c05672$0$29326@news.zetnet.co.uk>
Source record: 74373

On 21 Aug 1999 21:04:25, Robert Schaffner wrote:

>> I hope more people react and I hope Uwe Seimet will react too, for
>> this Yamaha is a very well sold unit, i even read on the Internet
>> that you can easily tune it up to CDR 400, by removing just one
>> little resistor !!
>
>Yes, but i don't know this modification work on all 200 devices.

Pray tell...what is this resistor removal... I have a CDR200t (actually a tx cos it's external)....I would love a 4x burner... CBHD sees mione fine, HD-Driver on the studio one doesn't unless I enable the ID in the setup, but it works fine on CDRecorder Pro on both studio and home machines....Metados won't let me use it as a data drive (I get a tracklist sort of thing...) but it allows it as an audio drive with most compliant CD-Audio players...

chrisc

3491. Re: FREE MAGS

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990822162414.24671.00001360@ng-ch1.aol.com>
Source record: 74374

I am intrested... i collect old pcs and such. Will you ship internationally
if i pay shipping.

>I have a large selection of Atari mags FREE to whoever wants to collect
>them.[Nottingham, England]. They include ST World, St User(some binders
>available), ST Format (some binders available) & ST Applications. All are in
>A1 condition but I no longer have any of the cover disks.
>Drop me a line if you require further details.
>
>psf
>
>

3492. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C05A47.4E66D22C@ping.be>
Source record: 74375

Jos Vlietstra a *crit :

>
> Allright, I admit, it doesn't work YET !! But guys, buy it, please !!

I think you are crazy; I now know my bad experience with these guys will
not serve anybody.

> WHY ?????Cause we have to become the testteam of people (French) ,
> who dare to bring out a new Atari product !Let's give them all our
> positive advice, our positive and negative experiences

NEVER send any negative experience to them because:
-they won't believe it
-they will say that's your fault
-your configuration is wrong (even if you have exactly the same ...)
-they will never correct the bug the way it should be
-they think they are the best programmers ever ...

My taste and the taste of some Midi Comedie members who experienced very
bad things with Oxo, Oxo Concept and now Oxo Systems ...
Didn't you know that "oxo" is a french game ? They play it PERFECTLY !

Jo

3493. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C0591F.4C6EB841@ping.be>
Source record: 74376

Dennis Vermeire a *crit :

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote on 15-08-99:
>
> Hi Jo,
> >I could never get 3.12 to run at all, it crash immediately after it's
> >menubar shows up. This happens under both TOS and N.AES, regardless of
> >cache-settings. I have not tested it on my TT, as it doesn't have a
> >modem.
>
> It will not work on your TT either, apparently it only works in the minds
> of OXO Systems. Perhaps we're all stupid ?

AS Martin seems to say, you and I definitely are ...

> The French people seem very pleased with it. I think that Atari produced
> a special kind of ST, TT & Falcon for use in France only. Perhaps we
> should all get a French Atari to get this thing running?
>
> Nah, on second thoughts I just delete it.....

Third thoughts from me: avoid the guys from Oxo ... they like your money !
They already changed their company name three times ! (... to avoid to
pay/reimburse old never delivered customers !)

Jo

3494. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C05B0D.153514C9@ping.be>
Source record: 74377

Bob King a *crit :

>
> response. Wensuite is potentially a much more mature product than CAB,

Really ? How is it possible to read such things on this news group ?
I can't believe it.

Jo

> Give OXO a chance.

Let's pray all together my friends "Give Oxo a chance" la la la la lï¿½re ...

3495. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C05D41.B360600A@ping.be>
Source record: 74378

Martin Nightowl Byttebier a *crit :

>
> WS 3.12 working online on my Hades. Ask Jo Vandeweghe if you won't believe
> me. Oh no, don't ask Jo. I forgot he hates Oxo so much he probably won't
> tell you.

Thank you for your thoughts Martin, I will never forget your good counsells
but I definitely don't hate anyone; I'm just suggesting you could be wrong
when asserting these people are programmers and good people/company ...
Don't forget what I will write just after and remember it for your whole
life:
YOU DEFINITELY WILL HAVE PROBLEMS WITH THIS COMPANY/PEOPLE

Remember these names: Pascal Barlier (main programmer) and Mister Bamas (main
shark)

Oh, no ... after all, don't believe me ... you are a good little boy and they
also are ... let's play together ... playing such a game is definitely fun
for observers; this is the dangerless place I will try to keep ... ...

Jo

3496. Golden Image Scanner-probs

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7ppmp1$7ae$1@news5.svr.pol.co.uk>
Source record: 74379

hi all ,

Is anyone running the Golden image Scanner successfully on an STe?
Using the touch up software?

When I scan the scanner does initialise but after what appears on
touch up is merely a jumbled mess.

any ideas?

anyhelp would be much appreciated;
thanks.

Paul Mac

4mb Ste + Atari Falcon + Cameron Diaz

---
paul_mc@atariste.freeserve.co.uk #atari wophead
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

3497. ST+ Fanzine

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: forhan@millcomm.com
Message-ID: <7ppt98$tc2$1@nnrp1.deja.com>
Source record: 74380

What has happened to ST+ Fanzine in the USA? I spoke with Terry Ross and started a subscription, and shortly thereafter received the April and May issues.

I haven't heard anything since then, and I should have received June, July, and August by now.

Please reply by email, thanks.

Carl Forhan
Songbird Productions

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3498. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <935361650-820526AEicMi@post3.tele.dk>
Source record: 74381

>From: "omelette" <bonfieldd@breathemail.net>
>
>Hi,
> I also downloaded it and it bombs every time!
>I'm working with an enexpanded Falcon. How about you setup?
>

I just had a go at Wensuite 3.20 and of the latest LoA, but still, I`ll wait.
Either of them is not worth my money yet. Wensuite is fast, but does not show some pages correct, not my own startpage and it doesn`t even know how to "refresh" a page!
And it can`t init my modem, at least not yet. I have to fiddle some more to find out if this is correct.
Otherwise it looks promissing.

Light of Adamas is as mess,- no icons in the menuline,- ugly colors,- don`t show the websafe colors and it won`t show a page with frames,- not the one that I tested. It even frose my machine on some pages. And it comes up with a different window size when

I start again.

CAB is still the best, stable most of the time, even on some pages that give IE or NS some problems, from what I can read in some Danish newsgroup where they talk about webdesign.
One more thing that I think speaks for CAB 2.7, is it`s abillity to show most pic. files.
Even some that Gemwiev,- Gemtool,- Papillon,- Vision or Imagecopy won`t show, Havn`t meet those nasty progressive jpg files for some time.
I just want CAB to be a little faster when loading and showing images. And a few other

features.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3499. Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ppreh$7h1$1@news1.xs4all.nl>
Source record: 74382

Hi folks, hi Uwe...

I'm not getting any reaction from Uwe Seimet, strange, cause last time I get a sort of automatic response, that Uwe was on holidays, but that was several weeks ago.....Well it's all about HDDRIVER, that commercially successfull program, which costs me a few bucks, but that won't see the ID of my Yamaha CDR 200t, which is a regular SCSI device.When you read the specs of this harddiskdriver, you won't believe your eyes, but reading the ID of my humble Yamaha is impossible. I don't like that, hope somebody will react, where Uwe went.....or what's the reason of my mysterious behaviour of the combination Yamaha/HDDRIVER !
Jos

3500. Re: SV: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Al Goold <al_goold@net.ntl.com>
Message-ID: <37C07BA7.77406D15@net.ntl.com>
Source record: 74383

Claes Holmerup wrote:

> <broncos@primenet.com> wrote:
> > Does anyone know where I can pick up a midi sequencer for my falcon
> > I have been using kcs omega but unfortantley it will only work in st
>
> You should be able to buy CAF at any music or computer store, since it's
> commercial software - even though Steinberg made the decision not to
> develop it any more :(

If you are interested I have the following available:

Cubase Audio Falcon V2.06 (Boxed, registration card, manual, disks, dongle,
clock etc), and Cubase Score V2.00.06 (2 x manuals)

3501. Re: Help wanted with Gdos

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908221359.a16586@su2.maus.de>
Source record: 74384

Hi B.P.,

B>There is a program called assasin which will help you set up GDOS.
you're right but the correct spelling is ASSIGN.PRG

Regards, Peter

3502. Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-22 00:00:00 UTC
From: Alyre Chiasson <epinoche@nbnet.nb.ca>
Message-ID: <37C0A463.3AE1DCBF@nbnet.nb.ca>
Source record: 74385

Having scanned the web for info on Atari computers and Y2K I came across the statement that Superboot was not Y2K. This program has served me well on my MEGA STE for years. However, I am now wondering with what program I can replace it? Any suggestions? Rolling back the clock is not an option as I want my files properly dated. Must work on a MegaSTe.

Thanks

Alyre

epinoche@nbnet.nb.ca

3503. bits&bobs for sale-UK

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7primhbhl1@news5.svr.pol.co.uk>
Source record: 74295

Hi,

Just some stuff which is gettin in the way.
make an offer...

SoftStuff Software (for kids)
-spellbook ,
associates pictures on the screen with words that children have to complete.
-Let's spell at the shops *2,
-Let's spell out and about ,
-Things to do with words ,
-Let's spell at home ,
-Things to do with numbers ,
-Things to do with words ,
-Let's spell at home.

1st Word Plus v2.02
-dictionary
-original box and manuals.

Atari Hyperdraw *2
-orginal boxes

Mini Office Communications
-database software
-as new

Atari Hyperpaint
-box & manual

Quantum Paint
-disk & box only

ST Basic *2
-the basic which came with the ST
-lovely pink boxes :)
-orginal manuals
-never touched

STOS Manuals *3
-good condition

Discovery Pack
-bits and bobs /manuals/disks etc

Cirriculum Pack
-various modules

MegaPaint 2
-excellent condition

TCB Tracker
-disk/box no manual

I'm in the UK.

Mail. paul_mc@atariste.freeserve.co.uk

thanks

Paul Mac

3504. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37C16542.713D@ooc.de>
Source record: 74296

Jos Vlietstra wrote:
>
> Hi folks, hi Uwe...
>
> I'm not getting any reaction from Uwe Seimet, strange, cause last
> time I get a sort of automatic response, that Uwe was on holidays,
> but that was several weeks ago.....Well it's all about HDDRIVER, that

I was on holiday for 5 weeks. The automatic response you got said that I
wouldn't be back (or read my e-mail regularly) until today, didn't it?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3505. Re: X-or profile Korg M1

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.9908231114340.20806-100000@acis.mc.yu.edu>
Source record: 74297

Brian-

Below is a post that should help you out:

look at: http://www.motu.com/english/other/Downloads.html
Thank this guy Tim Conrardy.

Rick Brown
rbrown@ymail.yu.edu

"From: tconrardy@hotmail.com (Tim Conrardy)
Subject: Re: X-oR profiles, anyone?
Date: 19 Dec 1998 00:00:00 GMT
Message-ID: <75fgfa$s48$1@news.ncal.verio.com>
References: <367A923C.ACDFEC79@hotmail.com>
Organization: Verio Northern California's Usenet News Service
Newsgroups: comp.sys.atari.st

Go to the motu site to the UNISYN download area. All those profiles
will work on XOR! Once you download for the synth(s) you have and
unzipped them, just rename the main profile's extention to .XOR and
the help file to .HLP. Put them in the main directory of your XOR prg,
and use the configure editor to load them into Xor.

Hope this answers your question!

I really love XOR..very user friendly compared to Soundquest!(the midi
exclusive from Hell!...but thats MY opinion!)

Tim

Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm"

On Mon, 23 Aug 1999, jagger wrote:

> I'm looking for a profile for a Korg M1 synth, to run in X-or prg on an
> Atari Ste. Perhaps someone can point me in the right direction.
> Thanks in anticipation.
> Brian Lang.

3506. [FS] hardware & software

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C15CE6.A9991BE5@ping.be>
Source record: 74298

Prices lower than ever ! Donï¿½t hesitate to contact me.

HARDWARE:

- Monitor switch box for TT
- 1040 STF 16MHz
- SM125, monochrome screen
- SC1224, color screen
- Monitor switch box for above
- SPECTRE GCR with user manual and OS
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter.
- Power Computing handy scanner with genuine soft and RIM driver

SOFTWARE:

- New Pro 24 with key
- Sherlook, professionnal caracter recognition
- STF/STE games in box and manual:
- Ishar I
- Ishar II
- Ishar III
- Bat II with sound card
- Super Space Invaders
- Lotus I, II, III
- Frontier Elite II
- Hook
- Les animaux
- Le bureau magique : - Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax
- Les mille et un voyages
- Indiana Jones and the last crusade
- Elemental
- Super cauldron
- Le manoir de Mortevielle
- Le livre de la jungle
- Zool
- Tiny sweeks
- The ancient art of war in the sky

Any interest ? Join me by email please ...

Jo

3507. [FS] CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C15C8F.B0320FD4@ping.be>
Source record: 74299

CD-ROMS atari □60 FF/UKP 6:
... the rest has been sold.

```
Games:
------
- My series "special TT"
```

IMPORTANT NOTE : □for payment, you will have to add the postage costs.
Only email requests please□□□□□□□□

3508. Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7prs9e$m7a$1@news.campuscwix.net>
Source record: 74300

```
->Subject: [GAMES] Doom, Heretic and Hexen available
->
->There are on my website.
->Doom now has sound, using the sound server under MiNT. An interrupt
->routine is planned (to get sound under TOS).
->Heretic and Hexen work (Hexen is slower than Doom and Heretic).
->Sources are available.
->They should work on TT (320x480x8 bits mode).
->
->--
-> Patrice Mandin
->
->Mail: pmandin@caramail.com
->Web: http://www.multimania.com/pmandin
```

Subject says it all. I've never, ever, ever been able to go
to Patrice's web site and download a file. I get transfer
rates like "47 cps", and multiple time-outs. Can anyone else
please grab these 3 files and post them to someplace like
the Belgian FTP site? I get very good transfer rates from
there... Thanks!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3509. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7pru6b$84$1@zingo.tninet.se>
Source record: 74301

Jos Vlietstra skrev i meddelandet <7ppreh$7h1$1@news1.xs4all.nl>...

>Well it's all about HDDRIVER, that
>commercially successfull program, which costs me a few bucks, but
>that won't see the ID of my Yamaha CDR 200t, which is a regular SCSI
>device.

HDDRIVER isn't a CD-driver. You should have a dedicated driver for the CD. Compare with this: A busload of tourists from different countries are taking a tour to see the city, but some of them speak only German, some only English, some speak both German, English and French.

To be able to communicate with all the tourists in the bus you have to speak several languages. In the example above you'd have to speak English and German.

Harddisks and CD:s can share the SCSI bus, but this doesn't mean they can be "spoken to" in the same way. Unless newer versions of HDDRIVER are explicitly supporting CD:s you need to use a separate driver for the CD. I'm using CDTOOL, the sister program of SCSITOOL.

MG

3510. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37C17F69.7F9A0749@cfc.dnd.ca>
Source record: 74302

Stichting ST wrote:
>
> On 20 Aug 1999 13:38:40, Ken Macdonald wrote:
> >you missed some Louis!
> >MiNT:
> >1)Lynx
> >2)XWindow->Chimera
> >3)more...?
>
> There is here somewhere a 7 flops with a configurated MinT + X11 +
> Chimera around here in Holland. Old stuff.
>
yes, that is the old TAF install set.
still good for installing MiNT, but then you have to
update MiNT by hand, as with KGMD/KEMD
ken

3511. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7prveo$jn9$1@news5.svr.pol.co.uk>
Source record: 74303

On 19 Aug 1999 16:05:49 , "Bob F" wrote:
:>ATARIAN - NEW ATARI MAGAZINE

:>For some time now we've been planning to
:>release a short-form (16-20 pages) *printed* A4
:>magazine with disk for Atari users priced at
:>aound 2 UK pounds.

:>If you think that you would be interested in
:>subscribing to Atarian, a regular printed magazine
:>with disk at approx 2 uk pounds per copy - please
:>email me at:

I'd certainly try it for a few issues to see where it was heading,
count me in for 3 issues minimum.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3512. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7prveq$jn9$2@news5.svr.pol.co.uk>
Source record: 74304

On 20 Aug 1999 01:08:05 , "Denesh Bhabuta" wrote:

:>just a test

Failed miserably..

Do you support resource Master??..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3513. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37C182D5.1AEE7DB5@cfc.dnd.ca>
Source record: 74305

Neil Roughley wrote:
>
> John Whalley <news@whalley.demon.co.uk> wrote:
>
> > CAB may not show up in listings accurately partly because Dan Ackerman's
> > STiK overlay identifies itself as Netscape to give access to some sites
> > which would otherwise reject CAB.
>
> The list I mentioned, unrelated to browserwatch.com, isn't based on
> server logs. It's an Oxford-like attempt to list every browser.
>
> But no mention of Atari.
>
> << Neil >>
>
> --
> Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
> http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

well, I sent them information, and it looks like it has been updated!
"-)
http://www.uoguelph.ca/~gnasby/projects/web_browser_info/browser_list.html
Atari is now listed as a computer platform.
they do have WenSuite listed, by German developers (haha) no less
Draconis _and_ Adamas are mentioned, when it should only be Adamas.
and all of them are listed as commercial, whereas CAB1.5 is freeware.
ken

3514. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37c18630134911@zetnet.co.uk>
Source record: 74306

on Mon 23-08-1999 12:27 Steve Stupple wrote:

>On Sun, 22 Aug 1999 at 22:31:15 a message from Alyre Chiasson was
>created on the subject of Superboot and Y2K.
>>Having scanned the web for info on Atari computers and Y2K I came across
>>the statement that Superboot was not Y2K. This program has served me
>>well on my MEGA STE for years. However, I am now wondering with what
>>program I can replace it? Any suggestions? Rolling back the clock is not
>>an option as I want my files properly dated. Must work on a MegaSTe.
>
>Hi
>
>I gave up Superboot a while ago, I now use Xboot. It doesn't have all
>the ribbons and bells Superboot has, but is dead easy to use and you can
>have lots of boot up defaults.
>
>You can also have 3 files that can be moved to the root of your boot
>drive and can be different source in every config. The files I use them
>for are: desktop.inf, newdesk.inf and assign.sys.

I was wondering....can Superboot be used past the year 2000 as long
as you don't set the date and time with it or will I have to change
completely?

Gordy

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: He's got a magnet!!! Everybody BACKUP!!!!!!!!

3515. Re: Akai S700 info please

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.9908231234290.25342-100000@acis.mc.yu.edu>
Source record: 74307

Al, Sean and others-

I don't know about the s700 but I have both an x7000 and an S612 so have some experience which may enlighten you. The X7000's disk drive is kaput and just runs permanently. People have indicated that it is likely "just" a broken belt but I haven't had the inclination to crack the box open to look (actually tried half-heartedly and gave up...). The S612 has worked okay but I did have a couple of times when it wouldn't read the discs properly.

Anyway, this Quickdisc technology is pretty crappy and for me the best way to use these boxes is live, on-the-fly playing around with the filters and (at least on the s612) the editing sliders!

Also, happily, there are Atari programs which can be used to edit the sounds and so skirt the drive issue. Soundfiler ST is a good one and I believe the Superlibrarian package (a universal editor/librarian can also work with at least the s612 and probably the others.

Another good thing to know about (a VERY good thing) is Danny McAleer's Electronic Cow software:

http://dspace.dial.pipex.com/electronic_cow

Specific to your situation is the fact that most (all?) of Danny's commercial sound creation/manipulation titles can send samples to the s700 by some version of sysex dump (not quite MSDS). The FREE program he has called "Wave Dumper" can send .wav files to your machine.

http://dspace.dial.pipex.com/electronic_cow/freebies.htm

I highly recommend Danny's software to you based on your (Al's) self-description...

"Rich" (below) is correct about the Smith Corona disks, although I don't know if that brand is sold in the UK, good luck.

Rick Brown
rbrown@ymail.yu.edu

~~~~~~~~~~~~~
From: "Rich" <progmon@eden.com>

Smith Corona, yeah they make electronic typewriters, sells quick disks in 2 paks in office supply stores, or at least they used to. There was a program on the atari that used to edit s700/x7000 samples called Soundfiler. The sound quality was nice in these old Akai's, but they maxed out at 1 meg.
~~~~~~~~~~~~~

3516. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935435892-397686AEicMi@online.be>
Source record: 74308

Bob King <robert.king@patent.gov.uk> wrote on 17-08-98;

Hi Bob,
Sorry for not replying any sooner, perhaps the problem is already solved?
>I followed Dennis's 'simple approach' advice. Nowhere! I then copied out
>the wait/reply/wait/reply sequence in dial.scr. Still nothing.
Well, this is annoying

Let's try following approach:
Enter your ID ,Password en IP's telephone in dialogbox Account.
Go to dialogbox login and enter the following:

Wait for : *&Gx9(&dDEa
Send string: ZETppp
Wait for : Name
Send string: You're name here :-)
Wait for : N
Send string: ****-***-** (You're reg.number)
Wait for : m
Send User
Wait for : r
Send Password
Done o select PPP here

Wait Timeout 30 seconds
Restart Script 30 seconds

Knock on wood, and try to connect......:-)
Don't bother about any other parameters for now, just make sure that the ETC
path is set correctly. Once you're connected we'll fine tune the beast.

This IP is a bit of a strange one, it seems to expect three parameters, most
ISP are content with just the ID and password.
I haven't the faintest idea what the *&Gx9(&dDEa bit stands for :-(

Cheers from Belgium
Dennis

3517. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935435890-397078AEicMi@online.be>
Source record: 74309

Richard Karsmaker <richard@fortysecond.net> wrote on 17-08-99:

>Always appreciate constructive criticism like yours, dude.
Dude? oh boy this makes me feel twenty years younger, thanks Richard.
If you appreciate constructive criticism you must try to accept some
negative input from your customers, just the same.

>UVK has always worked under Magic provided you keep the SHIFT keys
>pressed during loading. It's the system status screen that goes wrong.
Yes, I know this by now. Personally I don't care what goes wrong, it
shouldn't, not after all this years of updating/upgrading the UVK.
BTW: the system status screen is a vital feature of the UVK, so what
you really are saying here is that the UVK is crippled when running
under MagiC. Did I say running? sorry, make that "trying to run"

>This thing with the SHIFT keys is in the manual. Read it next time
>please.
Hm, Is it? Where? I can't find it...what section? Known Bugs? Perhaps
it's written with invisible inkt? I have the original version 5.0, that
explains it, MagiC wasn't even around in those days. Since version 5.0
I've bought a whole bunch of upgrades, 13 to be exactly, just a disk,
no manuals not even a piece of printed toiletpaper. IIRC (this is going
back in to history quite a way) the UVK was supposed to be compatible
with MagiC from 1995 onwards. I write *supposed* here, because it
wasn't.
The UVK has a long history of upgrades/bugfixes, every time a new
feature was implemented it took a couple of versions to get it right.
Remember the CPX, that destroyed the bootsector? The version that went
berzerk when a lharc file was detected? the version that kept insisting
that the Protar HD Driver was a link virus?
In the meanwhile me and a lot of other idiots kept on paying you. I'm
the faithfull type: I've upgraded until version "ACN Final Viruskiller
2000" about a year ago. I'm not complaining about the UVK itself, if
one disables MagiC, it works like it should.

Jos is right, you should have fixed the bug, it is a bug, don't tell me
this is a feature. Is there a programmer reading this? Please be so
kind to help Richard out, he obviously can't do it himself.

>By the way, UVK was freeware until 1988, then commercial until early
>this year. Now it is shareware. Get your facts right next time please.
until 1988? nice try Richard :-))
UVK was a commercial program from day one, what you mean is the "Virus
Destruction utility" that later became the UVK. Read the manual you've
written yourself. I might be getting older but I'm not senile (yet)

Cheers from Belgium
Dennis

3518. Re: Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c1a3403020246@ping.be>
Source record: 74310

on Mon 23-08-1999 16:18 DarkChyld wrote:

>->Mail: pmandin@caramail.com
>->Web: http://www.multimania.com/pmandin
>
>
> Subject says it all. I've never, ever, ever been able to go
> to Patrice's web site and download a file. I get transfer
> rates like "47 cps", and multiple time-outs. Can anyone else
> please grab these 3 files and post them to someplace like
> the Belgian FTP site? I get very good transfer rates from
> there... Thanks!

Oke I'll give it a try later on this evening. I've I succeed to downlaod
then I'll upload the files to the games dir ASAP

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3519. Re: Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c1a5d03221ce0@ping.be>
Source record: 74311

on Mon 23-08-1999 16:18 DarkChyld wrote:

>
>
> Subject says it all. I've never, ever, ever been able to go
> to Patrice's web site and download a file. I get transfer
> rates like "47 cps", and multiple time-outs. Can anyone else
> please grab these 3 files and post them to someplace like
> the Belgian FTP site? I get very good transfer rates from
> there... Thanks!
>

At this very moment I'm trying to dowload that stuff. No way to get it.
Sorry but someone else will ahve to do that.
Uploads to the Belgian ftp-site is always possible if use the incoming dir

ftp://193.190.204.128/atari/incoming.

He, at this moment after 4 minutes I got the first file 'pmdoom' so not
needed to downlaod thsi again.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3520. SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Jean LUSETTI <j-lusetti@pacwan.fr>
Message-ID: <7ps6c4qmf2@news2.isdnet.net>
Source record: 74312

Hi !

I noticed that if you disable displays for SETI@Home, it's 3 times faster !!!

Check "data analysis always run" for that !!!

The display is 2 times slower than computations...

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : vision@atari.org , j-lusetti@pacwan.fr

3521. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7psa3fvtg1@news8.svr.pol.co.uk>
Source record: 74313

Yep, noticed that as well, and posted here about it as well, my PC does each unit
in about 12½ hours instead of 36 hours,
You can set the Seti screen saver to "Blank" after 0 minutes as well to stop it
displaying the graphics when the screen saver activates. (It's in the FAQ)

Claggy.

Jean LUSETTI <j-lusetti@pacwan.fr> wrote in message
news:7ps6c4qmf2@news2.isdnet.net...
> Hi !
>
> I noticed that if you disable displays for SETI@Home, it's 3 times faster
!!!
>
> Check "data analysis always run" for that !!!
>
> The display is 2 times slower than computations...
>
>
> See you, Jean
> Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
> E-Mail : vision@atari.org , j-lusetti@pacwan.fr
>
>

3522. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7psdbe$46n$1@barcode.tesco.net>
Source record: 74314

So that's how you have managed to do 36 units in 751 hrs.

What machine is that on?

Mark
MSD/POV

Stephen Maclagan <stephen@maclagan2.freeserve.co.uk> wrote in message
news:7psa3fvtg1@news8.svr.pol.co.uk...
> Yep, noticed that as well, and posted here about it as well, my PC does
each
> unit
> in about 12½ hours instead of 36 hours,
> You can set the Seti screen saver to "Blank" after 0 minutes as well to
stop
> it
> displaying the graphics when the screen saver activates. (It's in the FAQ)
>
> Claggy.
>
>

3523. Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: <>
Message-ID: <37c1cb77.0@news.qnet.com>
Source record: 74315

I got the following e-mail from the web site:www.theglobe.com

From: "Customer Services" <service@corp.theglobe.com>
Sender: service@corp.theglobe.com
Reply-To: "Customer Services" <service@corp.theglobe.com>
Organization: theglobe.com
Date: Mon, 23 Aug 1999 11:45:06 -0400

We work to make theglobe compatible with webTV, AOL, and several versions of
IE and Netscape, both for Mac and PC. To access theglobe, consider upgrading
from your Atari system to a more recent paltform.

They can't 'See' CaB 2.7's Cookies.

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

3524. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <rJDPEAAJhYw3EwBq@my-ste.demon.co.uk>
Source record: 74316

In article <37c18630134911@zetnet.co.uk>, Gordy <tesla1@zetnet.co.uk>
writes

>I was wondering....can Superboot be used past the year 2000 as long
>as you don't set the date and time with it or will I have to change
>completely?

It seems to work fine past 2000 as long as you don't have it setting the
date.

--
David Bolt

3525. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908231943.a19440@su2.maus.de>
Source record: 74317

Hallo Jos,

does
JV>but that won't see the ID of my Yamaha CDR 200t, which is a regular
JV>SCSI device.
mean that even HDDRUTIL's IDcheck won't find your CD writer?
Did you try to "show" (selected) its ID to HDDRIVER.SYS? Normally the
IDs may be "hidden" (deselected).

So, if hidden, the drive nor being found is quite normal. And please
remember: Your writer is *not* a disk drive, but a CD reader and
writer.

Try in HDDRUTIL the (4th) menu "Einstellungen" and then
"Gerï¿½tekonfiguration" (7th selection). I'm sorry I can't give you the
English words, but I hope you will understand the German expressions.

What about METADOS and an appropriate CD driver? That should at least
"find" your drive as a reader. To find it as a writer you will need
writing software.

And Uwe himself recommends to hide all non-disk devices from hddriver!

Peter

3526. Anyone have the interface spec for a Computereyes?

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: trisoft@realtime.net
Message-ID: <37c0add0.0@feed1.realtime.net>
Source record: 74386
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an old (very old) ComputerEyes for an Atari ST-520. I also have a need to digitize some static NTSC video on a different machine.

Does anyone happen to have (or know the whereabouts) of the interface spec (pinouts, signal catalog, etc.) for this beast? It plugged into the ST-520 "option" port on the side of the keyboard.

I know, it's probably easier just to buy a video card for the other machine than it is to rig an adapter and write a driver. But I hate to see working hardware go to waste.

Thanks for any pointers...

James M. Knox
trisoft@realtime.net

3527. Re: Looking for a game

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7pqh1s$n6h$1@athena.netset.com>
Source record: 74387

In article <37BCEF1E.45E7@libertysurf.fr>,
Bertrand POUPEAU <bertrand.poupeau@libertysurf.fr> wrote:
>I'm looking for a game named 'Empire' for the ST.
>
>May you help me ?
>
>

There is a game called World Conquest that is available on the
umich atari archive (as well as most others probably). It's almost the
same game except for the fact that it runs in any resolution. (Well at
least non standard resolutions) been awhile since I've played it so I'm
not certain how it does 16bit color. But in a planar mode you can run it
quite nicely on a Falcon etc for certain.

Dan Ackerman
aka baldrick@netset.com

3528. X-or profile Korg M1

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: jagger <jagger@connexus.net.au>
Message-ID: <37c0e26e.0@news.internex.net.au>
Source record: 74388

I'm looking for a profile for a Korg M1 synth, to run in X-or prg on an Atari Ste. Perhaps someone can point me in the right direction.
Thanks in anticipation.
Brian Lang.

3529. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C0FAD6.3458B47@online.TAKE.THIS.OUT.fr>
Source record: 74389

```
bruzzi@hotmail.com a ï¿½crit :
>
> Hi, could anybody please direct me to web sites that carry good Atari
> ST software? Thanks.
>

The Ultimate TOS Software Archive
http://utsi.atari.org

The Atari Launchpad
http://launchpad.atari.org

Hopefully the Atari.org server will be back up soon!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3530. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7pqv27$3qm$1@news1.xs4all.nl>
Source record: 74390

On 22 Aug 1999 22:10:11, Jo Vandeweghe wrote:
>
>
>Dennis Vermeire a *crit :
>
>> Jo Even Skarstein <joska@nvg.ntnu.no> wrote on 15-08-99:
>>
[...]
>
>> The French people seem very pleased with it. I think that Atari produced
>> a special kind of ST, TT & Falcon for use in France only. Perhaps we
>> should all get a French Atari to get this thing running?
>>
>> Nah, on second thoughts I just delete it.....
>
No that is not so strange. I have had the same thought sometimes.
With French software I found (already many years) trouble with
fileselection in all forms.
First it seems French TOS allows other characters in filenames then
standard UK-DOS .
Second: I have seen may Fsel boxes coming up with 'selection nearly
ready' mode with pathnames of the kind : C:\\fold\namm.txt
or: D:\cra\cra\cra\cra.txt
Thirdly: setting those strange paths OK makes sometimes no
difference: behind the screens the 'old' path is inserted.

Finding Wensuite making empy folders e.g. is not an astounishing fact.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3531. [GAMES] Doom, Heretic and Hexen available

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7pr30j$mp1$1@nnrp1.deja.com>
Source record: 74391

There are on my website.
Doom now has sound, using the sound server under MiNT. An interrupt routine is planned (to get sound under TOS).
Heretic and Hexen work (Hexen is slower than Doom and Heretic).
Sources are available.
They should work on TT (320x480x8 bits mode).

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3532. PALs

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7pr9pl$dr1$1@cubacola.tninet.se>
Source record: 74392
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

For those with access to PAL or GAL programmers, here are some hard to find listings for producing replacement parts when the Atari supplies have dried out.

3533. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <J6iExGA1ATw3EwXk@steverosie.demon.co.uk>
Source record: 74393

On Sun, 22 Aug 1999 at 22:31:15 a message from Alyre Chiasson was
created on the subject of Superboot and Y2K.
>Having scanned the web for info on Atari computers and Y2K I came across
>the statement that Superboot was not Y2K. This program has served me
>well on my MEGA STE for years. However, I am now wondering with what
>program I can replace it? Any suggestions? Rolling back the clock is not
>an option as I want my files properly dated. Must work on a MegaSTe.

Hi

I gave up Superboot a while ago, I now use Xboot. It doesn't have all
the ribbons and bells Superboot has, but is dead easy to use and you can
have lots of boot up defaults.

You can also have 3 files that can be moved to the root of your boot
drive and can be different source in every config. The files I use them
for are: desktop.inf, newdesk.inf and assign.sys.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3534. Re: Golden Image Scanner-probs

Newsgroup: comp.sys.atari.st
Date: 1999-08-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <A67GhIARKTw3EwW9@steverosie.demon.co.uk>
Source record: 74394

On Sun, 22 Aug 1999 at 20:32:33 a message from Paul Mac was created on
the subject of Golden Image Scanner-probs.
>hi all ,
>
>Is anyone running the Golden image Scanner successfully on an STe?
>Using the touch up software?

Yes:) I know several, and then there's myself:)

>
>When I scan the scanner does initialise but after what appears on
>touch up is merely a jumbled mess.

That doesn't sound useful.

>
>any ideas?

I know this may sound like a silly question, but have you read the
manual! There is a light on the scanner which gives an indication that
you are scanning too fast.

If you try scanning faster than the software can cope with, you can get
a messy scan.

The scanner is a pretty reliable one and is a doddle to setup.

(1) switch Atari OFF.
(2) plug cartridge in port.
(3) plug scanner and power into the cartridge.
(4) switch on Atari.
(5) run software and scan an image.

If you still can't get it going, drop me a line at:
Steve@steverosie.demon.co.uk (as atari.org is still down)

or give me a ring on 0870 7402518 (at national number rate) and I'll set
my Mega STE ready for a scanning session. I can then go through a scan
with you on the phone.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3535. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7pupam$ff9$1@news6.svr.pol.co.uk>
Source record: 74245

On 23 Aug 1999 17:14:10 , Uwe Seimet wrote:

:>> I'm not getting any reaction from Uwe Seimet, strange, cause last
:>> time I get a sort of automatic response, that Uwe was on holidays,
:>> but that was several weeks ago.....Well it's all about HDDRIVER, that

:>I was on holiday for 5 weeks. The automatic response you got said that I
:>wouldn't be back (or read my e-mail regularly) until today, didn't it?

Is your WEBsite broke Uwe , i cant get into it!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3536. Testing new setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: James Burr <jamesburr1@earthlink.net>
Message-ID: <7pur4q$fd8$1@ash.prod.itd.earthlink.net>
Source record: 74246

I'm just sending this message to test my re-installed setup.

3537. FS/T: Atari ST games [08/24/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: use.Reply-To.address@nls.net
Message-ID: <37c2f40a.1339722@news.nls.net>
Source record: 74247

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/24/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 4.00 Alcon (Taito)
$ 4.00 All Aboard! (Terrific Software)
$ 4.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 4.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 4.00 Battleship (Epyx)
$ 4.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 4.00 Blockout (California Dreams)
$ 4.00 Bobo (Terrific Software)
$ 5.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 4.00 Championship Wrestling (Epyx)

$ 4.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 4.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 4.00 Dynasty Wars (Capcom)
$ 4.00 East vs. West Berlin 1948 (Time Warp)
$ 4.00 Eliminator (Hewson)
$ 4.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 4.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 4.00 Golden Path (Firebird)
$ 4.00 Goldrunner II (Microdeal)
$ 4.00 Hyperdome (Exocet)
$ 4.00 Jupiter Probe (Microdeal)
$ 4.00 Keith Van Eron's Pro Soccer (Microplay)
$ 4.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 4.00 Last Duel (Capcom)
$ 4.00 Leander (Psygnosis)
$ 4.00 Major Motion (MichTron)
$ 4.00 Man Hunter: New York (Sierra)
$ 4.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 4.00 Phantasm (Exocet)
$ 4.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 4.00 Professor Craps (Scorpio Systems)
$ 4.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 4.00 Rambo III (Taito)
$ 4.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 4.00 Rick Dangerous (Microplay)
$ 4.00 RVF Honda (Microplay)
$ 4.00 Savage (Microplay)
$ 4.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 4.00 Space School Simulator (CRL Group)
$ 4.00 Star Quake (Terrific Software)
$ 4.00 Starglider (Rainbird)
$ 4.00 StarRay (Logotron Recreation)
$ 4.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 The Advanced OCP Art Studio (Rainbird)
$ 4.00 The Games (Epyx)
$ 4.00 The Sentry (Firebird)

$ 4.00 The Viking Child, Prophecy 1 (Imagitec)
$ 4.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 4.00 Transputor (CRL Group)
$ 4.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 4.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 4.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 4.00 Zero Gravity (Microdeal)
$ 4.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3538. ST>New on the Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Martin Byttebier <tos4ever@ping.be>
Message-ID: <240819991246509150%tos4ever@ping.be>
Source record: 74248
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,fr.comp.sys.atari

```
*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**www**

ftp://193.190.204.128/atari/www/wensuit/ws320b.lzh (Wensuite, French only) (261.935 bytes)
ftp://193.190.204.128/atari/www/mymail-086.zip (Works again with MagiC/Jinnee) (726.279
bytes)

**utilities**

ftp://193.190.204.128/atari/utilities/disktools/hddriver773_demo.zip (126.258 bytes)

**mint**

ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.3b/freemint-1.15.3b-bin.lzh
(648.274 bytes)
ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.3b/freemint-1.15.3b-bin.tar.gz
(628.874 bytes)
ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.3b/freemint-1.15.3b-src.tar.gz
(507.414 bytes)
ftp://193.190.204.128/atari/mint/kernel/betaversion/1.15.3b/freemint-1.15.3b.tar.gz
(1.119.078 bytes) (kernel + src)

*****************************************************************************
| Please keep in mind that the above archives contains no docs. These archives are |
| only intend for betatesters who are familiar with the working of MiNT. If you're |
| new to the MiNT scene please use the official 1.15 release: |
| ftp://193.190.204.128/atari/mint/kernel/freemint-1.15.1-bin.lzh |
*****************************************************************************

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
```

********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3539. 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7puv5aljs1@news6.svr.pol.co.uk>
Source record: 74249

Hi all,

I was wondering if there was ever any kits or anything about converting a STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever anything to get around this ?

thanks

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3540. Re: STOS 4 Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7puvjkkfm1@news5.svr.pol.co.uk>
Source record: 74250

>
> I closed my zetnet account, and as the number of hits wasnt high I didnt
> bother to upload it anywhere else.... as theres some demand I've now
> uploaded it again:
>
> http://www.btinternet.com/~AnthonyJ/

I see your zetnet account if close, but I cannot find anything on your
btinternet site :(I can see 2 links for the extension one points to zetnet
the other btinternet link does not work either :(

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3541. WILL PAY for Spectre (GCR?) disk transf. to Mac format disk!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Wally Mayo <wmayo@rbnet.com>
Message-ID: <37C320BB.C3E4B22D@rbnet.com>
Source record: 74251

Need help. I have one Spectre disk that needs to be changed to a Mac disk format. I will pay a quick $20 for the ONE successful disk translation. Contact me at 540-977-5588 or e-mail me at wmayo@rbnet.com.

W Mayo
in VA

3542. Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c3240c@news1.vip.uk.com>
Source record: 74252

Hi,
I've finally got myself a Falcon which I think is great but am having problems with the sound. Running programs that are supposed to be Falcon compatible (Zero-5, Desktracker, Back-track etc.) result in silence though the keyclick and a demo I tried produce sound. Any ideas? Also, is the original 60M IDE drive known to be unusually noisy? Mine goes through random 'grinding' phases though it has no bad sectors. All help appreciated.

Thanks in advance.

3543. Problems in Atariland???

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c3240d@news1.vip.uk.com>
Source record: 74253

Hi,
Anyone know why so many Atari links aren't working. I read about
atari.org having a disk crash but what has happened to the links leading
from this site, ie Magic Online, the FAQ site and the Little Green desktops'
games archives?

Later.

3544. Using Mac Scsi drive with icd link2

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: kradlabs@suba.com
Message-ID: <7pv781jaq1@scoop.suba.com>
Source record: 74254

Hi im trying to connect a mac 80sc external hard drive to my st520 with a icd link adaptor. However when i run the icd disk format programm, i get four bombs and the program ends.

What does this indicate?

Also do i need anything to ensure the drive will work once i get past this hurtle..

Thanks for helping, didnt get home until after icd closed for the day

Goodday

3545. Interview with Sven Kopacz

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37c2c24d@skylite.connect.ab.ca>
Source record: 74255

Hi All,
Freshly uploaded to MagiC Online is an interview with Sven Kopacz, the guy behind Emailer, Iconnect/Iconf, DeskDrop, Alice, etc etc.
Anyways, you can read it at:
http://thor.prohosting.com/~bengy/interviews/sven.htm
I ask him the usual stuff, you know, his history, future etc. Why he made iconnect when there was already stik/mintnet, why he made emailer magic only..

Remember, Atari.org is still down, so you must access MagiC Online at it's temp. backup server, http://thor.prohosting.com/~bengy/

Take Care,
Bengy
PS: It's my 18th birthday on August 26th, (!!!) so i'm going away until Sunday, Please be patient with email responses.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://thor.prohosting.com/~bengy/

//May the choices we make today be ones that we can live with tomorow//
--

3546. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <10902BADEEE478DF.0D07CD3A7F991EBB.F720E74DD6F6C845@lp.airnews.net>
Source record: 74256

Chris Swinson wrote:

> Hi all,
>
> I was wondering if there was ever any kits or anything about converting a
> STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever
> anything to get around this ?
>

While I never built it, schematics for it are at
http://users.ticnet.com/newell

3547. Mega STE/TT030 keyboard and Hard Disk cover

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37C36F0C.F8272D8D@worldnet.att.net>
Source record: 74257

I am in need of a keyboard and hard disk case cover
compatible with a Mega STE or a TT030. I you have
one laying around and want to get rid of it let me
know.

Thanks

3548. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935568084.23896.0.nnrp-14.9e985e5c@news.demon.co.uk>
Source record: 74258

joska@nuts.edu wrote in message <7ptrco$n93$1@nnrp1.deja.com>...

>Old thread, but... I just wanted to point out that Frank Naumann
>released a beta-version of his MiNT-Net<->Draconis bridge yesterday, so
>now you can run Draconis-clients under MiNT-Net as well. And like
>GlueSTiK it's free.

Interesting. Will it work with Vassilis Papathanassiou's port of MiNTnet to
MagiC? If so, we may yet be heading towards some standardisation, at least
for multitasking OSes (cue cheering!).

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3549. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37c4266a$0$29327@news.zetnet.co.uk>
Source record: 74259

> >With announcements indicating the imminent closure of 2
> >much appreciated magazines in recent days, we decided
> >to establish if there is still sufficent interest
> >in the community for a another printed magazine.
>
>
> I know about Atari Computing closing at beginning of the new year 2000,
> but who is the second magazine?

yes who is the second one??????
Kevin

3550. Re: Screenshots from atari -> pc

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908241946.a20948@su2.maus.de>
Source record: 74260

Hi Simon,

S>I have a 4mb STE - what software will I need?
e.g. JML_SNAP (John McLoud's snapshot utility)

Peter

3551. Re: WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: markh@cts.com
Message-ID: <37c233f5.433086@news3.cts.com>
Source record: 74261

On 19 Aug 1999 07:50, Don Schmidt wrote:

>f> I'm looking for a MegaST keyboard.
>
>Best Electronics will have them, but they're spendy. Expect triple digit price.
>
>Getting their catalog is a valuable book for any Atari user.
>
>They can be reached at, (408) 243-6950

I have the Rev. 10 catalog. In it on page 27, the Mega STE keyboard is listed as new for $150 or reconditioned for $90. It also lists as new "Special limited Buy" for $110. But since I got the catalog back in January '97 I doubt the $110 price offer is still available.

The address I have for Best Electronics is:
2021 The Alameda, Suite 290
San Jose, CA 95126

Best might have a webpage. The address I wrote in my catalog back in Jan. 1997 is,

http://www.best-electronics.ca.com.

good luck,
mark

3552. Nemesis Indicator v1.0 released!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Daniel Hedberg <d.hedberg@swipnet.se>
Message-ID: <WCkw3.9511$7d.17377@nntpserver.swip.net>
Source record: 74318

Nemesis Indicator is a small memory resident program for Atari Falcon030 compatible computers equipped with the Nemesis accelerator from Titan Designs Ltd. It displays the current Nemesis state (16/32, 20/24, 24/48) in the upper right corner of the screen. It also allows the Nemesis state to be changed by clicking on the mouse buttons while the mouse cursor is within the display area.

Get it from http://home.swipnet.se/newbeat/

All the best,
Daniel Hedberg
New Beat

3553. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935457324.3044.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 74319

Hi,

Alyre Chiasson wrote in message <37C0A463.3AE1DCBF@nbnet.nb.ca>...
>Having scanned the web for info on Atari computers and Y2K I came across
>the statement that Superboot was not Y2K. This program has served me
>well on my MEGA STE for years. However, I am now wondering with what
>program I can replace it? Any suggestions? Rolling back the clock is not
>an option as I want my files properly dated. Must work on a MegaSTe.

The statement was possibly the one on my Y2K page. As far as I know, the
problem only affects the time and date setting functions of Superboot,
everything else is OK. So as you are probably not using the date and time
functions (the MSTE has an internal real time clock, I think), you probably
won't have a problem. If you are using Superboot to set the date and time,
you can probably get round the problem by stopping using that bit and
setting the date and time using something else.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3554. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935457325.3044.1.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 74320

Stichting ST wrote in message <7plrp2$g64$2@news1.xs4all.nl>...
>On 20 Aug 1999 13:38:40, Ken Macdonald wrote:
>>you missed some Louis!
>>MiNT:
>>1)Lynx
>>2)XWindow->Chimera
>>3)more...?
>
>There is here somewhere a 7 flops with a configurated MinT + X11 +
>Chimera around here in Holland. Old stuff.

Probably the TAF distribution, though I think it was 10 floppies! It had the distinction of being the first graphical browser on this platform (though it suffered from not having enough memory to be stable on a 4Mb ST).

Monochrome only, too, as it relied on X which wasn't a version with colour support.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3555. which atari system to get ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: covenant_666@my-deja.com
Message-ID: <7pt2gq$64c$1@nnrp1.deja.com>
Source record: 74321

i*m able to get these 2 atari systems for nearly nothing .

mainly i want to play games (i can get the large software collection from a friend , a lot of classics included) .

i dont want to buy a standard st cause i want more power to play games , demos , etc . best quality possible .

i*m aloso interested in compatibility questions (can i play old st games on a falcon without probs ?).

system one :

atari tt030 ,orig. Atari 10MB ram extension card plus Mighty-Mic 32 mit 32MB RAM (8x4MB SIMM Modules), 2x 3.5" Floppy 1.44MB, DDD Big-Tower, 1 GB IBM SCSI-Festplatte, SuperNova Grafikkarte up to 16,7 Mio. colors, manuals , books and a lot of software , connectablto to every vga monitor.

system 2 :

Atari St, 4MB, Crazy Dots Grafikkcard, SCSI Harddisk, in 19" Racktower ext. power supply, ext. keyboard, 14" Sony Multiscan Monitor, without cooling device just Studio using.

any help would be great . please respond to : covenant_666@hotmail.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3556. Re: Ultimate Virus Killer (Atari ST/TT/Falc

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37c42aac.1667734@news.wxs.nl>
Source record: 74322

On Mon, 23 Aug 1999 17:44:18 +0200, Dennis Vermeire
<dennis.vermeire@online.be> wrote:

>Richard Karsmaker <richard@fortysecond.net> wrote on 17-08-99:
>
>>Always appreciate constructive criticism like yours, dude.
>Dude? oh boy this makes me feel twenty years younger, thanks Richard.
>If you appreciate constructive criticism you must try to accept some
>negative input from your customers, just the same.

No problem...um....mate. :-)
>
>>UVK has always worked under Magic provided you keep the SHIFT keys
>>pressed during loading. It's the system status screen that goes wrong.
>Yes, I know this by now. Personally I don't care what goes wrong, it
>shouldn't, not after all this years of updating/upgrading the UVK.
>BTW: the system status screen is a vital feature of the UVK, so what
>you really are saying here is that the UVK is crippled when running
>under MagiC. Did I say running? sorry, make that "trying to run"
>
>>This thing with the SHIFT keys is in the manual. Read it next time
>>please.
>Hm, Is it? Where? I can't find it...what section? Known Bugs? Perhaps
>it's written with invisible inkt? I have the original version 5.0, that
>explains it, MagiC wasn't even around in those days. Since version 5.0
>I've bought a whole bunch of upgrades, 13 to be exactly, just a disk,
>no manuals not even a piece of printed toiletpaper. IIRC (this is going
>back in to history quite a way) the UVK was supposed to be compatible
>with MagiC from 1995 onwards. I write *supposed* here, because it
>wasn't.

It's in the manual on the disk. I know it's there coz I write it.

>The UVK has a long history of upgrades/bugfixes, every time a new
>feature was implemented it took a couple of versions to get it right.
>Remember the CPX, that destroyed the bootsector? The version that went
>berzerk when a lharc file was detected? the version that kept insisting
>that the Protar HD Driver was a link virus?

You may not be surprised that I know of *none* of these errors. Nobody ever
told *me* about it. That's what you get if you tell other people about the
errors, and rely on them contacting me. They didn't. If you'd like to get
down to business, email me please with a bug list (at cronos@fortysecond.net)
and I'd like to get rid of whatever bugs still linger.
As to the system status screen: The bit that goes wrong is the code that
looks for your memory configuration It's written by H.W.A.M. de Beer (of

"SysyInfo" fame) and he doesn't support it anymore. I cannot fix that. So use the SHIFT keys to avoid it.

>In the meanwhile me and a lot of other idiots kept on paying you. I'm
>the faithfull type: I've upgraded until version "ACN Final Viruskiller
>2000" about a year ago. I'm not complaining about the UVK itself, if
>one disables MagiC, it works like it should.

That's what I mean with constructive remarks. Dude. I didn't know about these bugs, other than the MagiC one. Gimme a break.

>
>Jos is right, you should have fixed the bug, it is a bug, don't tell me
>this is a feature. Is there a programmer reading this? Please be so
>kind to help Richard out, he obviously can't do it himself.

You're right there. I have no clue how to fix Mr. de Beer's routine.

>
>>By the way, UVK was freeware until 1988, then commercial until early
>>this year. Now it is shareware. Get your facts right next time please.
>until 1988? nice try Richard :-))
>UVK was a commercial program from day one, what you mean is the "Virus
>Destruction utility" that later became the UVK. Read the manual you've
>written yourself. I might be getting older but I'm not senile (yet)

Go ahead and quote me on that. The program didn't become commercial until spring 1988, April to be more exact. The program was first released in December 1987.
I am surprised to know where you get the idea that you know more about how I distributed the program than me myself.

Dennis, for crying out loud, contact me instead of this childish flaming. I'd love to fix those bugs. Tell me about them.

Richard - richard@fortysecond.net

3557. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ptfupmcr1@news1.xs4all.nl>
Source record: 74323

On 22 Aug 1999 21:52:17 , Jos Vlietstra wrote:
About SCSI: HDDRIVER sets my Mustek scanner as ID 6 in the SCSIchain.When HDDRIVER don't do this, my scanner software doesn't work.When HDDRIVER don't set my Pioneer CDROM as SCSI ID 3 in the chain, I don't have a drive-icon on the desktop, I can't use it... So I think HDDRIVER must recognise my CDburner in order to fully cooperate with software and hardware...
Of course I use the special CDdrivers as Spin! and the stuff which comes with CDRECORDER, but that's another story....
Jos

3558. Re: which atari system to get ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C24314.BD59CFB@online.TAKE.THIS.OUT.fr>
Source record: 74324

covenant_666@my-deja.com a ï¿½crit :
>
> i*m able to get these 2 atari systems for nearly nothing .
>
> mainly i want to play games (i can get the large software collection
> from a friend , a lot of classics included) .
>
> i dont want to buy a standard st cause i want more power to play games
> , demos , etc . best quality possible .

Most games and demos won't show a big speed increase if run on a faster system. Also, most games will not install on a HD, will not make use of over 1Mb of Ram, and will only run in ST low resolution. The best system to play games on is definitely a good old 1040 STE., and it is expandable if you want to get more serious.

> i*m aloso interested in compatibility questions (can i play old st
> games on a falcon without probs ?).

This is a problem. Most ST games need to be run under STE emulation on the Falcon using Backward III or some other STE emulator. Some games will not run at all.

> system one :
>
> atari tt030 ,orig. Atari 10MB ram extension card plus Mighty-Mic 32 mit
> 32MB RAM (8x4MB SIMM Modules), 2x 3.5" Floppy 1.44MB, DDD Big-Tower, 1
> GB IBM SCSI-Festplatte, SuperNova Grafikkarte up to 16,7 Mio. colors,
> manuals , books and a lot of software , connectablto to every vga
> monitor.

Definitely no use for games. 99% of games will not run on that system, mainly because of the graphics board, the TOS 3.0, etc...

> system 2 :
>
> Atari St, 4MB, Crazy Dots Grafikkcard, SCSI Harddisk, in 19" Racktower
> ext. power supply, ext. keyboard, 14" Sony Multiscan Monitor, without
> cooling device just Studio using.

Same here, pretty much overkill for what you want. As I said above, if you are only interested in games, a cheap 1040STE with a colour screen and joystick is all you need. Anything more powerful will either not run or not be used.

Nick
--

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3559. Re: Atari.Org down

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C24355.6ED0DDE8@online.TAKE.THIS.OUT.fr>
Source record: 74325

```
Richard Karsmakers a ï¿½crit :
>
> Have any of you an idea why Atari.Org subdomain and email forwarding is
> down, and how long they think it'll last?
>

Why? A HD crash occured last week. Apparently they are having trouble
fixing it.
For how long ? Why not ask them ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3560. Old ST mains adaptor connection?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: lca100@laser.york.ac.uk
Message-ID: <7ptkcp$du0$1@pump1.york.ac.uk>
Source record: 74326
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi!

My mate has aquired (don't ask!) an old ST,, one of the ones with a separate power supply in a little box. Only thing is the lack of the mains adaptor! The connector is a 7-pin DIN plug. Can anyone help me with the pinout of this connector? I've tried looking at FAQs and web searching, and have found every connector but that one!

Help!!!

Cheers,

Laz

3561. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7ptrco$n93$1@nnrp1.deja.com>
Source record: 74327

In article <934601154-25616AEicMi@online.be>,
Dennis Vermeire <dennis.vermeire@online.be> wrote:

> programmers). I have mixed feelings about LOA, since this program
will
> be installed on the new Milan 500, it might just become the new
> standard. I-fusion which is now in beta stage will probably fix the
> stack problem. This program will allow LOA and STiNG clients to run
> under the IConnect stack. Since MagiC will be the OS on the new
Milan,
> this thing might sort itself out. I think that IConnect will be
> installed as the stack, with LOA running as client, the clients that
are
> missing like IRC, gopher, telnet etc.. are already available as STiNG
> and IConnect clients. That's the nice thing about commercial
software,
> the market tends to sort itself out.
>
> Supposing this scenario would be followed, MiNTNet users will still
be
> stuck, and even if LOA sorts the html 4.0 and JavaScript problems
out,
> it still is a slow browser. And one needs to run MagiC also :-))

Old thread, but... I just wanted to point out that Frank Naumann
released a beta-version of his MiNT-Net<->Draconis bridge yesterday, so
now you can run Draconis-clients under MiNT-Net as well. And like
GlueSTiK it's free.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3562. Re: PALs

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Vesa Koli <oh3luu@notenet.fi>
Message-ID: <7ptoji$e19$1@tron.sci.fi>
Source record: 74328
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

Martin Graiter wrote in message <7pr9pl$dr1$1@cubacola.tninet.se>...
>For those with access to PAL or GAL programmers, here are some hard to find
>listings for producing replacement parts when the Atari supplies have dried
>out.
>
>

Where?

Vesa Koli

3563. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.HPP.3.96.990824125603.9467F-100000@zetor.intellitel.com>
Source record: 74329

> The HTML 2.0/3.2 mix must not die, it will die.

Eventually, of course, people will migrate to other platforms,
if Alex doesn't bother upgrading CAB...

> CSS, even Atari users mostly use a PC for the internet (according to my
> own web stat).

Not really... Most people I know have Windows at work, since
this is what's required, and surf during their coffee break,
hence the count. As an example, my own TT faq counted just
about equal numbers for "others" than for IE or Netscape,
which would suggest real TOS machines on the surf.

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3564. MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.HPP.3.96.990824124850.9467E-100000@zetor.intellitel.com>
Source record: 74330
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is the schematic to build a new MEGA-ST keyboard cable?
I recall that it uses the exact same connector as telephones,
but what is the pinout, at both ends of the cable?

Please Cc your reply via e-mail.
Thanks.

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3565. This and that

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37C2726A.939627B1@patent.gov.uk>
Source record: 74331

1. Thanks to every one for their help with my ICONNECT problem, I' ve managed to log on to Zetnet, not perfect yet, but a start.

2. 'Omelette', I'll check my 'Wensuite friendly' Falcon configuration, and let you know.

3. 'SharpScore'. Came across this as a demo on a CD ROM. Looks very good score writter and MIDI to score program. Authors are 'Take Control'. Does any one know about this program.

4. The Wensuite thread. The law of libel operates for the Web doesn't it?

Bob King.

3566. Re: Old ST mains adaptor connection?

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7ptrhe$su3$1@news4.svr.pol.co.uk>
Source record: 74332
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Laurence Abbott <lca100@laser.york.ac.uk> wrote in message
news:7ptkcp$du0$1@pump1.york.ac.uk...
> Hi!
>
> My mate has aquired (don't ask!) an old ST,, one of the ones with a
> separate power supply in a little box. Only thing is the lack of the
> mains adaptor! The connector is a 7-pin DIN plug. Can anyone help me
> with the pinout of this connector? I've tried looking at FAQs and web
> searching, and have found every connector but that one!

Yes, by DIN 7P pin numbers it goes like:
1 +5v @3A
2 not connected
3 Ground
4 +12v @0.03A
5 -12v (?? probably not used)
6 +5v
7 Ground

The duplicated +5v and Ground are to make sure the current capacity is high
enough over the cable and connectors.

I think you can ignore the -12v line.

3567. FS: DynaCADD

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: stevebj@acay.com.au
Message-ID: <37c372b1.5773500@news.acay.com.au>
Source record: 74333

Hi all,
I have an original and unused DynaCADD software package. Still in box
with dongle and maual etc.
$200 Aus

Email any reply to stevebj@acay.com.au

3568. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7ptt14$s8f$1@news5.svr.pol.co.uk>
Source record: 74334

It's a PII 350MHz with 128Mb of RAM.

Claggy.

Mark Davies <pov@tesco.net> wrote in message
news:7psdbe$46n$1@barcode.tesco.net...
> So that's how you have managed to do 36 units in 751 hrs.
>
> What machine is that on?
>
> Mark
> MSD/POV
>
>
> Stephen Maclagan <stephen@maclagan2.freeserve.co.uk> wrote in message
> news:7psa3fvtg1@news8.svr.pol.co.uk...
> > Yep, noticed that as well, and posted here about it as well, my PC does
> each
> > unit
> > in about 12 hours instead of 36 hours,
> > You can set the Seti screen saver to "Blank" after 0 minutes as well to
> stop
> > it
> > displaying the graphics when the screen saver activates. (It's in the
FAQ)
> >
> > Claggy.
> >
> >
>
>
>

3569. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7ptvum$q6k$1@nnrp1.deja.com>
Source record: 74335

Hi Louis

> I just wish the list for "Atari" would be that long :-)
>
check out my Up-to-Date list (http://www.atari-computer.de/mjaap/update_uk/). I have 58 internet programs listed there and six browsers:

CAB 2.7c
Firestorm HTML-Browser 0.007
Light of Adamas 1.62
Lynx 2.7.1
Newsie 0.94
WenSuite

Greetings
Matt

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3570. Screenshots from atari -> pc

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Simon <simon@webprecinct.co.uk>
Message-ID: <935492972.24088.0.nnrp-02.c2deffda@news.demon.co.uk>
Source record: 74336

Hi, I want to take screen shots of my old STOS games & put them on my web site. I have a 4mb STE - what software will I need?

I'm thinking maybe a screen capture, which will save to pc1(?), then a converter to make .gif. Is there any pd software I can download that will do this? I have most ST Format cover disks, is there any software on this that will do the job?

Thanks for any help,
Simon.

3571. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <37c2a18d.25119199@News.CIS.DFN.DE>
Source record: 74337

On Mon, 23 Aug 1999 12:27:49 +0100, Steve Stupple <Steve@atari.org>
wrote:

>
>I gave up Superboot a while ago, I now use Xboot. It doesn't have all
>the ribbons and bells Superboot has, but is dead easy to use and you can
>have lots of boot up defaults.
>
Bad news for you: I've checked XBoot and noticed, that it is NOT Y2k
compliant: set the clock to 1.1.2000 or later and then try to create a
new set - Xboot will crash. It's a pity cause I like Xboot too. Have a
look at TUBS, it will also do good work.

CU

Jochen Fietz

3572. Re: X-or profile Korg M1

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: jagger <jagger@connexus.net.au>
Message-ID: <37c2a6d0.0@news.internex.net.au>
Source record: 74338

Rick,
Thank you for your reply, I downloaded the profiles for the Korg m1, I'll check them out.
Much appreciated.
Regards
Brian lang

Rick Brown <rbrown@ymail.yu.edu> wrote in message news:Pine.A41.4.05.9908231114340.20806-100000@acis.mc.yu.edu...
> Brian-
>
> Below is a post that should help you out:
>
> look at: http://www.motu.com/english/other/Downloads.html
> Thank this guy Tim Conrardy.
>
> Rick Brown
> rbrown@ymail.yu.edu
>
> "From: tconrardy@hotmail.com (Tim Conrardy)
> Subject: Re: X-oR profiles, anyone?
> Date: 19 Dec 1998 00:00:00 GMT
> Message-ID: <75fgfa$s48$1@news.ncal.verio.com>
> References: <367A923C.ACDFEC79@hotmail.com>
> Organization: Verio Northern California's Usenet News Service
> Newsgroups: comp.sys.atari.st
>
> Go to the motu site to the UNISYN download area. All those profiles
> will work on XOR! Once you download for the synth(s) you have and
> unzipped them, just rename the main profile's extention to .XOR and
> the help file to .HLP. Put them in the main directory of your XOR prg,
> and use the configure editor to load them into Xor.
>
> Hope this answers your question!
>
> I really love XOR..very user friendly compared to Soundquest!(the midi
> exclusive from Hell!...but thats MY opinion!)
>
> Tim
>
> Tim Conrardy
>
> http://atlantis-bbs.com/dconrard/index.htm"
>

> On Mon, 23 Aug 1999, jagger wrote:
>
> > I'm looking for a profile for a Korg M1 synth, to run in X-or prg on an
> > Atari Ste. Perhaps someone can point me in the right direction.
> > Thanks in anticipation.
> > Brian Lang.
>
>
>

3573. Re: Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7pubtj$1vt$1@nnrp1.deja.com>
Source record: 74339

> Subject says it all. I've never, ever, ever been able to go
> to Patrice's web site and download a file. I get transfer
> rates like "47 cps", and multiple time-outs. Can anyone else
> please grab these 3 files and post them to someplace like
> the Belgian FTP site? I get very good transfer rates from
> there... Thanks!

I am sorry you can access my web site. I can not access the Belgian FTP
site, so I uploaded the games to http://ftp.lip6.fr this morning.
I hope they will be available soon.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3574. Re: Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pu97d$2br$3@news.campuscwix.net>
Source record: 74340

On 23 Aug 1999 20:48:46 , Martin "Nightowl" Byttebier wrote:

->At this very moment I'm trying to dowload that stuff. No way to get it.
->Sorry but someone else will ahve to do that.
->Uploads to the Belgian ftp-site is always possible if use the incoming dir
->
->ftp://193.190.204.128/atari/incoming.
->
->He, at this moment after 4 minutes I got the first file 'pmdoom' so not
->needed to downlaod thsi again.
->
->CU
->Martin

Hi Martin! Well, I was afraid of that. Don't know what it is about
that site, but I've never had any luck with it. I'll keep watching
your Belgian site in case some one else has better luck and uploads
it there.

Thanks for trying, I appreciate it! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3575. Re: Shiraz Shivji

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Stefan H&#65533;ter <hueter@bost.de>
Message-ID: <7pua23par1@newsread.do.de.uu.net>
Source record: 74341

Hi Richard,

the yahoo people search prompted me the following addresses:

shiraz_shivji@yahoo.co.uk
shivji1@yahoo.co.uk

I don't know if they're right.

good luck

Stefan

3576. WTB Falcon memory and accelerator

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7pub4a$4j2$1@news5.svr.pol.co.uk>
Source record: 74342

Hi,

Looking for a memory upgrade for a Falcon 030
and/or an accelerator.

Any offers please to

BobF@techsoftware.demon.co.uk

Thanks

Bob.

3577. MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37c2b47a.0@news.pacifier.com>
Source record: 74343

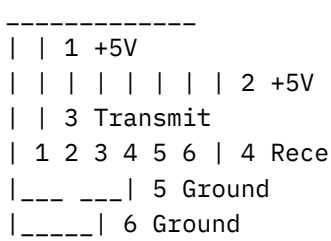
Your best bet would be contact Best Electronics for a new cable at:

http://www.best-electronics-ca.com/

But, here is the printout of the telephone like connectors (tel cable
can't/shouldn't be used).

From the Mega STe Field Manual. Same for Mega STs.

Keyboard Connector Pinout



... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3578. Re: Atari.Org down

Newsgroup: comp.sys.atari.st
Date: 1999-08-24 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7pufng$715$1@news5.svr.pol.co.uk>
Source record: 74344

On 24 Aug 1999 09:01:41 , please edit email addressto reply wrote:
>
>
>Richard Karsmakers a crit :
>>
>> Have any of you an idea why Atari.Org subdomain and email forwarding is
>> down, and how long they think it'll last?
>>
>
>Why? A HD crash occured last week. Apparently they are having trouble
>fixing it.
>For how long ? Why not ask them ?
>
>Nick

```
Motherboard crashed apparently , should be back up in the next few
days if not today...

cheers..

Paul Mac

-------------------------------------------------------------
paul_mc@atariste.freeserve.co.uk #atari wophead
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1
```

3579. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603574-380186AEicMi@online.be>
Source record: 74195

Hi Bob, :-(

Knowing when to throw the towel in the ring, is a sign of finally
reaching wisdom..... well I just threw the towel. :-(

I've had a look at the script for znet which you mailed me, and I'm
afraid that with the current IConnect you should forget about connecting.
Even if the script that I posted here monday works, You'll still have a
lot of problems to solve.
Supposing the script works, and you get connected. You'll be able to surf
the net. When you want to use the emailer or newgroups, then znet expects
once again your three ID's to connect you to their POP, SMTP and News
server. This is where I throw the towel.... there is no way to pass those
three ID's to zetnet with IConnect. So apart from browsing, that's all
you'll be able to do.

I'll get in touch with Sven Kopacz and mail him your script with the tree
ID's. Surely there must me more ISP's in the world who use this system.

Cheers from Belgium
Dennis

3580. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603562-377930AEicMi@online.be>
Source record: 74196

On 14-08-99 I wrote:

>The French people seem very pleased with it. I think that Atari
>produced a special kind of ST, TT & Falcon for use in France only.
>Perhaps we should all get a French Atari to get this thing running?
>
>Nah, on second thoughts I just delete it.....
Hey guys, this last bit was just me trying to be a bit sarcastic. I
didn't really mean that Atari produced a special machine for the
French. I know it has a different keyboard and a translated TOS, but
that's where the difference stops.

Ronald wrote on 23-08-99
>No that is not so strange. I have had the same thought sometimes.
>With French software I found (already many years) trouble with
>fileselection in all forms.
>First it seems French TOS allows other characters in filenames then
>standard UK-DOS .
>Second: I have seen may Fsel boxes coming up with 'selection nearly
>ready' mode with pathnames of the kind : C:\\fold\namm.txt
>or: D:\cra\cra\cra\cra.txt
>Thirdly: setting those strange paths OK makes sometimes no
>difference: behind the screens the 'old' path is inserted.
>
>Finding Wensuite making empy folders e.g. is not an astounishing fact.
You know Ronald, I have the same feelings and experience here. Ten
years ago there was a for that time very good wordprocessor called "Le
Redacteur", this piece of software had a mind of his own...
Ever played a French game? and tried to install it on the harddisk?
this small feat can only be accomplished by a real Frenchmen...
In more recent times PARX springs to my mind, they created some very
good drawing programs but yes you guessed, the programs have a tendency
to do exactly the opposite of what you want them to do.

Cheers from Belgium
Dennis

3581. Re: Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603578-380958AEicMi@online.be>
Source record: 74197

Remi Villatel <maxilys@normandnet.fr> wrote on 17-08-99:

Hi Remi,
>Hi Dennis Vermeire, on 16 Aug 99 you said:
>
>>The latest version is 2.67, there are different drivers for different
>>cards. eg: Mach32 and Mach64. the drivers are not compatible.
>>Let me know what kind of card you have and I'll mail you the drivers for
>>both the TT and MegaSTE
>
>Could you tell me where you get all those drivers? I'm longing for an
>update of the drivers of my PCI Mach64 (Hades)... Or if you have one at
>reach of hand... I'll thank you forever. :-)

There's a misconception here about the NOVA drivers:
ComputerInsel has produced the NOVA Cards and written the drivers for them. Anyone who has a NOVA Card can upgrade to these drivers free of charge. The drivers can be downloaded from the NOVA BBS in Germany. Leave a mail in the BBS for Gerhard Huber and ask him for access to the upgrade section. If you explain that you a foreigner and that calling the BBS is quite expensive, chances are very good that he'll mail the drivers straight to your mailbox....

This only applies for NOVA Card Drivers. The Hades uses the same graphic card that is used in the SuperNOVA but ComputerInsel have nothing to do with these. For an upgrade you best get in contact with your dealer or try the Hades website.

Oh yes: The BBS can be reached at 00 49 9445 953 149 (after workinghours). Don't be put off by the telephonebill, if you prepare your letter offline, logging in, posting the mail and logging out can easily be done in less then 30 seconds, this doesn't have to cost an arm and a leg.

Cheers from Belgium
Dennis

3582. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603568-379090AEicMi@online.be>
Source record: 74198

Jo Vandeweghe <dipching@ping.be> wrote on 22-08-99:

Hi Jo :-)))

>Third thoughts from me: avoid the guys from Oxo ... they like your money
>They already changed their company name three times ! (... to avoid to
>pay/reimburse old never delivered customers !)

Here's another thought:
Wensuite not working/working partly is nothing more then sloppy work from the programmers & softwarehouse. OXO Systems has been bashed and flamed in this newsgroup like no other softwarehouse ever before. Are we unfair? are we biased? I would think not. A product like Wensuite simply is not acceptable, not as PD and certainly not as a commercial product. Not everyone here has an upgrade key, I know at least two people who bought version 3.x. Talking about the upgrade key, upgrade from what? Version 2.4 never worked properly either. In my case it didn't even work at all. It's more then just selling a lousy piece of software. This is simply cheating the public.... Apart from the interface and the stack nothing works properly. After three years they've created a nice bubble, that will burst very soon.

I wonder as a consumer what my legal rights are against OXO Systems. They sell a piece of shit, knowing very well that it can't do what it is supposed to do. It's like bying a CAD program that can only manage to draw a circle and a box and then bombs.... Calling Wensuite a "suite" is misleading. Most of the functions are not implemented and the few that are don't work. Take a look at the RSC file, some of the "greyed" out options just don't exist. To implement these, they'll have to rewrite the RSC file. Knowing how fast these guys are.....

>NEVER send any negative experience to them because:
>-they won't believe it
>-they will say that's your fault
>-your configuration is wrong (even if you have exactly the same ...)
>-they will never correct the bug the way it should be
>-they think they are the best programmers ever ...
YES YES YES, six times YES :-))
Two years ago I've had the same experience with them at the Paris Atari Show. Looking back, I'm lucky I still have a nose. They nearly bit it off.

>> It will not work on your TT either, apparently it only works in the
>>minds of OXO Systems. Perhaps we're all stupid ?
>
>AS Martin seems to say, you and I definitely are ...

Well, lucky for us it's a non dangerous even pleasant form of stupidness.
OXO Systems should realise that the times have changed. We the users (the
silent grey majority) now have access to a very powerfull forum, yes this
newsgroup. In the old days when we got swindled, there was not much we
could do. If a program was lousy, it was up to the Atari magazines to
tell us so. This didn't always happen because of commercial involvement.
Now we have this forum, and we keep each other informed. Without this
forum a lot of people would have accepted some of the six points quoted.
We have moved on (Katherine!! are you reading this?), it's time they
realise this.
OXO Systems is not the only black sheep, there are more like them.
Regularly I've been complaining about R.O.M here in this group, they have
managed so far to keep the public waiting for a nearly three years due
English Papyrus...., promising it time after time. And just as with
Wensuite, some people here defend them, so yes Jo we're stupid.... still
better being stupid then being swindled I would think?

>> Give OXO a chance.
>
>Let's pray all together my friends "Give Oxo a chance" la la la la lï¿½re
>...
I'll join the band !!

Cheers from Belgium
Dennis

3583. Re: Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7q1bld$2vb$1@news5.svr.pol.co.uk>
Source record: 74199

On 23 Aug 1999 22:30:15 , Slc.Dennis Bishop wrote:
:> I got the following e-mail from the web site:www.theglobe.com
:>
:>From: "Customer Services" <service@corp.theglobe.com>
:>Sender: service@corp.theglobe.com
:>Reply-To: "Customer Services" <service@corp.theglobe.com>
:>Organization: theglobe.com
:>Date: Mon, 23 Aug 1999 11:45:06 -0400

:>We work to make theglobe compatible with webTV, AOL, and several versions of
:>IE and Netscape, both for Mac and PC. To access theglobe, consider upgrading
:>from your Atari system to a more recent paltform.

:>They can't 'See' CaB 2.7's Cookies.

What Wankers, OK. phone em back and tell them youve bought a HADES
and it still dont work!!..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3584. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c43f142c58710@ping.be>
Source record: 74200

on Tue 24-08-1999 10:15 joska@nuts.edu wrote:

>
>Old thread, but... I just wanted to point out that Frank Naumann
>released a beta-version of his MiNT-Net<->Draconis bridge yesterday, so
>now you can run Draconis-clients under MiNT-Net as well. And like
>GlueSTiK it's free.

And it works only I wished I could use Adamas now. It really crashes all
the time. With some luck I can use it for more then 5 minutes but
yesterday for instance I'd almost an instant crash. Adams was downloading
a jpg when the whole system just freezed.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3585. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q1bs1$4ub$1@snipp.uninett.no>
Source record: 74201

John Whalley <news@whalley.demon.co.uk> wrote:

>>Old thread, but... I just wanted to point out that Frank Naumann
>>released a beta-version of his MiNT-Net<->Draconis bridge yesterday, so
>>now you can run Draconis-clients under MiNT-Net as well. And like
>>GlueSTiK it's free.

> Interesting. Will it work with Vassilis Papathanassiou's port of MiNTnet to
> MagiC? If so, we may yet be heading towards some standardisation, at least
> for multitasking OSes (cue cheering!).

It might, but since MiNT and MagiC's XDD-implementations differs quite a
bit it will need a rewrite. But the basic code (i.e. the
Draconis-"emulator") shouldn't require much work. The source is freely
available so anyone can give it a try.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3586. Re: Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c447be331d280@ping.be>
Source record: 74202

on Wed 25-08-1999 17:14 Dennis Vermeire wrote:

>This only applies for NOVA Card Drivers. The Hades uses the same graphic
>card that is used in the SuperNOVA but ComputerInsel have nothing to do
>with these. For an upgrade you best get in contact with your dealer or try
>the Hades website.

You're wrong here. The latest ComputerInsel driver (2.67) works here on my
Hades equiped with a Mach 64 4 MB card without any problem at all.

However your story goes up for the ET6000 card. The driver for this card
was an addapted novaVDI done by Medusa.

Are ComputerInsel still in business?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3587. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7q1e4a$qu8$1@epos.tesco.net>
Source record: 74203

Interesting as I have an AMD K6-2 450Mhz with 128Mb RAM and I've presently done 53% in 13 hours.

Stephen Maclagan <stephen@maclagan2.freeserve.co.uk> wrote in message news:7ptt14$s8f$1@news5.svr.pol.co.uk...
> It's a PII 350MHz with 128Mb of RAM.
>
> Claggy.

3588. A small test for the newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <37C43DA6.FBFDCC@holleman.demon.nl>
Source record: 74204

Hi,

just testing a bit. Installed NS Communicator for newsreader, I just want to know whether or not this works OK now. The mailer seems to be going well now, so I just started with the news section. You guess what groups are hooked up first :-)

Still gotta fix all the settings to my liking and this stuff *is* new to me too...

CU, Louis

3589. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7q1ee9$4h7$1@news7.svr.pol.co.uk>
Source record: 74205

Last Unit was bit slow, it took 13 hours, I've also got the NT command line version installed, it's supposed to be a bit quicker (I've only noticed it being
about 20 minutes quicker over 12hours) and it means my computer can be processing that while I wait for 6pm.

Claggy.

Mark Davies <pov@tesco.net> wrote in message news:7q1e4a$qu8$1@epos.tesco.net...
> Interesting as I have an AMD K6-2 450Mhz with 128Mb RAM and I've presently
> done 53% in 13 hours.
>
> Stephen Maclagan <stephen@maclagan2.freeserve.co.uk> wrote in message
> news:7ptt14$s8f$1@news5.svr.pol.co.uk...
> > It's a PII 350MHz with 128Mb of RAM.
> >
> > Claggy.
>
>
>

3590. Re: MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7q1d5b$k15$1@SOLAIR2.EUnet.yu>
Source record: 74206

On 24 Aug 1999 12:49:59 , Martin-Eric Racine wrote:
>What is the schematic to build a new MEGA-ST keyboard cable?
>I recall that it uses the exact same connector as telephones,
>but what is the pinout, at both ends of the cable?

I know that Don Schmidt in his post advised that telephone cable shouldn't
be used- probably there are good reasons for this, maybe he can explain them.

And yet, for over two years I have been using, without any problems,
a 1 metre- long extension for my Mega-ST keyboard, made of just such
ordinary telephone cable.

It is a 4-wire piece of cable with 4-pin connectors at both ends, bought
in a first telephone-equipment shop, for a trivial cost. This arrangement
can work because the outermost pins on both sides of 6-pin connectors
on Mega-ST keyboard cable are doubled +5V and Ground lines.

Best regards;

3591. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C44B64.40F43457@ping.be>
Source record: 74207

Dennis Vermeire a *crit :

> Eight: For writing music CD's you don't have to make an image at all.
> Up to 6x the SCSI interface can manage.

Maybe you are wrong here because A LOT of CD Writers (even recent models)
don't accept to directly copy from an already existing audio cd ...
Let's have a look at the impressive Toast user manual list ...
Of course, for the moment I don't use my CD Writer on my Atari but as soon
I receive "CDWriter" from Anodyne things will change.

>>Ten: Go out, have a Belgium beer, enjoy life :-)))))

You also have to mention that Belgium is not only a beer country but
certainly an excellent mineral water country if not the best, I don't want
to make any advertising but let's try "SPA Reine" mineral water and you
definitely will become crazy of inner pleasures .... ah Belgium, when we
don't speak about chicken it's always a pleasure !
Hummmmmmmmmmmmmmmmmmm Schlorp ! Gloup ! Miam !

Cheers from home and best wishes from inner Tibet !

Jo

3592. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37c44114282ab430@holleman.demon.nl>
Source record: 74208

on Wed 25-08-1999 17:15 Dennis Vermeire wrote:

>Interesting thought, however I'm afraid that our platform is just a bit
>to small for them. However, I remember not that long ago some fanatics
>shouting here that porting it to MiNTnet was just a question of
>time....
>
>Perhaps we should start yelling at Opera? these guys have produced a
>very nice quick, compatible browser for nearly every platform except
>ours. I just read that a version for BeOS is ready for release. Opera
>even runs on an Amiga.
>I'm serious here, why don't we try? If every CSAS reader who wants a
>decent browser sends them an email asking them very politely why we are
>being discriminated :-) perhaps one of the Bobo's there might give it
>some thought.
>Supposing they would do it, under what stack should it run? :-))))) Oh
>I forgot, we already had this dicussion here.

Hi Dennis,

yup, I am experimenting with Opera on my Winmachine. Having a hard time
with NS Communicator to fetch stuff for offline reading. I just managed to
get a test msg out, that was easily done... :-)

Must say, Opera looks nice, is rather slim and has lotsa options. Gotta
figure it out some more. Personally, I consider the chances of a port to
Atari small, but nevertheless, one could try and yell and see what happens.

Let's face it: everything on real browsers has been commercial here too:
CAB, Wensuite, LoA. CAB has become outdated, no longer supported. WS and
LoA, well, the discussion ain't over yet :-)

Anyone else here for a Opera port???

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3593. Re: WTB Cab 3.xx ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7q1hoe$291l@enews1.newsguy.com>
Source record: 74209

On 16 Aug 1999 00:08:35 , Jo Vandeweghe wrote:

>Well, as a conclusion: it doesn't seem that Alexander is very interested
>by our articles ....
>In the past we could have seen some explanations from him ...
>
>So, let's work with what we have now : 2.7 ...

Well, you're probably right about Alexander. I sent him an e-mail asking him whether he planned to continue supporting CAB, and he replied with the following:

"Maybe if I have some time left. But currently it doesn't look like this would be the case in the near future, sorry."

Regards,
Alexander Clauss

~~~~~~~~~~~~~~~~~~~

So I guess until the other browsers become more stable (or until I switch over to a PC or MAC), CAB 2.7 will have to do.

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!
~~~~~~~~~~~~~~~~~~~

3594. ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7q1hoh$291l@enews1.newsguy.com>
Source record: 74210

Perhaps this has been covered here in the past, but I'll ask anyway:

I've been using my Falcon with STinG (and before that, STiK) for quite a while now, running CAB 2.7, NEWSie, POPwatch, POPGEM, MGFTP, and others. However, I have no experience at all with the newly available ICQ program for Atari, nor the various incarnations of IRC.

I'd like to get into both of these on my Falcon (under STinG of course), but I'm not sure what to get as far as the actual apps. And also, are they fairly easy to set up (keep in mind that while I've been BBSing and on the 'net for years, I don't use a PC and for one reason or another, never tried IRC or ICQ).

Any help or suggestions appreciated!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3595. FS/T Atari ST Games, Components and Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <sZYw3.96$G6.11209@news0.telusplanet.net>
Source record: 74211
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/25/99
- Sold items removed
- New Hardware added

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST - Boxed with power supply and mouse
- Atari Mega4 ST - Boxed with keyboards/mouse/power supply
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and Laser Printer Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supply
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore

units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore
units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, &
software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, &
software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals,
software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, &
software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by
Motorola

Manuals & Technical Guides (software status specified) Please make an
offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari
(with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without

software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

3596. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q1ore$75h$1@snipp.uninett.no>
Source record: 74212

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> It might, but since MiNT and MagiC's XDD-implementations differs quite a
> bit it will need a rewrite. But the basic code (i.e. the

I'm talking pure nonsense here, mgw isn't a device at all... So it should
be quite easy to port it to MagiC/sockdev.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3597. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q1ous$75h$2@snipp.uninett.no>
Source record: 74213

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> And it works only I wished I could use Adamas now. It really crashes all
> the time. With some luck I can use it for more then 5 minutes but
> yesterday for instance I'd almost an instant crash. Adams was downloading
> a jpg when the whole system just freezed.

It doesn't crash here (Falcon/Afterburner, MiNT 1.15.3b, N.AES 1.2), but
it's *extremely* slow when loading images, and the worst part is that it
blocks too. So unlike CAB I can't scroll and surf while it downloads
images.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3598. ? 'bout downloading software

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <7q1r6j$fmt@newsops.execpc.com>
Source record: 74214

Hi,

I would like to use the program ST-GUI15 to read the docs
to StinG and CAB.
Unfortunately ST-GUI15 docs are in German.
I found a German to English Translator at a site.
When I access the site, I am in Gopher:
The site index labels the program as xlator2.zip
When I get there it looks like this:
[INLINE] xlator2
I right arrow xlator2. Takes forever. I <CTRL> C, but then a page
comes up with a bunch of gibrishh.
I repeat the procedure. This time I use d key on computer.
I finally get to Save to Disk, but when I do, it does not go
into my directory as a .zip file.
Seems like it saves as one large open file.
What am I doing wrong?

p.s. thanks for the info on setting up StinG, via the quickfaq.
This is a big help.
But I'd really like to take a thorogh look at the docs in hypertext
format. According to the readme files they are more up-to-date.

One other question if you don't mind.
Is the Draconis web package easier to setup then StinG and CAB?

thank you.

ken

3599. Re: Interview with Sven Kopacz

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JtV-EUr.dpj@delphi.com>
Source record: 74215

"Bengy Collins" <collins@bulli.com> writes:

>PS: It's my 18th birthday on August 26th, (!!!) so i'm going away until
>Sunday, Please be patient with email responses.

Great month for birthdays and other events!! Happy B-day!! My wife & I
celebrated our 15th anniversary today, the 25th! Have a great long weekend!

-Dana

3600. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <37c4d9f436cc700@elis.demon.co.uk>
Source record: 74216

on Wed 18-08-99 00:07 Gary Priest wrote:

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?

Errrrr. Well here I am !

>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

Well, you know how much fun POP3 has been on Demon lately ! I had
to resort to Oasis2 in the end. (Most days Okami wipes the floor with Oasis
in much the same way that NWatch/POPWatch wipes the floor with ICE. Oasis
1.09 and NOS might even be preferable.) Can we have SMTP just in case ?

NWatch has been running slow of late, sometimes it's as bad as 512
bits per second. CAB and POPWatch run well enough, so I doubt it's my
STiNG set-up. Could this just be Demon's news feed ?

>3. What other programs of mine do you still use (CoSTa, GAPFTP (not actually
>released outside of beta), etc).

I love GAPFTP, having used it for all of five minutes now ! I've
been crying out for a decent FTP client for ages. The graphical ones always
stall on me, making updating my site a real pain. Often, I resorted to
Win FTP at work, now *that's* desperate. I often thought about downloading
the latest version of NOS/Ka9Q just to get a CLI FTP prog again. Well done !

Have Fun,
"Augeas"

--
* _____________________________ "He's got a phoney smile that makes *
* / \ augeas@elis.demon.co.uk \ you think he understands, but no-one *
* \/_\ _______________________ ever gets the truth from Plastic Man." *
* \/_____________________/ http://www.elis.demon.co.uk/ *

3601. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af6753cc90B802A1.46@nest.ftn>
Source record: 74217

Hi Greg Goodwin, on 25 Aug 80 you said:

GG> If you think that you would be interested in
GG> subscribing to Atarian, a regular printed magazine
GG> with disk at approx 2 uk pounds per copy - please
GG> email me at:
GG>
GG> Atarian@techsoftware.freeserve.co.uk

Of course, I would be interested... But will you send it over the Channel? I mean: accept foreign subscribers, credit cards, international money order, and so on.

GG> If we get enough response we will give it a go!

"The International Atarian" sounds good to me. There's a real lack of Atari magazines around the world nowadays. :-(

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

3602. Re: Using Mac Scsi drive with icd link2

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7pvmhd$i3e$1@athena.netset.com>
Source record: 74262

Peter L. Swimm <kradlabs@suba.com> wrote in <7pv781jaq1@scoop.suba.com>:

>Hi im trying to connect a mac 80sc external hard drive to my st520 with a
icd
>link adaptor. However when i run the icd disk format programm, i get four
>bombs and the program ends.
>
>What does this indicate?
>
>Also do i need anything to ensure the drive will work once i get past this
>hurtle..
>
>Thanks for helping, didnt get home until after icd closed for the day
>
>Goodday

This also poses a question for me:

I have an ICD SCSI adaptor. I want to upgrade to a 200-340 MB SCSI HD, a
SCSI CD ROM, and a RICOH RH5500. Can I do this with the ICD, and using AHDI
and HDX? Will extendos work with the ICD?

The system is a 4MB 140STe.

Regards,

Jim

3603. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C38C6E.2273@geocities.com>
Source record: 74263

Hey, I would love a new Atari magazine. I was thinking of developing the continuing user group zine AUNT BYTES to do the job, but we'll leave that for another day. :)

In the meantime, ATARIAN sounds like a true treat, and if you need any help with Atari BBS lists, user groups, or articles, I'm here to add to the cause.

Take care,

Doctor Clu
Editor of AUNT BYTES
(Atari Users of North Texas)(Dallas)

3604. Re: AC14 now available

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C38E9E.348F@geocities.com>
Source record: 74264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings!

Sounds like we have someone willing to take the reigns for another
Atari magazine, so please read the message below and respond quickly!

Take care and lets keep the Atari experience going!!

Doctor Clu

@>-->------------------

Subject:
NEW Atari Magazine
Date:
Thu, 19 Aug 1999 16:05:49 +0100
From:
"Bob F" <info@techsoftware.freeserve.co.uk>
Organization:
Customer of Planet Online
Newsgroups:
comp.sys.atari.st

ATARIAN - NEW ATARI MAGAZINE

For some time now we've been planning to
release a short-form (16-20 pages) *printed* A4
magazine with disk for Atari users priced at
aound 2 UK pounds.

The magazine would contain a mix of news, reviews,
hardware & software updates, letters, and advertising.

With announcements indicating the imminent closure of 2
much appreciated magazines in recent days, we decided
to establish if there is still sufficent interest
in the community for a another printed magazine.

We have kindly received plenty of interest and
support from prospective advertisers, so now
its your turn.

If you think that you would be interested in
subscribing to Atarian, a regular printed magazine
with disk at approx 2 uk pounds per copy - please
email me at:

Atarian@techsoftware.freeserve.co.uk

If we get enough response we will give it a go!

Kind Regards

Bob
Parkland Publishing

3605. Re: Problems in Atariland???

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C39564.F8BF6FA3@online.TAKE.THIS.OUT.fr>
Source record: 74265

```
omelette a ï¿½crit :
>
> Hi,
> Anyone know why so many Atari links aren't working. I read about
> atari.org having a disk crash but what has happened to the links leading
> from this site, ie Magic Online, the FAQ site and the Little Green desktops'
> games archives?

If you have the normal URL to web site, then no problem, they should
work. However, all web redirecting from a virtual atari.org subdomain
will not work. Also some of the atari.org web sites, like the Quick FAQ,
are not web redirections, but are really hosted on the atari.org server.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3606. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C395B5.62E2495D@online.TAKE.THIS.OUT.fr>
Source record: 74266

```
Wes Newell a ï¿½crit :
>

Please switch off your newsreaders HTML options!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3607. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C39658.7EE31D6D@online.TAKE.THIS.OUT.fr>
Source record: 74267

```
Chris Swinson a ï¿½crit :
>
> Hi all,
>
> I was wondering if there was ever any kits or anything about converting a
> STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever
> anything to get around this ?
>

There is the german Magnum board which allows this. It is pretty
expensive and requires TOS 2.06 too. I think it's from woller or aixit.
There aren't that many apps that would take advantage of this, so unless
you are multitasking like hell, there's probably not much benefit
considering the price.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3608. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: pls@no.spam
Message-ID: <7q06kmfgg1@zharh00t.europe.nortel.com>
Source record: 74268

In article <7puv5aljs1@news6.svr.pol.co.uk>, "Chris Swinson"
<chris-swinson@mega-disczine.freeserve.co.uk> wrote:
>Hi all,
>
>I was wondering if there was ever any kits or anything about converting a
>STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever
>anything to get around this ?

16 Meg sounds a bit optimistic, you need to leave room for register & I/O
decoding.

There is/was a board from Germany that could go up to 14 Megs in a STFM, 12 in
a STE. I don't think it's made anymore, probably a limited production run.
Perhaps somebody else has details. I believe it had DMA access, so the screen
could be relocated to the top of memory.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3609. ATARI COMPUTING REFLECTIONS

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C39F71.1880@geocities.com>
Source record: 74269

Well, to share for all, and if you would like to add in your magazine (grin) feel free to do so.

MULTIVERSES
by Greg Goodwin

Atari was always a fun name to me. As a elementary student, I played the Atari 2600. As a junior high and high school student I fought along side other Atarians with my modified Atari 400 in the great Atari/Commodore War on the BBS's.
Entering college, the 8-bit scene died away, and in America the ST didn't appear to go anywhere, so I bought a Macintosh, and later a Newton. Through the years the Mac proved to be a fine machine, but it never had the games and the fun feel of my Atari days.
Nine years passed.

Through time I found myself returning to my old stomping grounds of computer geekdom at the Dallas Infomart. The faces were all different, and the computers where the standard PC and Mac, but it was good to be back. The exchange of computer equipment, and charisma challenged people made me feel at home. Then I looked at the schedule of user meetings projected on a wall in the DFW/Exchange vendor room.
"Atari Users of North Texas... what!?!" On the seventh floor, just like it had been a decade before. "Incredible!" With my wife to be accompanying we entered the swift moving glass elevator. The beautiful scenery of the "Crystal Palace" environment of wood paneling, glass, and neon green lights rushed by us, and soon we were there, the seventh level.
We walked to the place where DAL-ACE had been, but the large meeting room capible of seating three hundred only met me with a rush of air conditioned sterile air.
"Over here love!" I heard my lady call. I walked to where she was, and found a heart warming scene compared to the hastle and bustle of the business oriented user group I had left thirteen years before.
Stepping into the room, we found an old man with a beard leaning against a folding table in front of an assortment of about nine other people sitting in chairs listening. Little did I realize it, I had entered a years long AUNT tradition of the grand sermon of Dave Acklam!
"Aha! Welcome... a new member!"
"A new / old member actually. I'm from the days of DAL-ACE!"
"Oh my gosh! You are old. Have a seat, welcome back!"
I introduced myself as an Atari 8-bit User. The group was astonished, and many had been 8-bit users turned ST users through time. It became quickly apparent that these people, while good natured, actually seemed to see their computer as little more than just fun hobby machines,

though that could also be said.
As Dave preached on, my lady and I sat back in sheer bliss to see such a charming group of people ranging from their late twenties to their sixties. The later was more the case.
"Here we have the newest edition of the Pacesetter from our die hard 8-bit user friends in Florida. Amazing how those guys keep plugging away on their 8-bit Ataris and meet and have fun in their retirement community they seem to have there. But isn't that what the Atari stuff is all about? Just having fun seeing what these old computers are still capible of doing.
And speaking of which, I recently got the newest issue of ATARI COMPUTING number ten, which is to the best of my knowledge, the only professionally produced magazine in the world."

What was this? Had I fallen asleep? A computer platform with a magazine? I had heard that Amiga had a fanatical following, but Atari?
The next meeting, Kent Kordes from SYSTEMS FOR TOMORROW came to our meeting to sell his Atari merchandise while Dave Acklam displayed importing files from digital cameras on a Falcon, and Micheal White displayed internet browsing with STIK. It was then I shelled out the money and bought that magazine for my lady since it had a X-Files theme to the cover.
Later I would thumb through the pages of the magazine. I was amazed to see a magazine that had produced such a startling magazine with current fandom material like X-Files to have been produced by an Atari Computer.
The magazine had a new book smell. It advertised the new Milan computer, talked about shows in Europe, and possibilities of continuing the Atari era through other platforms like a Macintosh. Then there was talk about hardware hacks for existing Atari computers, pictures, adds, and articles. An initial impression was that Atari had a very fun and creative community eager to show what the world what their machines could still do, in sometimes a different way, and sometimes better a way.
Years ago there was a comic book released with Atari games called "Atari Force" and in that series, the crew of a starship, complete with "ATR 8000" onboard computer by the way, travelled through "Multiverses" or realms of other possibilities of what could have been.
As I flipped through the pages of that magazine with the X-Files cover, I stepped out of a world with a dominate PC computer with an lesser Macintosh tag along to a multiverse where Atari computers were kept alive and well by it's users and vendors. I had returned to the world of computing that I knew, and I intend to stay.
Many thanks to the staff of ATARI COMPUTING for being that portal to a multiverse that I may not have found otherwise.

Greg Goodwin (aka "Doctor Clu")
greg@atariusers.com
New ST User and editor of AUNT BYTES
http://www.atariusers.com/AUNT

3610. Re: Interview with Sven Kopacz

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: CWesterh@_remove_this_casema.net
Message-ID: <37c3aa85.2664906@news.nl.net>
Source record: 74270

On Tue, 24 Aug 1999 16:12:17 -0600, "Bengy Collins"
<collins@bulli.com> wrote:

>PS: It's my 18th birthday on August 26th, (!!!) so i'm going away until
>Sunday, Please be patient with email responses.
>
Well, happy birthday and many returns.

Cecil Westerhoff.

3611. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37C3ADC2.7C8D@ooc.de>
Source record: 74271

Peter Schneider wrote:

> And Uwe himself recommends to hide all non-disk devices from hddriver!

Not exactly. Remember that HDDRIVER has the SCSI driver interface integrated. This interface is used by software like GEMAR, SPIN! etc. in order to access SCSI and ATAPI devices. You must not hide the devices that are to be accessed using this interface. On the other hand, if you don't run software that uses the SCSI driver for other devices than hard disk drives you can hide any other device.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3612. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37C3AE30.6618@ooc.de>
Source record: 74272

Steve Sweet wrote:

> Is your WEBsite broke Uwe , i cant get into it!!.

It has temporarily moved to a new location:

http://home.nikocity.de/nogfradelt/atari_english.html

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3613. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7q0f4uhiq1@nnrp1.deja.com>
Source record: 74273

In article <7puv5aljs1@news6.svr.pol.co.uk>,
"Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk> wrote:
> Hi all,
> I was wondering if there was ever any kits or anything about
> converting a STFM to 16 meg ? I know the MMU only takes upto 4 meg,
> but was there ever anything to get around this ?
Check this :
http://users.ticnet.com/newell/download.htm (schematics only, this is
DIY...)
There is also a site called "Atari Hardware Hacks" or something...
--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3614. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37C3B652.50965DC7@patent.gov.uk>
Source record: 74274

Re: my Falcon setup.
You have to have enabled the modem accel. port drivers, DRIVIN.PRG
(Auto file) and SCC.PRG. Once you have done, any config will allow
Wensuite to work. From a bare 4.Meg without NVDI or Magic, right up to
NVDI, Magic 5, Outside with Wensuite operating and taking mem from
virtual memory. It's the port driver that's essential IMHO

Re: your noisy Falcon HD. If it was your HD it would have crashed, it's
your fan. The fan is difficult to access let alone replace. There is
nothing easy you can do about it. Mine starts out sounding near to
death, then quietens down to a hum after a while. Don't worry.

Bob King.

omelette wrote:
>
> Hi,
> I also downloaded it and it bombs every time!
> I'm working with an enexpanded Falcon. How about you setup?
>
> Later.
>
> > the demo. I downloaded ws.320b from thier page last night, and it worked
> > first time on my Falcon. I agree with the point that the images seem to
> > be posterized, so what, anything you are interested in , you save, as
> > file, in full colour! Some of the formating is week, but the main point
> > is speed, I know its only local speed, but it is very much faster than
> > CAB. Give OXO a chance.
> >
> > Bob King.
> >
> > Jos Vlietstra wrote:
> > >
> > > Hi everybody !
> > > Didn't realise that my message CAB 3.0 !! had so many of you reacted !
> > > That was very supporting, thanks to you all !
> > > In the meantime I can tell you, that Mr. Alexander Clauss has replied
> > > to me, that he is deeply involved in Icab and don't think he'll ever
> > > have time to develop a thing as CAB 3.0 for Atari.
> > > So that's history until now.....
> > > Let's focus on Wensuite 3.20 .Do you believe that these French people
> > > did so much effort for a failure, for a product that doesn't work ?
> > > No, sir !!Let's get positive !
> > > Allright, I admit, it doesn't work YET !! But guys, buy it, please !!
> > > WHY ?????Cause we have to become the testteam of people (French) ,

> > > who dare to bring out a new Atari product !Let's give them all our
> > > positive advice, our positive and negative experiences, in order to
> > > get a product, which can meet today's standards and which can enjoy
> > > the hobby of us all !
> > > This is not the world of Mr Bill Gates, no this is our Atari world
> > > and we don't want software from the 80's and early 90's, no, we want
> > > software from now until the next millenium, WHY NOT ??
> > > We're looking for developers, who can update our soft- and hardware,
> > > it's possible, believe me.Only....it will cost us some money, SO WHAT
> > > ??If you don't want to spend money on your computer, man , buy a
> > > Pentium and copy the whole shit from your neighbour !!!
> > > Jos

3615. Re: ATARI COMPUTING REFLECTIONS

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990825103515.39083A@ataricomputing.compulink.co.uk>
Source record: 74275

In article <37C39F71.1880@geocities.com>, clu-da-bard@geocities.com (Greg Goodwin) wrote:

> Well, to share for all, and if you would like to add in your magazine
> (grin) feel free to do so.

Forwarded to The Editor of AC :)

3616. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7q0dhujdr1@news4.svr.pol.co.uk>
Source record: 74276

```
On 21 Aug 1999 13:31:33 , Paul Mac wrote:
>Hello all ,
>
>I'm trying to setup STing on my Falcon but am encountering
>difficulties. ( audible moans :) )

Make sure that you have the correct drivers from HSModem installed for the
Falcon, and ensure that you put sting.prg AFTER HSmodem in the Auto folder.
You should be using modem2 in your script.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

3617. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7q0ec2rvh1@news1.xs4all.nl>
Source record: 74277

On 22 Aug 1999 21:52:17 , Jos Vlietstra wrote:
Sorry Uwe, this new address of your homepage isn't correct.Perhaps
you forgot a . somewhere ??
Jos

3618. Anyone have any quickdisks?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <37c3c4ec$0$29329@news.zetnet.co.uk>
Source record: 74278

Hello

Just a few lines to ask if anyone has any blank 2.8" quickdisks (any brand) they no longer want or if anyone knows anywhere that still sells them new (in the UK preferbly), I'd be most grateful. I'll pay a reasonable price for your blank ones so mail me on sonik@zetnet.co.uk if you can help.

Many thanks :)
Al

3619. Re: MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: nemanja.z@gmx.de
Message-ID: <7q0fr2$6c9$1@SOLAIR2.EUnet.yu>
Source record: 74279

Martin,
The Mega ST keyboard uses the so called "Western plug"
which is known as the "telephone plug" but there is a difference in the number of pins used: Mega uses all 6, the phone needs 2 of them although 4 are present. If you can find the right connectors I see no
problem at all: connect pin1 to pin1, pin2 to pin2...
and so on! For additional info on various kinds of
hardware issues, including "keyboarding" you should try Robert Schaffner's archives at:
http://www.rhein-main.de/people/robert/index.htm
Visit the site, fill the registration form, download
"DOIT-ST" (1,1MB, I think) and you'll get a key within hours.
Robert did a very nice job!

Nemanja.

3620. Atari BBS List

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Ludovic Hirlimann <ludo@nospam.bx.nfrance.com>
Message-ID: <7q0ofmnlp1@nnrp1.deja.com>
Source record: 74280

```
version : 0.23
If you know other BBSes which carrys Atari files and Fidonet echo don't
loose any second E-mail me

Name
Country
Phone Number(s)
Speed (min/max)
Ratios
FTN Nodes and Networks

BBS I know of:
Australia (+61)
Mace
3 9481 8448
300 - 19200
none
Fidonet

Canada (+1)
Atari XE Group
613 225 0901
???
???
???
Cutter"s Electric collective
604 873 1131
0.3 - 14.4
none
???
Grand Central Galaxy
403 986 9843
14.4 Kbps
5/1
???
Last Hope
604 460 1195
???
???
???
Pot Hole
250 642 6745
???
???
???
```

The Jail
416 762 9316
???
???
???
Total Eclipse II
604 451 0524
14.4 Kbps
???
???
TAF Online
416 421 8999
28.8 kbps
???
FidoNet, AtariNet,
UseNet, NeST?, NAnet?

Denmark (+45)
DK-Soft
43 717 075
28.8 Kbps
No
???

Finland (+358)
STafia
(0)2 2355892
(0)2 2355943
0.3-33.6 Kbps
0.3-14.4 Kbps
No
No

France (+33)
ACE
(0) 145 887 548
2.4-28.8 Kbps
???
???
World is Crazy
Please give me the New Number
9.6-19.2
4/1
???
AzimUt
(0)140 184 879
(0)140 899 995
2.4-33.6
ISDN
???
???

Maryol
(0)389 691 239
???
???
???

Germany (+49)
ABBUC Box
5439 3265
???
???
???
Doa-Lin-Ha'y
528 197 505
2.4-14.4 Kbps
2Meg/Day
???
Falcon's Hideout
030 77 392 206
0.3-28.8kbps
No
No
GoreZone
484 160 69
2.4-19.2
No
???
SOS
402 994 043
0.3-28.8 Kbps
No
???
Wild Box
238 116 1398
9.6-19.2
No
???

NetherLands (+31)
Atari Inside
(0) 182 352 753
???
???
???
Becotel
206 326 859
???
???
???
Bearboard
102 900 490

ISDN
???
???
SSAG
365 333 981
28.8 Kbps
???
???
Thunderstone
416 279 990
???
???
???

New Zealand(+64)
???
3 352 0688
???
???
???

Norway (+47)
XBase
73 523 018
28.8 Kbps
???
???

Sweden (+46)
DataLine System
(0)87 782 886
0.3-33.6 Kbps
10/1 or Free
FidoNet AtariNet NeST
Souledge
565-80131
9.6-33.6 Kbps
No
FidoNet FujiNet SAKnet
AtariNet NeST
Elite's Hideout
8 - 59073485
???
???
???
Kockens
46 250 256
1.2-14.4 Kbps
1/10
???
MaSter

30 392 083
28.8 Kbps
No
???
MidiNet
40 160 655
33.6 Kbps
???
???
STraight BBS
31-3363973
28.8Kbps
No
FidoNet FujiNet AtariNet
SAKnet NeST

Switzerland
Central Data
(+41)(0)12 514 827
???
???
???

Uk (+44)
Lets Forum
(0)1326 378 717
1.2 28.8 kbps
none
Fidonet NeST LETSnet BBSnet
FANfiles
Fortress
(0) 181 244 9825
???
???
Keith's Point
1 332 662 988
0.3-33.6 Kbps
No
Fidonet NeST AtariNet TurboNet
FANFiles
Meon Valley
1 705 632 199
???-56k
???
Fidonet NeST AtariNet
The Tavern
1 814 456 514
0.3-28.8 Kbps
???
???
The Vault

(0) 172 684 725
???
???
???

USA (+1)
Abacus
415 564 8062
???
???
???
Ace of America
505 761 9074
???
???
???
ACEY
509 966 8555
???
???
???
Alternate Eternities
503 649 7615
0.3-14.4Kbps
1/10
???
Atari Nest
516 783 4634
14.4
???
???
Computer World Jr
716 247 8355
???
???
???
CSS
716 247 7157
???
???
???
The DarkForce!
606 886 9014
19.2 Kbps
???
No
JACS
609 346 1224
???
???

???
The Kingdom
817 246 7929
14.4
???
???
Molin's Den of inquity
313 451 0524
0.3-14.4 Kbps
No
???
Neostag
216 792 2580
14.4Kbps
No
???
Nimbus
814 146 3295
???
???
???
Cumberland county
609 451 74 75
14.4Kbps
???
???
Part Time
440 582 1196
???
???
???
PayBax
302 836 4816
0.3-14.4 Kbps
4:1
Fnet
The Precient
504 766 3315
???
???
???
Puddle City
503 289 9429
28.8Kbps
???
???
Revelstone
717 263 9699
???
???

```
???
Slidell Expres
504 649 7921
???
???
???
SOARing STAR
916 661 1538
14.4Kbps
???
???
Space
612 427 4317
14.4
???
???
Transcendence
502 456 4292
???
???
???
The Machine
516 764 5748
0.3-14.4Kbps
1/4
???
The Rebel
702 435 0786
9.6-33.6Kbps
No
???
The Round Table
609 256 7524
1.2-28.8Kbps
1/5 & 1/10
???
```

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This List is ©opyright 1995,1997,1998,1999 by Hirlimann Ludovic.It should be widely Distributed as long has NO MONEY IS MADE OUT OF IT.So please Upload it on your favorite bbs.Your bbs is not on this list and support Atari computers E-mail me at : softkid@multimania.com . People wanting to refer this page on their pages should refer my main page.

```
--
http://www.multimania.com/softkid
"We are part of the PowerPC family" JLG
This adress is real ....
```

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3621. Re: Calling UWE SEIMET !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37C3DD80.1D8D@ooc.de>
Source record: 74281

Jos Vlietstra wrote:

> Sorry Uwe, this new address of your homepage isn't correct.Perhaps
> you forgot a . somewhere ??

Hmm. I think I checked it first. Anyway here it is again:

http://home.nikocity.de/nogfradelt/atari_english.html

I've just checked that it works.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3622. Atari --> PC - HELP!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: RN <not@available.yet>
Message-ID: <7q0nun$98n$1@nnrp01.ops.uunet.co.za>
Source record: 74282

Hey all!

Please read quick and see if you can help!

There is an Atari ST running an automated mailer machine, and
the company want to replace it with a PC. I am now trying to get
an emulator to work well under Win95, that allows for communication
via the serial port to the mailer machine.

I have tried WinSTon, TOSBox etc etc but when I use the original
ST disks to boot up in the PC, the second disk causes 3 BOMB
icons to appear on the screen and it hangs.....

So now I dont know what to do! Any suggestions????

Thanks
RN

3623. Re: Atari --> PC - HELP!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C3EACD.D0ECE924@online.TAKE.THIS.OUT.fr>
Source record: 74283

RN a ï¿½crit :
>
> Hey all!
>
> Please read quick and see if you can help!
>
> There is an Atari ST running an automated mailer machine, and
> the company want to replace it with a PC. I am now trying to get
> an emulator to work well under Win95, that allows for communication
> via the serial port to the mailer machine.
>
> I have tried WinSTon, TOSBox etc etc but when I use the original
> ST disks to boot up in the PC, the second disk causes 3 BOMB
> icons to appear on the screen and it hangs.....
>

Assuming the problem is with the disks:

-The PC should be able to read these disks under W95. Try copying the files directly over to the emulator's HD directory and running the software from the HD.

-If the above does not work directly, try copying the contents of these Atari disks over to standard 720K DOS formatted floppies, using the real ST, and try again.

-Convert the disks to disk image files using one of the tools designed for this purpose. Makedisk or ST2DISK should be available on most emulation-related web sites.

Now, maybe there is some copy protection on these disks which will not work with the PC's drive. You might also have some kind of incompatibility with the emulator, the screen resolution, or TOS version. Emulators are never 100% compatible, and I certainly would not trust one in an industrial environment like the one described here. Heck, just the fact that it's running above Windows is scary enough.

Also, I'm not sure to what extent the above emulators are able to access the PC's serial port, but TosBox is probably the best candidate. Either that or MagicPC. Have you tried Gemulator too ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@

-' ' `- http://quickfaq.atari.org online.fr

3624. Steve Bak, Paul Woakes, Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37c3f3a7.2228195@news.wxs.nl>
Source record: 74284

Hello,

A while ago I posted to try and discover the whereabouts of Shiraz Shivji, and you guys have been able to help there. I am looking for Steve Bak (Goldrunner, Return to Genesis), Paul Woakes (Backlash, Mercenary) and Eric Smith (MiNT) as well, but Yahoo people search doesn't cut it. There are way too many Eric Smiths, and Steve Bak came up with an invalid email address. Are any of you aware of where these people work these days? Snailmail or email addresses?
I'd me immensely grateful if anyone could help.

Richard

3625. Re: Can't get there from here... ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7q0t9p$e7o$1@news.campuscwix.net>
Source record: 74285

On 24 Aug 1999 14:57:59 , Patrice Mandin wrote:

->I am sorry you can access my web site. I can not access the Belgian FTP
->site, so I uploaded the games to http://ftp.lip6.fr this morning.
->I hope they will be available soon.
->
->--
-> Patrice Mandin

Hi Patrice! Thanks for uploading them. I think Martin did manage to get those files and upload them to the Belgian site as well. There is no need to apologise-I think its just that you and I are at opposite ends of the Earth! <grin>

Thanks for the hard work on these programs, and continuing to support Atari users! ;-)

Catch ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3626. Re: Shiraz Shivji

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <37C3FDD3.65CFD0B8@france2.fr>
Source record: 74286

Richard Karsmakers wrote:

> I am trying to contact Shiraz Shivji, the man who designed the Commodore 64
> and the Atari ST.

> Yes i remenber now ! I would like to know what's happenend to him and

> what he does now. If you have any news, could you post them...

thank.

3627. [GAMES] Doom,Heretic,Hexen are on ftp.lip6.fr

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7q12qh$v0n$1@nnrp1.deja.com>
Source record: 74287

Download them with :
http://ftp.lip6.fr/pub/atari/Falcon/Games/pmdoom-0-11.zip
http://ftp.lip6.fr/pub/atari/Falcon/Games/pmheretic.zip
http://ftp.lip6.fr/pub/atari/Falcon/Games/pmhexen.zip

They work also on Atari TT.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3628. Atari BBs list

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C41123.36AF@geocities.com>
Source record: 74288

Previously...

Subject:
Atari BBS List
Date:
Wed, 25 Aug 1999 12:44:41 GMT
From:
Ludovic Hirlimann <ludo@nospam.bx.nfrance.com>
Organization:
Deja.com - Share what you know. Learn what you don't.
Newsgroups:
comp.sys.atari.st
Followup-To:
poster

version : 0.23
If you know other BBSes which carrys Atari files and Fidonet echo don't
loose any second E-mail me

Name
Country
Phone Number(s)
Speed (min/max)
Ratios
FTN Nodes and Networks

(list cut)

@>-->----------

Not a bad list! I'll add it to what we already have going. But for the
most part, this is what we've managed to put together for the American
BBS's. As I remember correctly, of the following BBS numbers, about 17
had a pulse. :)

Doctor Clu

@>-->----------

http://www.holyoak.com/atari/

Atari BBS List 6/09/99

Maintained by Trevor Holyoak <trevor@holyoak.com> and
Greg Goodwin <clu-da-bard@geocities.com>
(Special thanks are due to Greg Goodwin, since he has been doing most of
the work lately.)

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

```
*****************************
* Atari 8bit Support BBS's *
* (With a definite pulse) *
* Last update: 99-06-09 *
* *
*****************************
```

<BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

---
18 Systems Listed
---

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13

--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

05 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

06 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

07 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

08 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

09 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

10 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09

--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

11 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

12 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

13 Precinct : 225-766-3315
?
? : OK : 99-06-09
--
ProNode 207

14 Revelstone : 717-263-9689
?
? : OK : 99-06-09
--
ProNode 227

15 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

16 Slidell Express : 504-649-7921
?
? : OK : 99-06-09
--
ProNode 181

17 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support

Fidonet, USENET news
Sysop: Dave Lee

18 Dallas' very own Atari BBS gone internet....
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

```
*****************************
* Atari 8bit Support BBS's *
* ( Big List ) *
* Last update: 99-06-09 *
* *
*****************************
```

<BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

---
39 Systems Listed
---

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062 *
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : Down : 99-06-09 (No Answer)
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?

? : ? : 96-03-10
--
ProNode 463

06 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

07 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : Down : 99-06-09 [No Answer]
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

08 Atari Scene : 502-456-4292 *
Louisville, Kentucky, USA
Atari-16 : Down : 99-06-09 [No answer]
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : Down : 99-06-09 [No Answer]
--
Dave Brown. X_232, IAN net soon
14.4 kbps

10 BAAUG : 408-986-0215 *
San Leandro, California, USA
Atari-16 : Down : 99-06-09 [No Answer]
--
MichTron

11 Barvarian Gaus : 303-367-5877 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

13 Carnival : 810-235-0158 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 349

14 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

15 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

16 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

18 Hard Core : 203-871-1842 *
?
? : ? : 99-06-09 "First three numbers not valid"
--
ProNode 317

19 Inside 8bit West : 510-895-8022 *
?
? : Down : 99-06-09 [No Answer]

--
<no notes>

20 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

21 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

22 Menzobarranzen : 504-649-4194 *
?
? : Down : 99-06-09
--
ProNode 415

23 MOOSE : 716-381-5139 *
?
? : Down : 99-06-09
--
<no notes>

24 Owl's Nest : 510-276-6394 *
?
? : Down : 99-06-09
--
ProNode 430

25 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : ? : 99-06-09 "Cannot be completed as entered"
--
ProNode 7 version 2.1a

26 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 99-06-09 [Answering Machine]
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with

North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

27 Precinct : 225-766-3315 *
?
? : OK : 99-06-09
--
ProNode 207

28 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : ? : 99-06-09 [Bob Klass' Answering Machine]
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

29 Revelstone : 717-263-9689 *
?
? : OK : 99-06-09
--
ProNode 227

30 Simplicity : +643-352-0688 *
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

31 Slidell Express : 504-649-7921 *
?
? : OK : 99-06-09
--
ProNode 181

32 SPACE : 612-427-4317 *
St. Paul, Minnesota, USA
Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

33 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : Down : 99-06-09
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

34 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

35 TAF : 416-421-8999 *
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

36 Underdog : 508-820-3089 *
?
? : Down : 99-06-09 [Answering Machine]
--
ProNode 102

37 Wall : 904-730-8659 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 287

38 Wayne's World : 614-761-1891 *
Columbus, Ohio, USA
? : ? : 99-06-09 [No Answer]
--
Wayne Arenz

39 Westex : 610-776-7495 *
?
? : ? : 99-06-09 [Westex Answering Machine]
--
ProNode 169

3629. Re: PALs

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Bernd Harries <bha@gmx.de>
Message-ID: <37C40711.7FFD3D91@gmx.de>
Source record: 74289
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

Martin Graiter wrote:

> Sorry all...
>
> Didn't mean to make fools of you, just forgot to attach the ZIP.
> Here it is.

Cool stuff! Does anyone know where to get such stuff for the Riebl VME
Ethernetcard (Atarilance)?

--
Bernd Harries

bha@gmx.de http://www.freeyellow.com/members/bharries
bha@nikocity.de Tel. +49 421 809 7343 priv. | MSB First!
harries@stn-atlas.de +49 421 457 3966 offi. | Linux-m68k
bernd@linux-m68k.org 8.48'21" E 52.48'52" N | Medusa T40

3630. Re: MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx3r97.d5ag076n4bzgN@pm-d26.rhein-main.de>
Source record: 74290

<nemanja.z@gmx.de> wrote:

>
> http://www.rhein-main.de/people/robert/index.htm

Faster:

http://www.atari-computer.de/doitarchive/index.htm
Email: doitarchive@atari-computer.de

Please notify this URL.
Ii¿½m not sure i this moment, but i like to close the old URL.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3631. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603548-374862AEicMi@online.be>
Source record: 74291

Chris Crosskey <chrisc@zetnet.co.uk> wrote on 22-08-99:

Hi Chris,

>Pray tell...what is this resistor removal... I have a CDR200t
>(actually a tx cos it's external)....I would love a 4x burner...
Yes it's true, open your CD writer, if it's revision C or higher there is a chance to speed it up to a 4x. It's really simple... look for a SMD resistor called R621 on the board, next to the resistor You'll see the letters Q/D. This resistor has to be desoldered. And that's all there is to it. Yamaha like every firm does productiontests, if a certain batch fails these, they solder this jumper in, which turns the CD Writer into a 2x. The firmware for the 200T, 400T and 2260 is identical.
Keep in mind though that the 200T only has 1Mb cachememory, opposed to the 2Mb which is fitted in the 400T, so you are more likely to get a "buffer underrun". If after the modification, you CD Writer can't burn CD's at 4x, You don't even haven to solder the resistor in again, just leave the software at 2x....

>Metados won't let me use it as a data drive (I get a tracklist
>sort of thing...) but it allows it as an audio drive with most
>compliant CD-Audio players...
SoundPool has produced two different SCSI_CD.BOS drivers, drivers higher then 1.16 are no good with the Yamaha CD200/400/2260. At their website you can download a BOS driver called SCSI_CD.OLD rename the OLD into BOS and be amazed.. :-) It's possible this driver is hided somewhere on your keydisk, just look around in the various folders.
SoundPool : http://www.soundpool.de

In case you wonder...i'm not a walking oracle. I got this info from the German online magazine ATOS. It's published in ATOS 98/3 and written by Michael Ruge. He's the guy who wrote the Chip&Chips HYP, so it comes from a quite reliable source. If your German is good enough or you would simply like to see a screenshot: http://atos.atari.org, download the html version, it's pictures are better. I think that a copy of ATOS 98/3 can also be found at the Belgian ftp site from Martin Byttebier

Good Luck
Cheers from Belgium
Dennis

3632. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603558-377114AEicMi@online.be>
Source record: 74292

Martin Byttebier <tos4ever@ping.be> wrote on 19-08-99:

Hi Martin,

>Imagecopy surely has a PNG feature and so does Graftool too.
>Gemview takes too much time to get loaded. The best bet is Imagacopy.
>It loads fast.
Don't forget the French.... Parx.sys drivers support the PNG format
also. It comes with a driver for normal ST's and 68030 with FPU. Not
only can one load pics in PNG format but also save them. The PNG format
was added to the Parx.sys drivers in september 1998.
The Parx.sys drivers are used by programs like D2M, Picollo, Digilab
etc..

Cheers from Belgium
Dennis

3633. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603550-375590AEicMi@online.be>
Source record: 74293

Jos Vlietstra <jovlie@xs4all.nl> wrote on 20-08-99:

Hi Jos, :-))

I thought to add my two pennies just the same here.....
Somehow somewhere someone up there doesn't like you, every time you dare to buy a SCSI device things go horribly wrong :-)))

First of all: It doesn't matter at all if HDDRIVER recognises your CDWriter, CDROM or scanner. I know it's a comfort to see these devices recognised but there's absolutely no need for it. So don't blame Uwe Seimet for this. For once he's not to blame :-)

Second: If you use CD Recorder Pro, and you want to create a CD, there is no need for a CD Driver to be installed. The CD Driver needs to be installed if you want to use the device as a CDROM. Go to the menu called option, and select recorder. The program will scan the SCSI bus and display the CDWriter in black, select it and forget all about this for the rest of your life.

Three: If the program doesn't recognise Your CDWriter, then clearly something is wrong with your setup. My Philips and Teac both don't like to be the last in the chain, so you could try this. Setting parity is only good if parity is set on ALL the other SCSI devices also, so you may have to play around a bit.

Four: Forget about ExtenDOS, it's not compatible with SPIN, I imagine you like to keep the features of SPIN? I know you've got CD Tools, just stick to that, it's perfect for the job. Use the OLD SCSI_CD.BOS driver for your Yamaha 200 (see my previous posting) and use hs_iso.DOS from CD Tools. Your config.sys should look something like this:

```
;SCSI 4 : PIONEER CD ROM ==>Y
;SCSI 5 : YAMAHA CD200T ==>Z
*BOS, C:\auto\spin_sd.bos, Y:12
*BOS, C:\auto\scsi_cd.bos, Z:13
*DOS, C:\auto\hs-iso.dos -128, O:Z
*DOS, C:\auto\hs-iso.dos -64, P:Y
```

In this example your Pioneer will run with the SPIN drivers and your CD ROM with the SoundPool drivers, this is necessary because otherwise it's not possible to read different sessions on a CDR. Also some CD ROM's have problems reading CD's that are not closed yet.

Five: Unless you use a Falcon, don't use CDREADER to sample music, this program is a piece of shit, use CDCOPY.PRG or drag the WAVE samples from the SPIN CDROM straight into the program.

Six: When writing data in different sessions, don't forget to click the option "read previous session" otherwise your work is gone....

Seven: When writing a data CD which contains a lot of small files, make an image first. The SCSI interface of the TT and Falcon are not fast enough to deliver a constant stream of data to your writer. When using a Falcon with a fast IDE drive, then forget what I just wrote.

Eight: For writing music CD's you don't have to make an image at all. Up to 6x the SCSI interface can manage.

Nine: when writing a real CD-DA always close the CD. A lot of CD players in the Hifi towers can't manage a CD which isn't closed.

Ten: Go out, have a Belgium beer, enjoy life :-)))))

Cheers from Belgium
Dennis

3634. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-25 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <935603554-376366AEicMi@online.be>
Source record: 74294

Louis <louis@holleman.demon.nl> wrote on 19-08-99

Hi Louis,

>Maybe we stand better chances to start yelling at the Netscape people,
>asking them for a port to Atari.
Interesting thought, however I'm afraid that our platform is just a bit
to small for them. However, I remember not that long ago some fanatics
shouting here that porting it to MiNTnet was just a question of
time....

Perhaps we should start yelling at Opera? these guys have produced a
very nice quick, compatible browser for nearly every platform except
ours. I just read that a version for BeOS is ready for release. Opera
even runs on an Amiga.
I'm serious here, why don't we try? If every CSAS reader who wants a
decent browser sends them an email asking them very politely why we are
being discriminated :-) perhaps one of the Bobo's there might give it
some thought.
Supposing they would do it, under what stack should it run? :-))))) Oh
I forgot, we already had this dicussion here.

Cheers from Belgium
Dennis

3635. GT-Look scanner driver now in English!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7q3ham$hf4$2@news8.svr.pol.co.uk>
Source record: 74045

```
The recently released into the Public Domain scanner driver GT-Look is now
in English thanks to Bob King.

URL in sig.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

3636. SV: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <aidx3.1242$fi.2534@nntpserver.swip.net>
Source record: 74046

Hi!

Have you installed FPATCH2.PRG or something similar?
This might help..

/Peter
omelette <bonfieldd@breathemail.net> skrev i
diskussionsgruppsmeddelandet:37c3240c@news1.vip.uk.com...
> Hi,
> I've finally got myself a Falcon which I think is great but am having
> problems with the sound. Running programs that are supposed to be Falcon
> compatible (Zero-5, Desktracker, Back-track etc.) result in silence though
> the keyclick and a demo I tried produce sound. Any ideas? Also, is the
> original 60M IDE drive known to be unusually noisy? Mine goes through
> random 'grinding' phases though it has no bad sectors. All help
> appreciated.
>
> Thanks in advance.
>
>
>

3637. Ile de la REUNION

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: NSPIRIT <NSPIRIT@wanadoo.fr>
Message-ID: <7q3oij$j52$4@wanadoo.fr>
Source record: 74047

Cherche des contacts atari sur l'ile de la r�union

NSPIRIT@wandoo.fr

3638. *NEW* Atari Magazine (2nd posting)

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7q3q21mtd1@news8.svr.pol.co.uk>
Source record: 74048

Hi, for those who missed it (summer holidays etc), here
is a repeat of the Atarian magazine posting. If you havent
seen or replied to the posting and think its of interest, please
send email direct to

BobF@techsoftware.freeserve.co.uk

Thanks

Bob

(Original Posting)

ATARIAN - NEW ATARI MAGAZINE

For some time now we've been planning to
release a short-form (16-20 pages) *printed* A4
magazine with disk for Atari users priced at
aound 2 UK pounds.

The magazine would contain a mix of news, reviews,
hardware & software updates, letters, and advertising.

With announcements indicating the imminent closure of 2
much appreciated magazines in recent days, we decided
to establish if there is still sufficent interest
in the community for a another printed magazine.

We have kindly received plenty of interest and
support from prospective advertisers, so now
its your turn.

If you think that you would be interested in
subscribing to Atarian, a regular printed magazine
with disk at approx 2 uk pounds per copy - please
email me at:

Atarian@techsoftware.freeserve.co.uk

If we get enough response we will give it a go!

Kind Regards

Bob
Parkland Publishing

3639. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37C579BB.856E567F@patent.gov.uk>
Source record: 74049

Hi again,

re your lack of sound, you have got your internal speaker switched on
haven't you?

Perhaps your bootup RAM has been set to switch it off. The demos which
work could just be turning it on temp. like. You never know!!!

Bob King.

omelette wrote:
>
> Hi,
> I've finally got myself a Falcon which I think is great but am having
> problems with the sound. Running programs that are supposed to be Falcon
> compatible (Zero-5, Desktracker, Back-track etc.) result in silence though
> the keyclick and a demo I tried produce sound. Any ideas? Also, is the
> original 60M IDE drive known to be unusually noisy? Mine goes through
> random 'grinding' phases though it has no bad sectors. All help
> appreciated.
>
> Thanks in advance.

3640. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c5905a4558033@ping.be>
Source record: 74050

on Wed 25-08-1999 21:58 Jo Even Skarstein wrote:

>Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

>
>It doesn't crash here (Falcon/Afterburner, MiNT 1.15.3b, N.AES 1.2), but
>it's *extremely* slow when loading images, and the worst part is that it
>blocks too. So unlike CAB I can't scroll and surf while it downloads
>images.

I wished I could say this but alas, no way to make it stable.
Which version are you using? I'm using the 030 version and maybe that's
the problem on my Hades?

Have you tried java-script? On my Hades I get lots of error message like
'Illegal characters' of something like that and at the end I have to kill
LoA because there is no way to get rid of that warning box.

Indeed LoA loads initially the images very slow but once in the cache it's
very fast.
Yep, while downloading the whole thing is blocked. I even can't do anything
else like open a desktop window.
With Cab I can everything I want to. Open a telnet session, no problem,
uploading/downloading file with Aftp, no problem, etc...

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3641. FSUK: TT and Extras

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7q3vtluli1@news4.svr.pol.co.uk>
Source record: 74051

Sadly, I must sell this kit to clear some space.

TT 2MbST + 4MbTT RAM with Seagate 550Mb HD
ï¿½300

14" Trust SVGA Monitor
ï¿½30

PC case with PSU containing SCSI devices:
IBM DSAS 3360 330Mb HD
Archive Viper Streamer Tape (with 4 cartridges)
IBM CDROM
ï¿½100

Zoltrix 28.8k VFC modem
ï¿½20

Image Systems Teletext Decoder (uses cartridge port)
ï¿½10

Maplin UHF TV tuner. Output comp. video for above. Requires 5v supply.
ï¿½20

Canon BJ-300 printer with dual bin paper feed.
ï¿½80

The TT is loaded with CBHD, Magic v5.11 and NVDI. The HDs contain s/w
accumulated over 15 years. Many mags. manuals etc.

Obviously would prefer to sell as a complete working system but offers
invited for peripheral components.

I am in South Manchester.

3642. Re: PALs

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: NSPIRIT <NSPIRIT@wanadoo.fr>
Message-ID: <7q4295$1ba$1@wanadoo.fr>
Source record: 74052
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

>> Didn't mean to make fools of you, just forgot to attach the ZIP.
>> Here it is.

where i can't find them 8-|

3643. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7q42bskps1@barcode.tesco.net>
Source record: 74053

I use the NT client a bit as well but I noticed V1.3 do not work on W98. My NT server is only a 120Mhz.

3644. Re: ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <owgx3.279$ti5.839@news.flash.net>
Source record: 74054

On 26 Aug 1999 10:41:47 , Slc.Dennis Bishop wrote:
>On 25 Aug 1999 19:56:01 , Paul Nurminen wrote:
>
>>I'd like to get into both of these on my Falcon (under STinG of course), but
>>I'm not sure what to get as far as the actual apps. And also, are they fairly
>>easy to set up (keep in mind that while I've been BBSing and on the 'net for
>>years, I don't use a PC and for one reason or another, never tried IRC or ICQ).
>>
>>Any help or suggestions appreciated!
>>
>Don't think the icq will work without mint?,magic? something like
>that, but I'm using the ATAIRC just fine for over a year nowon my TT.

Not quite true. Dan Ackerman has ported mICQ to STing, and it seems to
work with any OS. For some reason, it doesn't seem to like my Geneva
setup unless I turn multitasking off, although someone else told me it
runs fine on their Geneva setup. Should work with Magic and Mint
(where it originally was ported for the Atari from Unix).

Mike Freeman
nameerf@flash.net

3645. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q457r$m9s$1@snipp.uninett.no>
Source record: 74055

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> Which version are you using? I'm using the 030 version and maybe that's

I don't remember, but I downloaded it (demo) from therir website last
week.

> Have you tried java-script? On my Hades I get lots of error message like

It doesn't look like Java-script is enabled in my version.

> Indeed LoA loads initially the images very slow but once in the cache it's
> very fast.

That's not my experience, it's almost as slow when loading from the cache.

> With Cab I can everything I want to. Open a telnet session, no problem,
> uploading/downloading file with Aftp, no problem, etc...

Not only that, but you can scroll/surf while it downloads images as well.
If it could only download multiple images at the same time...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3646. Re: Seattle Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <37C59620.D54ADDB4@excite.com>
Source record: 74056

I like that idea... I'm only 4 hours away from Seattle! I couldn't start the group, but I'd join it if created.

Andy Blakely
Kennewick, WA

Mac Hine wrote:

> Would anybody be up for starting an Atari user group in the Seattle area?

3647. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37c597ab$0$8720@news.zetnet.co.uk>
Source record: 74057

J"rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote in message
news:7q26vtdok1@cubacola.tninet.se...
> On 24 Aug 1999 23:26:50 , "kevin dermott" wrote:
> >
> >yes who is the second one??????
> >Kevin
> >
> >.
> Hi Kevin
>
> I think he's talking about Atari Times.
>
> Cheer's J"rgen

yes he probably was but didn't bother to answer the question himself
Kevin

3648. Re: ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37c5997c$0$8716@news.zetnet.co.uk>
Source record: 74058

On 25 Aug 1999 19:56:01 , Paul Nurminen wrote:
>Perhaps this has been covered here in the past, but I'll ask anyway:
>
>I've been using my Falcon with STinG (and before that, STiK) for quite a while
>now, running CAB 2.7, NEWSie, POPwatch, POPGEM, MGFTP, and others. However, I
>have no experience at all with the newly available ICQ program for Atari, nor
>the various incarnations of IRC.
>
>I'd like to get into both of these on my Falcon (under STinG of course), but
>I'm not sure what to get as far as the actual apps. And also, are they fairly
>easy to set up (keep in mind that while I've been BBSing and on the 'net for
>years, I don't use a PC and for one reason or another, never tried IRC or ICQ).

Hi Paul!

Yes, both programs are easy to set up, AtarIRC is the best supported, and new versions appear quite regularly. mICQ for STiK/StiNG is quite a recent development, following on the heels of the MiNT version.

mICQ is the easiest to setup, you just run it whilst online, and it'll ask the questions that it needs, and then get an ICQ id for you if required. Unlike the official PC/Mac etc versions, it only allows message sending and replying, and not a chat mode, but this doesn't matter too much to the average Atari users. Unlike what Dennis said in the previous message, it doesn't require a multitasking system like MagiC.

AtarIRC doesn't require a multitasker either, but like most things, it runs better with one. IRC is a great way of chatting with fellow Atarians in near realtime. The main channels for Atarians are #Atari, #AtariScne (for the demo crews etc), and #Atari2. Last time I was on IRC, #Atari was locked out, which means that no-one could get in, but everyone just went into #Atari2. For installing just read the documentation, and once you've done that it'll be pretty simple.

I have both mICQ and AtarIRC on my website for download, though currently I only have v0.99 of AtarIRC on it, (the latest I think is v1.03), but I'll sort that out soon.

Go to http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Cheers!

James

+--+-------------------------------+
| James F. Haslam Now on ICQ! 37135025 | |
| | Atari Falcon 030 14Mb MagiC 6 |

Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+----------+----------+

3649. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C594A9.7E4871CE@ping.be>
Source record: 74059

"Jï¿½rgen Nyberg" a *crit :

> Hi
>
> I was wondering if anybody could help me and give me a tip on a good
> snapshot program.

If you already own Image Copy it will do perfect snapshots and with a lot of features which don't appear inside other dedicated one.

Jo

3650. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7q46hp$6qf$1@reader1.wxs.nl>
Source record: 74060

On 25 Aug 1999 17:15:20 , Dennis Vermeire wrote:

> Perhaps we should start yelling at Opera? these guys have produced a
> very nice quick, compatible browser for nearly every platform except
> ours. I just read that a version for BeOS is ready for release. Opera
> even runs on an Amiga.

Opera has paused the development for the Amiga platform. They want to wait
to see if there is a future market with the new Amiga's coming out. So
they begin complaining about small markets allso.....

Karsten

3651. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990826170845.22366A-100000@halifax.chebucto.ns.ca>
Source record: 74061

If it hangs on 'connected', check your password. It cannot be longer than
8 characters as the SERIAL.CPX has a hard-coded 8 character limit by
mistake. That's what caught me. Once I changed the password to 8
characters from my earlier 10 characters, STinG connected fine.

> > I downloaded the latest STing , and set it up again , and this time it
> > hangs on 'Connected...'
> > I've set the dial.scr to modem 2 , but can't find anything to change
> > in the STing setup , is there an option I've missed?

3652. Re: SETI : speed up calculations

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7q479j$276$1@news8.svr.pol.co.uk>
Source record: 74062

Well I've got Win 98 SE and it works on mine,
what doesn't work on it?

Claggy.

ICQ 13403076.

Mark Davies <pov@tesco.net> wrote in message
news:7q42bskps1@barcode.tesco.net...
> I use the NT client a bit as well but I noticed V1.3 do not work on W98.
My
> NT server is only a 120Mhz.
>
>
>

3653. Re: Seattle Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37c59f7f.3273620@news.wxs.nl>
Source record: 74063

On 26 Aug 1999 05:43:41 GMT, "Mac Hine" <dmcinerney@seanet.com> wrote:

>Would anybody be up for starting an Atari user group in the Seattle area?
Does the S*P*A*C*E user group no longer exist then?
They used to meet at a school near the midway drive-in.

3654. So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <935701665.23318.0.pluto.c3adfca1@news.demon.nl>
Source record: 74064

Hi,

well, I've got this fast Winbox now, and it's fast indeed. Compared to my 10-year old TT, pics load/display much faster, html-sites get in a lot faster and also mail and news is fetched a lot faster.
Now before you think: another Windoze sucker, nope, I'm still glad I've got this old TT. I used to run fidostuff with a BBS: mailer/reader/maintainer. Especially the reader was pretty easy on the configs. Never had a problem to select the msgs I wanted to keep and others I wanted to discard. Next came the Internet stuff, same thing. I've been working with Newsie, FireNews, and Okami/Newswatch and for this stuff I only needed 15 minutes to figure out how it worked.
Not so on the Win platform: I've been trying NS Communicator, well, sorry, after more than 1 day still haven't found out how to get stuff for offline reading.
Since I couldn't find (so far) anything better, I reluctantly installed Outlook Express 5, at least I know it does handle offline reading. Don't ask me details, I can barely manage to get it done :-)
Next problem is the maintenance of the only group I hooked up thusfar, C.s.a.s., I haven't figured out how to keep the interesting ones and discard the rest in the last 24 hrs....
I know we've been discussing Atari browsers a lot lately, and for sure the Win browsers are fast (I really love Opera; just too bad it won't handle offline newsreading), I'm not complaining about Pegasus for email, but the bloody newsstuff is giving me a headache here. Userfriendly? Stick with Atari please,
it might be old but even a sucker figures out the s/w within 15 minutes...

--
CU NeXT msg,

LOUIS

3655. Re: ? 'bout downloading software

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q4d4q$t0g$1@plutonium.compulink.co.uk>
Source record: 74065

Hi Ken!

>I would like to use the program ST-GUI15 to read the docs
>to StinG and CAB.
>Unfortunately ST-GUI15 docs are in German.

I think there is an all-english version available on Joe Connor's page,
as it was supported by InterActive, which is closed now. But it's likely
to be on the TransAction pages. Mail him on jconnor@cix.co.uk or
joe@inactive.cix.co.uk and ask.

>The site index labels the program as xlator2.zip

Sorry - know nothing about that. Mark Wherry's GEMTrade (Shareware) is
quite a useful translator, but since english docs and programs are
available, why bother?

Regards, /Peter/

3656. Re: Problems in Atariland???

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c5c0bc_1@news2.vip.uk.com>
Source record: 74066

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:37C39564.F8BF6FA3@online.TAKE.THIS.OUT.fr...
>
Hi,
Yeah, that makes sense. I'll check it out in a moment. Doesn't explain
what up with the Little Green Desktop archives though. Merci

Later

> omelette a crit :
> >
> > Hi,
> > Anyone know why so many Atari links aren't working. I read about
> > atari.org having a disk crash but what has happened to the links
leading
> > from this site, ie Magic Online, the FAQ site and the Little Green
desktops'
> > games archives?
>
> If you have the normal URL to web site, then no problem, they should
> work. However, all web redirecting from a virtual atari.org subdomain
> will not work. Also some of the atari.org web sites, like the Quick FAQ,
> are not web redirections, but are really hosted on the atari.org server.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

3657. Re: NEWSwatch & POPwatch - comments ple

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7q4dl3$2hsn@enews4.newsguy.com>
Source record: 74067

On 18 Aug 1999 00:07:48 , "Gary Priest" wrote:

>1. Who still uses POPwatch and NEWSwatch, and would like me to continue
>support?
>
>2. What bug fixes, new features would you like to see in these (or any of my
>programs)?

I still use POPwatch daily, and really couldn't do without it, as NEWSie (my chosen e-mailer/newsreader) WILL NOT delete mail from my server if I use it to retrieve my e-mail - despite being set up to do it. And of course POPwatch retrieves e-mail about 5 times faster than NEWSie too.

I did have a problem with POPwatch a few months ago, but now it seems to have stopped (and to my knowledge, nothing has changed on my setup) [!?!?]

Anyway, for a while, when I would connect with STinG, then launch POPwatch, as soon as I clicked on "CONNECT" (or send Queued mail that was written with NEWSie), I would get an immediate "-00015 user timeout expired" message before I even connected. And sometimes when downloading a few e-mails, midway through I got this same error message.

And it had worked perfectly for months, and I didn't change any settings. My "CONNECT TIMEOUT" is at 60 seconds, and my "DATA TIMEOUT" is at 100 seconds. And I also tried these with various settings (all the way to the maximum) with the same results. I also reinstalled the program a couple times from backup but the problem continued.

Have you heard of any problems like this before? (and by the way, when I would experience these problems, both POPGEM and NEWSie were able to retrieve the e-mails succesfully, so I _think_ this would rule out my ISP as the cause of the problem).

For the record, I use STinG 1.20 on a Nemesis-enhanced Falcon030 under MagiC 5.11 / NVDI 4.10.

Thanks for your continued support Gary!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3658. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c5c535_3@news2.vip.uk.com>
Source record: 74068

Peter Persson <pep@NOSPAMmbox306.swipnet.se> wrote in message
news:aidx3.1242$fi.2534@nntpserver.swip.net...
> Hi!
>
> Have you installed FPATCH2.PRG or something similar?
> This might help..
>
> /Peter
Hi,
This FPATCH2.PRG thingy sounds promising! It may have been installed on
the system but my initial enthusaism to 'upgrade' to HDDRIVER & MAGIC6
resulted in me repartitioning the HD. Any idea where I might find it? - oh!
and what does it do???

Later

3659. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7q4h68$an9$1@news8.svr.pol.co.uk>
Source record: 74069

Hi all ,

Thanks for all your help ,
STing is certainly an education!!

mmm... the problem seemed to be that I didn't have HSModem installed.

However I didn't realise that HSModem HAD to be installed in order for
STing to connect? Because that is the case on my system. (Falcon)

Anyone setting up STing should therefore should not underestimate the
importance of HSModem :)

anyway thanks again for everyones help...

I think I have about 10 peoples scripts and config files on my HD.
:)

cheers..

Paul Mac

3660. Re: STOS 4 Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7q6j93dqf1@uranium.btinternet.com>
Source record: 74070

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in message
> > http://www.btinternet.com/~AnthonyJ/
>
>
> I see your zetnet account if close, but I cannot find anything on your
> btinternet site :(I can see 2 links for the extension one points to
zetnet
> the other btinternet link does not work either :(

Some kind of case-sensitivity problem due to the crap FTP program that I
used to upload some of the files... Oh well, hopefully fixed now.

AnthonyJ
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

3661. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7q26vtdok1@cubacola.tninet.se>
Source record: 74218

On 24 Aug 1999 23:26:50 , "kevin dermott" wrote:
>
>yes who is the second one??????
>Kevin
>
>.
Hi Kevin

I think he's talking about Atari Times.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3662. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7q27dd$dul@nnrp1.farm.idt.net>
Source record: 74219

On 24 Aug 1999 13:43:43 , Jochen Fietz wrote:
>On Mon, 23 Aug 1999 12:27:49 +0100, Steve Stupple <Steve@atari.org>
>wrote:
>
>>
>>I gave up Superboot a while ago, I now use Xboot. It doesn't have all
>>the ribbons and bells Superboot has, but is dead easy to use and you can
>>have lots of boot up defaults.
>>
>Bad news for you: I've checked XBoot and noticed, that it is NOT Y2k
>compliant: set the clock to 1.1.2000 or later and then try to create a
>new set - Xboot will crash. It's a pity cause I like Xboot too. Have a
>look at TUBS, it will also do good work.
>

I notified, a number of months ago, Dan Wilga of Gribnif and he is aware
of XBOOTS Y2k problem. This will not be a problem in the year 2000 as all
it does is set date and time. After 1999 ignore setting time and date in
XBOOT and all will work.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

3663. Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7q28h9$e4p$1@cubacola.tninet.se>
Source record: 74220

Hi

I was wondering if anybody could help me and give me a tip on a good
snapshot program.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3664. Re: This and that

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c48e26_3@news2.vip.uk.com>
Source record: 74221

Bob King <robert.king@patent.gov.uk> wrote in message
news:37C2726A.939627B1@patent.gov.uk...
>
> 2. 'Omelette', I'll check my 'Wensuite friendly' Falcon configuration,
> and let you know.
>
Thanks, I'd appreciate that.

Later

3665. More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c48e29_3@news2.vip.uk.com>
Source record: 74222

Hi,
Can someone tell me if Diamond Back is still being developed and if so who's marketing it and for how much. Also, where is the Atarist IRC channe located? Next, I recall reading way back that there was a dynamic ram disk available for MagiC >4 (I've got 6) Pointers please. Finally can anyone tell me how to get the file length of a program that has been saved to disk from within GFA Basic 3.5 - don't have the manual :(Thanks in advance.

Later

PS
For the record, I finally got PARCP up and running but only between my STE and Falcon. The atari<>notebook combination just didn't want to know. Many thanks to all those that replied.

3666. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: bhills@my-deja.com
Message-ID: <7q2mpl$5ct$1@nnrp1.deja.com>
Source record: 74223

Hi,

> Hi,
> Can someone tell me if Diamond Back is still being developed and
if so
> who's marketing it and for how much.

The company who created Diamond Back has since left the Atari
market and although the program was taken over by someone else,
this too has also stopped.

The current version of Diamond Back can still be bought from Hisoft
for about 15UKP:

http://www.hisoft.co.uk

>Also, where is the Atarist IRC
channe
> located?

Try channels #Atari and #Atariscne

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3667. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: bhills@my-deja.com
Message-ID: <7q2n77$5h9$1@nnrp1.deja.com>
Source record: 74224

Hi,

> Yes. I think it must be ,
>
> I've read the hyp file ,and the port problem with the Falcon is
> mentioned.
>
> I downloaded the latest STing , and set it up again , and this time it
> hangs on 'Connected...'
> I've set the dial.scr to modem 2 , but can't find anything to change
> in the STing setup , is there an option I've missed?
>
> Do I need to activate a port in the sting port cpx? When I try and
> activate Modem 2 I get a 'Activation of port 'modem2' failed! '
>
> Are there any Falcon owners out there who have had a similar problem?

I have had this error before and if I remember correctly it was caused
by an incorrect installation of HS Modem. Check that HS Modem is
installed correctly.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
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3668. Seattle Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01beef86$71dfc8a0$a1810ccf@dmcinerney>
Source record: 74225

Would anybody be up for starting an Atari user group in the Seattle area?

3669. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <37c4d9f436cc705@elis.demon.co.uk>
Source record: 74226

on Thu 19-08-99 16:05 Bob F wrote:

>If you think that you would be interested in
>subscribing to Atarian, a regular printed magazine
>with disk at approx 2 uk pounds per copy - please
>email me at:

The scene needs a proper platform for advertisers.
Remember that promises of contributions are not enough,
you must threaten violence.

--
* _____ "He's got a phoney smile that makes *
* / \ augeas@elis.demon.co.uk \ you think he understands, but no-one *
* \/_\ _______ ever gets the truth from Plastic Man." *
* \/_____/ http://www.elis.demon.co.uk/ *

3670. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.9908260923160.18330-100000@kairos.algonet.se>
Source record: 74227

> Try channels #Atari and #Atariscne

on IRC-net, like irc.dd.chalmers.se, irc.stealth.net (I think this is
the name)

regards,
/Fredrik

3671. Re: ? 'bout downloading software

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C4EF2C.414295CF@online.TAKE.THIS.OUT.fr>
Source record: 74228

Ken Kosut a ï¿½crit :
>
> Hi,
>
> I would like to use the program ST-GUI15 to read the docs
> to StinG and CAB.
> Unfortunately ST-GUI15 docs are in German.

You'll find the english version, among other places, here:
http://bales.online.fr/atari/files/

> I found a German to English Translator at a site.
> When I access the site, I am in Gopher:
> The site index labels the program as xlator2.zip
> When I get there it looks like this:
> [INLINE] xlator2
> I right arrow xlator2. Takes forever. I <CTRL> C, but then a page
> comes up with a bunch of gibrishh.
> I repeat the procedure. This time I use d key on computer.
> I finally get to Save to Disk, but when I do, it does not go
> into my directory as a .zip file.
> Seems like it saves as one large open file.
> What am I doing wrong?

No idea. What software are you using ?

Might as well just go and visit some usual FTP sites and get Gemtrade,
which is another translator. I'll never trust automatic translators
though. End results usually range from downright funny to completely
cryptic. Just the fact that negative forms are treated differently in
every language means that you'll probably end up understanding the
opposite of what was originally meant.

> p.s. thanks for the info on setting up StinG, via the quickfaq.
> This is a big help.
> But I'd really like to take a thorogh look at the docs in hypertext
> format. According to the readme files they are more up-to-date.

The .HYP docs were never completely finished, so most of the pages are
blank placeholders.

> One other question if you don't mind.
> Is the Draconis web package easier to setup then StinG and CAB ?

I can't say for sure, since I haven't tried it, but from reading the
"WTB: CAB 3.0" thread, it's hardly an option at the moment.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3672. Re: ? 'bout downloading software

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7q2vq7$c0m$1@nnrp1.deja.com>
Source record: 74229

> One other question if you don't mind.
> Is the Draconis web package easier to setup then StinG and CAB?

Yes. Setup is done with a Wizard style interface. No config files to edit. But the current version (1.63 pro) is not available outside Germany at the moment, I guess.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
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3673. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7q303q$c31$1@nnrp1.deja.com>
Source record: 74230

In article <7q28h9$e4p$1@cubacola.tninet.se>,
jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg) wrote:
> Hi
>
> I was wondering if anybody could help me and give me a tip on a good
> snapshot program.

There are two ones I personally prefer: Snapper and JML-Snapshot.
JML is crippled shareware and can save three different image formats
(one in the unregistered version).
Snapper is not crippled and alows you to a snap the whole screen a
window (with or without the window border) and you can also set a delay.

Both should be available on most FTP servers.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
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3674. Re: Atari --> PC - HELP!!

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37c50384c98620@tripnet.se>
Source record: 74231

On Wed 25-08-1999 14:38 (+0200) Rn wrote:

>Hey all!
>
>Please read quick and see if you can help!
>
>There is an Atari ST running an automated mailer machine, and
>the company want to replace it with a PC. I am now trying to get
>an emulator to work well under Win95, that allows for communication
>via the serial port to the mailer machine.
>
>I have tried WinSTon, TOSBox etc etc but when I use the original
>ST disks to boot up in the PC, the second disk causes 3 BOMB
>icons to appear on the screen and it hangs.....
>
>So now I dont know what to do! Any suggestions????

Check if the ST disks are readable on the pc in native Win mode. Keep
The disks write protected while doing this. Win-95 will write to the
disk as soon as you try to read from it!

If it works copy the disks on the pc to 720 double density disks and
try them on the Atari. If this works try to run the emulator again with
the new disks. If you still get the same bombs the emulator can't
handle your program.

The emulator Gemulator 98 has very good serial port emulation and is
free. It is also quite stable.

If the original Atari gets the job done why not keep it? If you are
afraid of hardware problems just get some spare Ataris from some flea
market. By running the program on an emulator you will get more speed
but less stability. If this is what you want go ahead with the
emulator.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3675. Re: Telnet For STing

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <rs9tso80j7178@corp.supernews.com>
Source record: 74232

John Whalley (news@whalley.demon.co.uk) wrote:
: As far as I know the only real alternative is TelStar (from the STinG pages
: if they are still there). This is very nice in many ways but only emulates
: VT52, inadequate for some purposes.

No, actually TelStar is 'almost' vt100 compliant.
From what I can tell, it only lacks the ability to scroll (split windows),
it can't be set to turn auto-margin off. In essence, updating the last
line of the terminal will cause everything else to scroll up one line.
It doesn't yet support insert-character capability (it seems).

Well, this is even true for TosWin (Mint-Net VT emulation)...it behaves
the same way when trying to update the last line, hence anything trying to
use a split screen is a royal mess.

Really, what we need is a port of the plane jane unix telnet for STik/ng.
Then we could simply open it in a coshy shell of CoNnect and have full
color VT102/ANSI emulation (and a choice of many others), with buffers,
cut and paste, a bookoo of options for setting up keys, and the list goes
on.

Forget the GEM and emulation junk! It's already done in CoNnect, quite
well, and quite fast!

Brian

3676. Re: Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7q30mncfh1@nnrp1.deja.com>
Source record: 74233

In article <37c1cb77.0@news.qnet.com>,
starlord@<*>qnet.com (Slc.Dennis Bishop) wrote:
> I got the following e-mail from the web site:www.theglobe.com
>
> We work to make theglobe compatible with webTV, AOL, and several
versions of
> IE and Netscape, both for Mac and PC. To access theglobe, consider
upgrading
> from your Atari system to a more recent paltform.
>
> ----------
>
> They can't 'See' CaB 2.7's Cookies.

I looked at their source code and they seem to be too lazy to translate
their JavaScripts to Pearl or PHP. Then it would work on all browsers.
If they read cookies via JavaScript it is obvious that it doesn't work
with CAB.

Greetings,
Matt

Sent via Deja.com http://www.deja.com/
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3677. mint-net telnet ported for STik/ng?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <rs9ug9uvj7138@corp.supernews.com>
Source record: 74234

Here's a great big Plea for anyone out there that can hack around and port mint-net's telnet client over for STik/ng TCP/IP.

Please give it a try!

Why?

Running such a client under CoNnect's COSHY shell would be a dream come true. It would be fast, reliable, and complete sets of terminal emulations to choose from, including the common VT102/ANSI (with colors).

It would also offer cutting and pasteing. Very flexable terminal sizes, and MUCH MORE.

Brian

3678. Re: Steve Bak, Paul Woakes, Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7q30v4cos1@nnrp1.deja.com>
Source record: 74235

Hello,

In article <37c3f3a7.2228195@news.wxs.nl>,
richard@fortysecond.net wrote:
>I am looking for Steve Bak
> (Goldrunner, Return to Genesis), Paul Woakes (Backlash, Mercenary)
and Eric
> Smith (MiNT) as well, but Yahoo people search doesn't cut it. There
are way
> too many Eric Smiths, and Steve Bak came up with an invalid email
address.
> Are any of you aware of where these people work these days?
Snailmail or
> email addresses?

I heard that Eric Smith is working at VM Labs. You may ask one of the
officials from VM Labs, they should know his email address.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3679. Let's brutalize our Atari with...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <37C50135.CD67DAC7@cnet.francetelecom.fr>
Source record: 74236

Doom :
http://wombat.ludvika.se/ae/dhs_files/misc/pmdoom-0.11.zip
Heretic :
http://wombat.ludvika.se/ae/dhs_files/misc/pmheretic-0.11.zip
Hexen :
http://wombat.ludvika.se/ae/dhs_files/misc/pmhexen-0.11.zip
Quake :
ftp://194.249.168.136/pub/games/pm/pmquake-0.1.zip

For coders wanting to have a look, or even give a hand to Patrice Mandin
:
http://wombat.ludvika.se/ae/dhs_files/misc/pmdoom-0.11.src.tar.gz
http://wombat.ludvika.se/ae/dhs_files/misc/pmheretic-0.11.src.tar.gz
http://wombat.ludvika.se/ae/dhs_files/misc/pmhexen-0.11.src.tar.gz

pmandin@multimania.com

NB : Fast-RAM is nice for those games, and even a 040/060 for Quake...
:-)

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/
UTSI : http://www.multimania.com/falkweb/utsi.htm

3680. Re: This and that

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37C50A9D.86981A18@patent.gov.uk>
Source record: 74237

Hi 'omelette', (were you dropped, whipped and fried at your
christening!)

I answered the Wensuite question and your query re. noisy HD earlier. I
repeat below.

If my suggestion works, perhaps you could enlighten some of the OXO
bashers here.

Bob King.

<Re: my Falcon setup.
You have to have enabled the modem accel. port drivers, DRIVIN.PRG
(Auto file) and SCC.PRG. Once you have done, any config will allow
Wensuite to work. From a bare 4.Meg without NVDI or Magic, right up to
NVDI, Magic 5, Outside with Wensuite operating and taking mem from
virtual memory. It's the port driver that's essential IMHO

Re: your noisy Falcon HD. If it was your HD it would have crashed, it's
your fan. The fan is difficult to access let alone replace. There is
nothing easy you can do about it. Mine starts out sounding near to
death, then quietens down to a hum after a while. Don't worry.

Bob King.>

omelette wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote in message
> news:37C2726A.939627B1@patent.gov.uk...
> >
> > 2. 'Omelette', I'll check my 'Wensuite friendly' Falcon configuration,
> > and let you know.
> >
> Thanks, I'd appreciate that.
>
> Later

3681. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <QJxyNCA+YQx3EwvT@steverosie.demon.co.uk>
Source record: 74238

On Thu, 26 Aug 1999 at 02:24:41 a message from Jï¿½rgen Nyberg was created
on the subject of Snapshot program.
>Hi
>
>I was wondering if anybody could help me and give me a tip on a good
>snapshot program.
>
>Cheer's Jï¿½rgen

Hi

The million dollar question! There's loads of them, most do the job plus
extra bells and whistles added.

What machine are you wanting it for?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3682. Re: ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: <>
Message-ID: <37c519eb.0@news.qnet.com>
Source record: 74239

On 25 Aug 1999 19:56:01 , Paul Nurminen wrote:

>I'd like to get into both of these on my Falcon (under STinG of course), but
>I'm not sure what to get as far as the actual apps. And also, are they fairly
>easy to set up (keep in mind that while I've been BBSing and on the 'net for
>years, I don't use a PC and for one reason or another, never tried IRC or ICQ).
>
>Any help or suggestions appreciated!
>
Don't think the icq will work without mint?,magic? something like
that, but I'm using the ATAIRC just fine for over a year nowon my TT.

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

3683. Re: Let's brutalize our Atari with...

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C537E8.2C1A@geocities.com>
Source record: 74240

Wow! That is just simply cool.

So what would it take to port Descent over? :)

Doctor Clu

3684. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7q3d5q$554$1@zingo.tninet.se>
Source record: 74241

On 26 Aug 1999 10:17:50 , Steve Stupple wrote:
>
>Hi
>
>The million dollar question! There's loads of them, most do the job plus
>extra bells and whistles added.
>
>What machine are you wanting it for?
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
>.
Hi Steve

For my Milan, i've been asked to write an article for the clubpaper and
i wanted to include some pictures of my desktop. I'm gonna try the ones
that Matt suggested first else i'll come back and ask again.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3685. Dannie Colquhoun... is he doing alright?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C539D5.EE6@geocities.com>
Source record: 74242

Hey folks, I'm getting concerned here. There is a user in Scotland by the Name of Dannie Colquhoun that I hope is doing alright. He last wrote me letting me know that he was recovering from an operation and that he was feeling a little down. That was July 15th, and still no word from him.

Can anyone tell me if this man is alright?

Dannie Colquhoun / "Fritz#1" <fritz#1@cableinet.co.uk>

(Not to worry... no money has been exchanged here... just honestly concerned and hoping this guy is still alright out there.)

Thanks!

Doctor Clu

3686. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7q3d9a$554$2@zingo.tninet.se>
Source record: 74243

On 26 Aug 1999 09:07:10 , mjaap@atari-computer.de wrote:
>
>There are two ones I personally prefer: Snapper and JML-Snapshot.
>JML is crippled shareware and can save three different image formats
>(one in the unregistered version).
>Snapper is not crippled and alows you to a snap the whole screen a
>window (with or without the window border) and you can also set a delay.
>
>Both should be available on most FTP servers.
>
>Greetings,
>Matt.
>
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.
>.
Hi Matt

Thank's i'll try them.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3687. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-26 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7q3hal$hf4$1@news8.svr.pol.co.uk>
Source record: 74244

On 24 Aug 1999 21:22:14 , "Chris Swinson" wrote:
>Hi all,
>
>I was wondering if there was ever any kits or anything about converting a
>STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever
>anything to get around this ?

Yes, www.aixit.com, and there's a review in a back issue of Atari Computing.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3688. Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af64e10090B802A1.46@nest.ftn>
Source record: 74071

Hi everybody,

No, I don't ask what Minix is. My question is:

What value should I give as number of blocks when I do:

minit -V -n 2 -P -b [blocks] J:

If I omit the number of blocks (and the "-b" too of course), MINIT complains
about the number of blocks being equal to 0 and does nothing.

If I try the automatic method:

minit J:

That's just the same.

I tried with 128 block and I got a Zip-disc of 128 Kb (approximatively). Then
I do it again with 100000 blocks. It gave me around 100 Mb. It was better but...

Is there a way to determine the right number of blocks to set?

What do these blocks stand for? (To know this would help a lot!)

Nobody has a _real valuable doc_ ?

And, while talking about docs, what can I use to read in a useable way the
".1" and ".8" files that come along with some programs for MiNT?

Thanks for,

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

3689. FALCON MK-X SPECIFICATIONS

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <522.908T125T830165z-0@tinet.fut.es>
Source record: 74072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I'm looking for the Falcon MK-X *PHISICAL* especifications: sizes, weight, floppy location (front, side?), keyboard type connection (TT? PC?), colour...

I want to buy a MK-X and put it in a machinery-tower (see, musical equipament furniture) for have all the 'instruments' in an only gorgerous stage.

In the web I have seen prototype/design/bad pics only. And a lot of technical specs, of course!

I'll agree if some happy user can send me the info. Or the scanned manual user, too.

Thanks and kisses! ^o^

Ms.Z-0

3690. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <37c5efdb.0@london.netkonect.net>
Source record: 74073

```
>Do you support resource Master??..
Sorry - no

Den
```

3691. Re: Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7q5ip4$677$1@nnrp1.deja.com>
Source record: 74074

In article <af64e10090B802A1.46@nest.ftn>,
maxilys@normandnet.fr wrote:

> What value should I give as number of blocks when I do:
>
> minit -V -n 2 -P -b [blocks] J:
>
> If I omit the number of blocks (and the "-b" too of course), MINIT
complains
> about the number of blocks being equal to 0 and does nothing.

A silly question perhaps, but the Zip-disk *is* formatted and
partitioned, right?

> And, while talking about docs, what can I use to read in a useable
way the
> ".1" and ".8" files that come along with some programs for MiNT?

Ah, those man-files... They really suck, I can't deny that. IIRC there
exists atleast one GEM-based man-reader, but I can't remember if this
deals with man-files itself or if it needs external formatters. If you
can't figure it out just send me a private mail and I'll convert them
to plain text for you.

Btw. you might find ST-Guide versions of these docs on funet, someone
has apparently hacked together a script that converts man-files to
hyps. If somebody know who this is (or even better - where to get hold
of this script) please let me know. I will gladly spend some time
converting man-files to HYPs on request.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3692. HOW TO MAKE A LIGHTPEN MYSELF.

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <152.908T666T671274z-0@tinet.fut.es>
Source record: 74075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I'm looking for make a lightpen myself.

In a old Maplin issue explain how to make it, I think.

Can anybody help me, please?

Kisses! ^o^

Ms.Z-0

3693. Re: Atari BBS List

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7q5cp6qlt1@news8.svr.pol.co.uk>
Source record: 74076

On 25 Aug 1999 12:44:41 , Ludovic Hirlimann wrote:
>
>
>version : 0.23
>If you know other BBSes which carrys Atari files and Fidonet echo don't
>loose any second E-mail me

> Meon Valley
Closed

> The Tavern
Closed

Don't know of any other alterations/additions.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3694. Re: Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.9908271013190.44-100000@milan>
Source record: 74077

Hi Remi!

> What value should I give as number of blocks when I do:
> What do these blocks stand for? (To know this would help a lot!)

What hard disk driver do you have? If you have an XHDI compliant driver
(like HDDriver, CBHD, or Hushi) you can check out the current MinixFS
version. There are updated tools from the filesystem checker and the
initializer that will do all things automatic for you.

You can also check out the ext2 driver & tools.

> And, while talking about docs, what can I use to read in a useable way the
> ".1" and ".8" files that come along with some programs for MiNT?

This are the manual pages. You need man, cli program.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 040

Internet: fnaumann@cs.uni-magdeburg.de
Mausnet: Frank Naumann @ L2

3695. Re: Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Message-ID: <Pine.LNX.4.10.9908270923220.559-100000@mon07261.mon.bbc.co.uk>
Source record: 74078

Hi!

What version of minixfs are you using? I had no problems running minit -V
2 -n 4 k: (my zip100 drive letter).

What you probably want is something like KGMD! This is a complete MiNT
distribution - but somewhat out of date! It has a lot of documentation,
and includes 'man' which will help you read those *.? manual pages.

Are you subscribing to the MiNT list? If not, send an email to
<mint@fishpool.com> with subscribe on the subject line. There is even an
archive of postings at
<http://aire.ncl.ac.uk/Atari/Mailing-Lists/MiNT-List.index.html>.

You can find KGMD at ftp://ftp.funet.fi/pub/atari/mint and I think it is
below 'distributions'. One problem (possibly): it's in german although
Katherine Ellis has done an update to an english version. Sorry - can't
remember the URL.

Get KGMD if you are desparate to get going now! And then update the kernel
and minix/e2fs drivers by visiting Frank Naumman's page
<http://www.cs.uni-magdeburg.de/~fnaumman/mint>.

But what I do suggest is hanging on for a month, maybe longer? - who
knows! - as I suggest that there will be some very interesting news about
a major update for MiNT comming. ;-)

Salut/.

J/.

--
John Blakeley

3696. Re: Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: rber123@aol.comy2k
Message-ID: <19990827045056.25222.00000095@ng-co1.aol.com>
Source record: 74079

> Finally, isn't there a user group in the Missouri/Illinios area? If
so,
>where and when do you meet?
>

There were 4 user groups in the STL area at one time but all have disbanded 3-4
years ago. Everyone went to PC's. I ran a FoReM BBs up until a year ago when
the HD shot crapps. Still looking for another HD to put it back up again.
Hope you find a user group in your travels.......

3697. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7q5n5bggv1@user2.teleport.com>
Source record: 74080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3698. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <37c66094$0$8715@news.zetnet.co.uk>
Source record: 74081

Hi Louis,

On 26 Aug 1999 23:06:10 , "Louis Holleman" wrote:

<snip>

>I reluctantly installed
>Outlook Express 5, at least I know it does handle offline reading. Don't ask
>me details, I can barely manage to get it done :-)
>Next problem is the maintenance of the only group I hooked up thusfar,
>C.s.a.s., I haven't figured out how to keep the interesting ones and discard
>the rest in the last 24 hrs....

I wonder if it can be done at all ? I tried to use Outlook Express while
my modem was playing up on my Hades and I never could work out how to
delete the messages once I had read them. All I managed to do was delete
all the messages stored in any one group, even the ones I wanted to keep.

It also seemed about impossible to tell it not to collect hundreds of
messages the next time I wanted to download some.

>I know we've been discussing Atari browsers a lot lately, and for sure the
>Win browsers are fast (I really love Opera; just too bad it won't handle
>offline newsreading), I'm not complaining about Pegasus for email, but the
>bloody newsstuff is giving me a headache here. Userfriendly? Stick with
>Atari please,
>it might be old but even a sucker figures out the s/w within 15 minutes...

I use Okami for my E-mail, but I still use Newsie (0.94) for the
newsgroups. It does all I want, and is easy to use, but we do need an
updated browser as soon as possible !

Cheers

Paul

3699. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7q5ni5ejt1@user2.teleport.com>
Source record: 74082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3700. Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q5ue9$2ur$1@news5.svr.pol.co.uk>
Source record: 74083

Hi guys,

I've been out of touch with the Atari world for quite a long time, so:

Can anyone give me a brief summary of what I need to backup my Atari files
to a CD-R?
I have a Yamaha CDR4416 CD-R drive (used for other things) and I'd like to
back up my Atari files. I also have a 4meg STE with ICD Link 2, a MiniS hard
drive and a Zip Plus, and various software (Diamond Back 3 etc).

Basically, I'm not sure of what software I need. If someone could post a
summary of solutions (shareware/commercial/cost/requirements) or point me to
a FAQ I'd be grateful!

Cheers!

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3701. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7q5ui2$1v4@newstoo.ericsson.se>
Source record: 74084

In article <7q5ue9$2ur$1@news5.svr.pol.co.uk>, "Ben Hall"
<benj@seriously-productions.freeserve.co.uk> writes:
>Hi guys,
>
>I've been out of touch with the Atari world for quite a long time, so:
>
>Can anyone give me a brief summary of what I need to backup my Atari files
>to a CD-R?
>I have a Yamaha CDR4416 CD-R drive (used for other things) and I'd like to
>back up my Atari files. I also have a 4meg STE with ICD Link 2, a MiniS hard
>drive and a Zip Plus, and various software (Diamond Back 3 etc).
>
>Basically, I'm not sure of what software I need. If someone could post a
>summary of solutions (shareware/commercial/cost/requirements) or point me to
>a FAQ I'd be grateful!
>
>Cheers!
>
>Ben Hall,
>Akai DPS12 FAQ, Wavestation Info & Sounds
>http://www.seriously-productions.freeserve.co.uk

Get CD-Recorder from soundpool
http://www.soundpool.de/index.htm

/Erik Hall

3702. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q642d$697$1@news5.svr.pol.co.uk>
Source record: 74085

Erik Hall wrote in message <7q5ui2$1v4@newstoo.ericsson.se>...

>Get CD-Recorder from soundpool
>http://www.soundpool.de/index.htm

Thanks Erik - does anyone know where I can get this in the UK?
System Solutions have it listed but don't have prices...

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3703. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37C69D75.93B6DDD4@online.TAKE.THIS.OUT.fr>
Source record: 74086

Paul Williamson a ï¿½crit :
>
> Hi Louis,
>
> On 26 Aug 1999 23:06:10 , "Louis Holleman" wrote:
>
> <snip>
>
> >I reluctantly installed
> >Outlook Express 5, at least I know it does handle offline reading. Don't ask
> >me details, I can barely manage to get it done :-)

I use Outlook Express 5 at home, since I just can't manage to set up any
Atari newsreader to "synchronize all" for offline reading in one step
the way Outlook does. The only one capable of this is Okami, but my last
attempts failed miserably. I tried with Netscape too, and that was also
pretty unsuccessful.

> >Next problem is the maintenance of the only group I hooked up thusfar,
> >C.s.a.s., I haven't figured out how to keep the interesting ones and discard
> >the rest in the last 24 hrs....

You mean you want to select posts to keep them ? Can't you just drag
them over to a personal folder in the Inbox ?

You can also mark a thread with glasses that any new post appears red...

> I wonder if it can be done at all ? I tried to use Outlook Express while
> my modem was playing up on my Hades and I never could work out how to
> delete the messages once I had read them. All I managed to do was delete
> all the messages stored in any one group, even the ones I wanted to keep.

I don't think you can actually delete newsgroups messages. The same goes
with netscape. You actually apply a display filter to filter out want
you don't want to see. A bit of the other way round.

> It also seemed about impossible to tell it not to collect hundreds of
> messages the next time I wanted to download some.

Yes, that feature is missing, but Netscape does that.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3704. Master Tracks Pro

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Brasco <brasco1234@yahoo.com>
Message-ID: <37C6A763.90E21DB8@yahoo.com>
Source record: 74087
Cross-posted to: alt.atari,comp.sys.atari.st

Does anyone have a version of Master Tracks Pro they can email me? I tried Cubase but my monitor wouldn't work (it's color). Master Tracks Pro will. I need it for an Atari 1040ST. Any version will suffice.
Thanks in advance,
Brasco
brasco1234@yahoo.com

3705. Re: WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FH4o3y.H8w.0.bloor@torfree.net>
Source record: 74088

Two oblique strategies around the problem:

(1) Find an old Mega 2 ST with no upgrading. These things are now dirt cheap, way less than a replacement keyboard membrane. The old Mega keyboard is a better keyboard and has a different method of construction than Atari's sloopy membrane installation as seen on Mega STe/TT030 units.

(2) The Mario Becroft peripherals line now has a device to plug an IBM-clone keyboard (how's THAT for cheap!) into your Atari. Hats off to Mario, who has engineered a way around the two most common Atari failures: the keyboard and the mouse!

JG
Isolated out in Atlantic Canada
...and still editor of the XEST fanzine

3706. SV: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <RTxx3.2399$fi.4235@nntpserver.swip.net>
Source record: 74089

Hi!

Sorry, don't know where to find it. It does some kind of sound and seral patch. Worked for med. Good luck!

/Peter

> This FPATCH2.PRG thingy sounds promising! It may have been installed on
> the system but my initial enthusaism to 'upgrade' to HDDRIVER & MAGIC6
> resulted in me repartitioning the HD. Any idea where I might find it? - oh!
> and what does it do???
>
> Later
>
>

3707. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <935766713.21598.0.pluto.c3adfca1@news.demon.nl>
Source record: 74090

Hi,

yes you can copy the msgs you want to keep in a local folder. I do that with the csas stuff that I wanna keep.

Under "extra options" is a maintenance feature that actually removes *all* articles. No way to select certain items only.
Also the way you "respond" to msgs is miserable: it opens a window with the cursor for editing on top, next follows your sign-off and then the quoted text.
...see this message, please!
Typical MS thinking... :-(

And indeed, the sync function to read offline isn't very userfriendly.
Another typical MS-thinking function. Good lawd, it makes me think like "Suppose the whole MS bunch thinks/works like this, how *can* it be they make profit?"

Another thing: in Win-95 one has to set each individual window to his liking, if you don't like the big fat icons. So every window you ever open has to be set like that. Incl. toolbar or whatever you like.
Now Win-98 at least has a feature "show all windows the same way like this one", it probably never occured to them that once you open one new one later it comes up in the bloody big icons style again. They probably reserved that feature for Win-2000 :-(

Well, enough of this Win advertizing :-) Let's get back to a *real* OS please.

--
CU NeXT msg,

LOUIS
Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> schreef in berichtnieuws
37C69D75.93B6DDD4@online.TAKE.THIS.OUT.fr...
>
>
> Paul Williamson a crit :
> >
> > Hi Louis,
> >
> > On 26 Aug 1999 23:06:10 , "Louis Holleman" wrote:
> >
> > <snip>
> >

> > >I reluctantly installed
> > >Outlook Express 5, at least I know it does handle offline reading.
Don't ask
> > >me details, I can barely manage to get it done :-)
>
> I use Outlook Express 5 at home, since I just can't manage to set up any
> Atari newsreader to "synchronize all" for offline reading in one step
> the way Outlook does. The only one capable of this is Okami, but my last
> attempts failed miserably. I tried with Netscape too, and that was also
> pretty unsuccessful.
>
> > >Next problem is the maintenance of the only group I hooked up thusfar,
> > >C.s.a.s., I haven't figured out how to keep the interesting ones and
discard
> > >the rest in the last 24 hrs....
>
> You mean you want to select posts to keep them ? Can't you just drag
> them over to a personal folder in the Inbox ?
>
> You can also mark a thread with glasses that any new post appears red...
>
> > I wonder if it can be done at all ? I tried to use Outlook Express
while
> > my modem was playing up on my Hades and I never could work out how to
> > delete the messages once I had read them. All I managed to do was
delete
> > all the messages stored in any one group, even the ones I wanted to
keep.
>
> I don't think you can actually delete newsgroups messages. The same goes
> with netscape. You actually apply a display filter to filter out want
> you don't want to see. A bit of the other way round.
>
> > It also seemed about impossible to tell it not to collect hundreds of
> > messages the next time I wanted to download some.
>
> Yes, that feature is missing, but Netscape does that.
>
> Nick

3708. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7q6cr4$bm2$1@news5.svr.pol.co.uk>
Source record: 74091

ok Thanks for the URL :-)

but why TOS 2.06 ? I would of thought that TOS 1.04 which is what I have would work ok, not to sure about TOS 1.00 though, but is it necessary to upgrade TOS for 16meg RAM ??

Chris

Wes Newell <wnewell@ticnet.com> wrote in message news:10902BADEEE478DF.0D07CD3A7F991EBB.F720E74DD6F6C845@lp.airnews.net...

Chris Swinson wrote:
Hi all,
I was wondering if there was ever any kits or anything about converting a STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever anything to get around this ?

While I never built it, schematics for it are at
http://users.ticnet.com/newell

3709. Falcon Gaming..

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7q6dkidbl1@news6.svr.pol.co.uk>
Source record: 74092

Hi..

Just wondering if there were many commercialy released Falcon games , and where they can be obtained from?

The excellent Willies adventures.. was that ever released? And also the same question for Bad mood.. the doom clone.

Also does anyone know where to obtain the demo of K- the mario kart clone?

Any reccomendations about games for the Falcon / where to obtain them would be much appreciated.

thanks for any replys in advance..

cheers

Paul mac

3710. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37C6BC1C.BFB28E2@ping.be>
Source record: 74093

Ben Hall a *crit :

> Hi guys,
>
> I've been out of touch with the Atari world for quite a long time, so:
>
> Can anyone give me a brief summary of what I need to backup my Atari files
> to a CD-R?

CD-Writer Plus from Anodyne Software does it very well and is cheaper than
CD-RECORDER !
http://www.cyberus.ca/~anodyne/

Jo

3711. Re: MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.4.04.9908271112310.8540-100000@sandels.intellitel.com>
Source record: 74094

> >What is the schematic to build a new MEGA-ST keyboard cable?
> >I recall that it uses the exact same connector as telephones,
> >but what is the pinout, at both ends of the cable?
>
> I know that Don Schmidt in his post advised that telephone cable shouldn't
> be used- probably there are good reasons for this, maybe he can explain them.

An ordinary phone connector has 2 or 4 wires, plus the correct
connectors. The 4-wire type can be used, if modified:

PHONE (looking at both plugs side-by-side):

```
====== ======
*2345* *5432*
== ==
```

MEGA (looking at both plugs side-by-side):

```
====== ======
123456 123456
== ==
```

On the MEGA, conductors 1&2 and 5&6 are actually doubled, but
if one keeps the cable short enough, you can still use phone
cables, with one connector reversed.

1,2 Vcc
3 TXD
4 RXD
5,6 Ground

Thanks to everyone who provided parts of the final answer,
we now have the whole piece together.
--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3712. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <37c6fd98$0$8718@news.zetnet.co.uk>
Source record: 74145

Hi Nick

On 27 Aug 1999 16:15:17 , Nicholas Bales wrote:

>I use Outlook Express 5 at home, since I just can't manage to set up any
>Atari newsreader to "synchronize all" for offline reading in one step
>the way Outlook does. The only one capable of this is Okami, but my last
>attempts failed miserably. I tried with Netscape too, and that was also
>pretty unsuccessful.

I am not sure what you mean by "synchronize all" for offline reading. I always download all the articles in all the newsgroups I subscribe to before reading offline. Newsie does this without problems, and without waiting between groups, but do you need something other than this ?

Cheers

Paul

3713. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c6eaae4fb5e42@ping.be>
Source record: 74146

on Thu 26-08-1999 19:40 Jo Even Skarstein wrote:

>
>> Have you tried java-script? On my Hades I get lots of error message like
>
>It doesn't look like Java-script is enabled in my version.

Demo version restriction maybe
>
>> Indeed LoA loads initially the images very slow but once in the cache it's
>> very fast.
>
>That's not my experience, it's almost as slow when loading from the cache.

Again maybe demo version restrictions.
I've a registrated version of Adamas Pro. Laoding from cache is really
fast but alas when I try to view offline a page in the cache LoA crash.
>
>> With Cab I can everything I want to. Open a telnet session, no problem,
>> uploading/downloading file with Aftp, no problem, etc...
>
>Not only that, but you can scroll/surf while it downloads images as well.
>If it could only download multiple images at the same time...

Yep, that is the kind of things that makes Cab outstanding.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3714. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <7q6vmo$764$1@news.hawaii.edu>
Source record: 74147

Jo Vandeweghe (dipching@ping.be) wrote:

: > Can anyone give me a brief summary of what I need to backup my Atari files
: > to a CD-R?

: CD-Writer Plus from Anodyne Software does it very well and is cheaper than
: CD-RECORDER !
: http://www.cyberus.ca/~anodyne/

AFAIK - CD-Writer Plus will make audio CDs and Hard disk partition
backups. It won't (yet) allow standard data CDs.

I'm looking forward to being able to create standard data CDs so that I
can exchange large amounts of data between platforms, but it seems that I
may need to purchase CD-Recorder for that.

3715. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <7q72d5$6l7@cantine.wu-wien.ac.at>
Source record: 74148

Chris Swinson (chris-swinson@mega-disczine.freeserve.co.uk) wrote:
: ok Thanks for the URL :-)

: but why TOS 2.06 ? I would of thought that TOS 1.04 which is what I have
: would work ok, not to sure about TOS 1.00 though, but is it necessary to
: upgrade TOS for 16meg RAM ??

I have been using the Magnum Board in my Mega STE for more than one year now and it works perfectly. In total, I have 12 Mb of RAM available. The crad fits into the CPU socket and will take the CPU and a 16Mb SIMM and has its own MMU. The RAM banks already installed remain untouched.

The Extra RAM of the Magnum STE is installed as Fast Ram, similar to the Fast RAM of the TT. This means, that any program that use TT RAM in a legal way (using the TOS functions) can use the Fast RAM of the Magnum. In case of the MSTE it may be even called Fast RAM, because it is clocked at 16 MHz. And the FAST RAM thing is also the reason, why you need TOS 2.06, as i is the onyl TOS to support FAST RAM on STs.

Regards,

Alfred

: Wes Newell <wnewell@ticnet.com> wrote in message
: news:10902BADEEE478DF.0D07CD3A7F991EBB.F720E74DD6F6C845@lp.airnews.net...

: Chris Swinson wrote:
: Hi all,
: I was wondering if there was ever any kits or anything about converting a
: STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever
: anything to get around this ?

: While I never built it, schematics for it are at
: http://users.ticnet.com/newell

3716. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c7118a_1@news2.vip.uk.com>
Source record: 74149

Hi,
Yep, sound is on - keyclicks work fine through the speaker. I've also
got FalconSX installed which allows me to mess around with the sound
configuration settings but still no joy :(However, a patch prog has been
suggested as a possible remedy so I'll search that out if possible. Thanks,
input appreciated.

Later

Bob King <robert.king@patent.gov.uk> wrote in message
news:37C579BB.856E567F@patent.gov.uk...
> Hi again,
>
> re your lack of sound, you have got your internal speaker switched on
> haven't you?
>
> Perhaps your bootup RAM has been set to switch it off. The demos which
> work could just be turning it on temp. like. You never know!!!
>
> Bob King.
>
> omelette wrote:
> >
> > Hi,
> > I've finally got myself a Falcon which I think is great but am
having
> > problems with the sound. Running programs that are supposed to be
Falcon
> > compatible (Zero-5, Desktracker, Back-track etc.) result in silence
though
> > the keyclick and a demo I tried produce sound. Any ideas? Also, is the
> > original 60M IDE drive known to be unusually noisy? Mine goes through
> > random 'grinding' phases though it has no bad sectors. All help
> > appreciated.
> >
> > Thanks in advance.

3717. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c7118c_1@news2.vip.uk.com>
Source record: 74150

Hi again,
Thanks for the URL. Just been to the site and ordered DB3

Later

<bhills@my-deja.com> wrote in message news:7q2mpl$5ct$1@nnrp1.deja.com...
> Hi,
>
> > Hi,
> > Can someone tell me if Diamond Back is still being developed and
> if so
> > who's marketing it and for how much.
>
> The company who created Diamond Back has since left the Atari
> market and although the program was taken over by someone else,
> this too has also stopped.
>
> The current version of Diamond Back can still be bought from Hisoft
> for about 15UKP:
>
> http://www.hisoft.co.uk
>

3718. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37c7118d_1@news2.vip.uk.com>
Source record: 74151

Hi,
Thanks, that's exactly the info I required. I'll check them out soon.

Later

Fredrik Egeberg <deez@algonet.se> wrote in message
news:Pine.SOL.4.10.9908260923160.18330-100000@kairos.algonet.se...
> > Try channels #Atari and #Atariscne
>
> on IRC-net, like irc.dd.chalmers.se, irc.stealth.net (I think this is
> the name)
>
> regards,
> /Fredrik
>
>

3719. New to emulators- suffering from Atari ST nostalgia

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: John Cody <Sfjc@tesco.net>
Message-ID: <7q748b$1s9$1@epos.tesco.net>
Source record: 74152

How can I use ST formatted disks with ST emulators?

Oh- and is 'ST Format' magazine still being published?

My Atari (no longer being used, now up in the loft)
Brought 1989:
520 ST, 0.5Mg RAM, external single-sided floppy drive.

Upgraded in the early years of the decade to:
1Mg RAM, external double sided floppy drive.

3720. ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: PMond <pMond@allinterviews.com>
Message-ID: <37c76e3c$0$200@nntp1.ba.best.com>
Source record: 74153

Anyone out there know of any reliable US sales figures for the Atari ST line? Sorry if this in a FAQ somewhere - I can't find it.
Thanks for your time,
PM

3721. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37C78575.2C931CF8@jps.net>
Source record: 74154

Louis Holleman wrote:
>
> Typical MS thinking... :-(
>
> And indeed, the sync function to read offline isn't very userfriendly.
> Another typical MS-thinking function. Good lawd, it makes me think like
> "Suppose the whole MS bunch thinks/works like this, how *can* it be they
> make profit?"
>
Because they propagandized all the lemmings in the world that they have
to have IBM compatible, then they have to have Windows, and got them all
to shell out big bucks to follow the head lemming over the cliff.

3722. Re: ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <sK1y3.12492$Zi2.68786@news4.mco>
Source record: 74095

I believe only 50,000 falcons were produced. You can contact the EDGAR database and get 10k filings for the years in question. The 10k is the annual report and should have a breakdown of product sales by category, at least by TOS based and PC based as well as a breakdown by country or region. You may have to pay to go back that far.

If that number is right on the F030, then hold on to your Falcons 'cause they may become collectors items due to their uniqueness(DSP chip), the last computer product made by atari and the relatively low prodution numbers. Ever wonder why the F030 is holding pretty steady on their price over the past 2-3 years while ST's can be had for nearly free. Supply and demand. millions of ST's and very few F030.

Now if i could only get my PC modem fixed under warranty and give my F030 back it's modem.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net
Neil Roughley <roughley@HORMEL.bc.sympatico.ca> wrote in message
news:1dx82k1.1j66enj1b1ldj2N@srry01m07-36.bctel.ca...
> PMond <pMond@allinterviews.com> wrote:
>
> > Anyone out there know of any reliable US sales figures for the Atari ST
> > line? Sorry if this in a FAQ somewhere - I can't find it.
>
> There's a mid-1989 STart magazine interview with Sam Tramiel, who was
> asked how many STs were sold up to that time. He guessed the number
> worldwide was approaching 1.5 million.
>
> A few questions later, Sam was asked about projected American sales for
> the ST: "... if we don't sell 100,000 machines here this year, then
> there'll be big trouble."
>
> I doubt total sales would have exceeded 3 million units, including the
> TT and Falcon. This based on the figures provided by Sam Tramiel for
> what was essentially Atari's heyday (before Windows 3 took hold). From
> mid-1989 onwards, it's probably a safe bet that Atari never matched the
> 1.5 million units sold previously. (Around 1992, Atari Canada was
> selling far more PC clones than TOS machines.)

>
> Accurate sales figures must exist somewhere, since Atari paid royalties
> to Digital Research on a per-unit basis.
>
> << Neil >>
>
> --
> Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
> http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3723. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7qdb2j$a7t$1@SOLAIR2.EUnet.yu>
Source record: 74096

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in message news:7q8h5a$m33$1@news7.svr.pol.co.uk...
> Once the floppy controller is running at 16mhz for the 1.44 drive, the step
> rate needs to be doubled else it would end up being 1.5ms instead of 3.
> anyways, A boot program to alter this on boot is ok, but is there any actual
> way to hardwire the step rate to 6ms ?, DD discs will sound a little rough,
> but once in 16mhz it will double to 3, thus no need for any software.
>

I don't see the way to do it without changing TOS - so programming of EPROM's is required.

Pera

3724. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37C721C9.B25EB450@mrgs.cix.co.uk>
Source record: 74155

Steve Sweet wrote:
>
> On 20 Aug 1999 01:08:05 , "Denesh Bhabuta" wrote:
>
> :>just a test
>
> Failed miserably..
>
> Do you support resource Master??..
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Try Joe Connor

Chris
--
Mr.G on his G3

3725. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7q7bad$81j@nnrp3.farm.idt.net>
Source record: 74156

```
On 26 Aug 1999 02:05:33 , Frank W. Lawrence wrote:
>On 24 Aug 1999 13:43:43 , Jochen Fietz wrote:
>>On Mon, 23 Aug 1999 12:27:49 +0100, Steve Stupple <Steve@atari.org>
>>wrote:
>>
>>>
>>>I gave up Superboot a while ago, I now use Xboot. It doesn't have all
>>>the ribbons and bells Superboot has, but is dead easy to use and you can
>>>have lots of boot up defaults.
>>>
>>Bad news for you: I've checked XBoot and noticed, that it is NOT Y2k
>>compliant: set the clock to 1.1.2000 or later and then try to create a
>>new set - Xboot will crash. It's a pity cause I like Xboot too. Have a
>>look at TUBS, it will also do good work.
>>
>
>I notified, a number of months ago, Dan Wilga of Gribnif and he is aware
>of XBOOTS Y2k problem. This will not be a problem in the year 2000 as all
>it does is set date and time. After 1999 ignore setting time and date in
>XBOOT and all will work.
>

Sorry, I goofed,

In my previous message I forgot to explain how to save a set in XBOOT after
the year 2000.

After choosing the items for the new set go to the time set in XBOOT and
just change the year to '99' - then save the set - reboot and then put in
the correct year using the control panel. this will not show the 'new set's
year as the present but at least you can still use XBOOT.

**************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
**************************
```

3726. VINTAGE COMPUTER FESTIVAL - VCF 3.0!

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <7q7ba9vto6@news.psyber.com>
Source record: 74157

Parallax Inc. and Dr. Dobb's Journal proudly present...

The Vintage Computer Festival 3.0
October 2nd & 3rd
Santa Clara Convention Center
Santa Clara, California
www.vintage.org

For the third year in a row, the Vintage Computer Festival is back to thrill and amaze you with the history of one of the greatest inventions in all of mankind, the computer!

The Vintage Computer Festival is for YOU! We don't care which computer you think is the best. We don't care what machine you grew up with, or first fell in love with, or still use today. The VCF is a celebration of all computers and their history! Come share the joy of computing!!!

This year:

* More great speakers!
* More great exhibits!
* More great vendors with Cool Stuff to sell!
* More fun games and contests, including the Nerd Trivia Challenge!
* Tour The Computer Museum History Center!
* And of course, FREE STUFF!!

In short, plenty of stuff to indulge all your SENSES:

HEAR the speakers! SEE vintage computers! TOUCH them too!
SMELL their electronics! But please don't TASTE them!

"The mission of the Vintage Computer Festival is to promote the preservation of 'obsolete' computers by allowing attendees to experience the technologies, stories and people that embody the remarkable tale of the computer revolution."

If you haven't yet experienced the VCF, DON'T MISS THIS ONE!!!

Register Early and $AVE!

Register by September 15 and pay only $20 per person. That includes access to the entire event all weekend, including the speakers, the exhibit and the flea market. Kids 17 and under are admitted free, and as always, parking is free too!

To pre-register, send a check or money order to:

Vintage Computer Festival
4275 Rosewood Drive PMB#29-161
Pleasanton, California 94588

For ultimate convenience, please visit the VCF website for more information as well as a handy registration form ready to print.

http://www.vintage.org/vcf/register.htm

The Speakers

Horst Zuse

Horst, the eldest son of early digital computer pioneer Konrad Zuse, will be giving a lecture on his late father's machines and will focus on the computer businesses that Konrad later founded to market his ideas.

Jon Titus

Who can forget one of the earliest of kit microcomputers, the Mark-8? Jon designed the Mark-8 around Intel's 8008 microprocessor and wrote the construction article that appeared in the July 1974 issue of Radio Electronics--a milestone in microcomputer history.

Todd Fischer

Todd bought the assets of IMSAI after their bankruptcy and continued to manufacture and sell IMSAI products under the Fischer-Frietas Corporation. Todd consulted with MGM for the movie _War Games_ and, as a treat, will be bringing along for show and tell the actual IMSAI 8080 computer that co-starred in the film.

Michael Wise

Mike contends that his Sphere Computer circa 1975 is in fact the first integrated "Personal Computer". Some people think he has a valid claim to that title. Come hear his story and decide for yourself.

Ed Kramer

Ed has been creating computer graphics since the days when it was done using mainly analog video devices. Today he's a Sequence Supervisor for Industrial Light & Magic doing computer generated graphics and special effects for such films as "Deep Impact", "The Mummy" and "Star Wars: The Phantom Menace".

Jim Willing

Our admired and beloved VCF Celebrity, Jim will wax philosophic on various themes of stupendous relevance. This year, Jim will help the aspiring vintage computer collector restore their machines to operating condition with "Debugging for Dummies", and will also give you tips to help you revive ancient copies of your favorite computer games in "Dead Media Society".

Liza Loop

Liza heads up the LO*OP Center, a non-profit organization dedicated to improving education through innovative thinking. Liza introduced the first Apple into public schools in 1976 (in fact the first Apple 1, given to her by Steve Wozniak) and the world has never been the same since. Liza will be bringing along the Apple 1 and other historic machines for show and tell.

Eugene Kim

Eugene recently left Dr. Dobb's Journal as Senior Technical Editor to start his own consulting firm. He'll be giving a lecture on the history of free software, a very relevant topic considering the free-software movement is in full force in today's computing arena as evidenced by the escalating adoption of GNU/Linux.

Roger Sinasohn

Roger is an avid collector of early portable computers and will be giving a talk on the history of the Kyocera 85, a.k.a. the Tandy Model 100, a.k.a. the Olivetti M10, a.k.a. the NEC PC-8201A.

Doug Salot

Doug's research has uncovered what he believes to be the first "personal computer". Forget the Apple][, the Altair or even the Alto. Doug's pick as first PC goes all the way back to the 1950's. Designed by Edmund Berkeley, an unsung hero of computer history, Doug intends to win Berkeley the prominance and praise that he feels is much deserved by this virtually unknown computer visionary.

Plus!

Workshops by Parallax on their amazing little BASIC Stamp. Get a preview of this cool little device by visiting their website at http://www.parallaxinc.com.

For complete speaker information and schedules, point your favorite web page viewing software at http://www.vintage.org/vcf/speakers.htm.

The Vintage Computer Faire and Exhibition

This year, the Vintage Computer Festival exhibit will feature the exhibits of individual collectors, all vying to win first, second or third place in eleven categories, plus the coveted "Best of Show" award. The winner of the "Best of Show" ribbon will also win fabulous prizes.

This year, we want YOU to exhibit the pride of your collection. What better way to demonstrate your enthusiasm for your hobby than to be an exhibitor at the Vintage Computer Festival.

Exhibitor information can be found on the Vintage Computer Festival website (http://www.vintage.org/vcf/exhibit.htm).

The Vintage Computer Flea Market

Every year the best deals on vintage computer items can be found at the Vintage Computer Flea Market. Here are only a few of the amazing items sold at last year's flea market:

* Apple 1 (no, we're NOT kidding!)
* SWTPc 6800
* A rare computer by "the digital group"
* Morrow Decision 1 (S-100)
* California Computer Systems (S-100)
* Apple Lisa 2
* And much, much more!!

If you've got old computer stuff that you'd like to sell, there's no better place than the Vintage Computer Flea Market at the Vintage Computer Festival. Please visit our website for rates and regulations (http://www.vintage.org/vcf/vendor.htm).

The Nerd Trivia Challenge!

Hey trivia fans! Think you got what it takes to survive the Nerd Trivia Challenge? If you qualify, you'll be pitted against two other players in a battle to determine who is the undisputed master of computer history trivia. Answer the most questions correctly and you could walk away with $50 in cash plus some other nifty prizes.

Lightweights need not apply, this contest is geared towards the serious computer history enthusiast. For contest rules please visit http://www.vintage.org/vcf/ntc.htm.

Tour The Computer Museum History Center!

The Computer Museum History Center boasts the largest collection of historic computer artifacts in the world. Their collection includes rare, one-of-a-kind computers and artifacts that date back to the early part of the century and beyond.

A tour of the History Center's "Visible Storage" warehouse will be organized on Sunday, October 3. Tickets are limited and so advanced registration is recommended.

FYI: The History Center is on the move, and is thrilled to announce plans to build a permanent museum to be dedicated by 2007. You can help the History Center achieve its goal by becoming a member. Information about becoming a member of the History Center can be found at http://www.computer-history.org.

Meet Fellow Computer Collectors!

The VCF is the premier gathering for collectors of vintage computers. What better way to enjoy your hobby than by meeting other like-minded individuals to share stories and information about your computer collection. Register in advance by September 15 and save $$$! Visit http://www.vintage.org/vcf/register.htm for details.

Visit our Sponsors!

Without our sponsors, the Vintage Computer Festival could not be a reality. It is our wonderful sponsors that enabled us to bring you the Vintage Computer Festival year after year. Demonstrate your appreciation by visiting them on the web:

Parallax, Inc.
http://www.parallaxinc.com

Parallax manufactures the BASIC Stamp, a versatile microcontroller with a built-in BASIC language that is suitable for most any electronics and computer hobbyist project.

Dr. Dobb's Journal
http://www.ddj.com

Dr. Dobb's Journal is the oldest continually running microcomputer journal, in existence since 1975. It features monthly articles and columns geared towards the computer programming professional.

EOF

3727. Hi

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <37c75667@athene.hdm-stuttgart.de>
Source record: 74158

```
Hi Test. :)
```

3728. Re: 1040STFM connected to the Internet?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <3zJx3.8237$jf6.31727@news1.mco>
Source record: 74159

There is a program called RDE disk. It is a RAM disk that allows you to place all the contents of a program in the disk and it loads the whole disk as a ram disk. With a 2-4 meg ST this program is perfect to set a 1 meg ram disk and have STing and Newsie run off the Ram disk. I had this setup when I had my own brokerage firm to acces real time quotes through telnet.

Hope it helps.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net

3729. Re: Dannie Colquhoun... is he doing alright

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37c784b7$0$8716@news.zetnet.co.uk>
Source record: 74160

On 26 Aug 1999 07:58:01 , Greg Goodwin wrote:
>Hey folks, I'm getting concerned here. There is a user in Scotland by
>the Name of Dannie Colquhoun that I hope is doing alright. He last
>wrote me letting me know that he was recovering from an operation and
>that he was feeling a little down. That was July 15th, and still no
>word from him.
>
> Can anyone tell me if this man is alright?
>
>Dannie Colquhoun / "Fritz#1" <fritz#1@cableinet.co.uk>
>

Just to set your mind at rest:

I have been in Edinburgh for the last couple of weeks and actually spoke to
Dannie a few days ago and he sounded fine.
I guess he is just a little slow at answering mails - but, then, he always
was ;-))))

ATB

Jim

3730. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <37C7844F.9B791799@cyberpeeps.freeserve.co.uk>
Source record: 74161

As apace is needed I am forced to sell alot of software and hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and some PC stuff at silly prices. Look at my web site :- http://www.cyberpeeps.freeserve.co.uk prices start at 30p.

3731. 720k bare 3.5 Epson SMD-286 floppy drives for sale.

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37c79005.5139860@news.easynet.co.uk>
Source record: 74162

They look identical to the Falcon's internal Epson drive as
they have the same front but they are only Double Density.

Instead of beige the front is a charcoal colour. They're
almost as new.

All tested.

Price each is £6 plus £2 postage.

Always consider swops.

Also I still have a few spare Floptical disks. £3.50 each or
5 for £15.

Lastly a plain 520STFM with joysticks and lots of games plus
colour monitor £65 including postage.

Amiga 500 1MEG plus colour monitor, printer, slow modem and
lots of games £100 inclusive.

Again always consider swops.

3732. Re: Horrible palette question

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <7q87sl$4nh$1@plutonium.compulink.co.uk>
Source record: 74163

>
> Is there somewhere some rational documentation of this behaviour.
>

I may have found the solution, Interface which is sitting on MagicMac disk provides a palette when it saves a resource in C that provides a translation as to how the current VDI palette is used by the AES in a colour Icon.

A sample set of the single colour icons using the Colours most often used in Mac Icons appeared fine.

Matthew

3733. PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q89i7$l9g$3@news8.svr.pol.co.uk>
Source record: 74164

Is there any way of reading/writing PC formatted Zip's on the Atari?

I have heard that later versions of MagiC will allow this - are there any other solutions...?

Thanks

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3734. Seattle Atari

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01bef139$08e667a0$10810ccf@dmcinerney>
Source record: 74165

OK. I have a total of three people who want to start a user group in Seattle. Going once, going twice.....

3735. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q8cbu$i3l$1@snipp.uninett.no>
Source record: 74166

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:
> Is there any way of reading/writing PC formatted Zip's on the Atari?

> I have heard that later versions of MagiC will allow this - are there any
> other solutions...?

MiNT 1.15.x will do this. If you have the option to partition the
Zip-disk yourself, I suggest using the "TOS+DOS"+option in HD-Driver, this
will make your Zip-disk accessible under TOS as well.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3736. Re: ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dx82k1.1j66enj1b1ldj2N@srry01m07-36.bctel.ca>
Source record: 74167

PMond <pMond@allinterviews.com> wrote:

> Anyone out there know of any reliable US sales figures for the Atari ST
> line? Sorry if this in a FAQ somewhere - I can't find it.

There's a mid-1989 STart magazine interview with Sam Tramiel, who was asked how many STs were sold up to that time. He guessed the number worldwide was approaching 1.5 million.
ï¿½
A few questions later, Sam was asked about projected American sales for the ST: "... if we don't sell 100,000 machines here this year, then there'll be big trouble."

I doubt total sales would have exceeded 3 million units, including the TT and Falcon. This based on the figures provided by Sam Tramiel for what was essentially Atari's heyday (before Windows 3 took hold). From mid-1989 onwards, it's probably a safe bet that Atari never matched the 1.5 million units sold previously. (Around 1992, Atari Canada was selling far more PC clones than TOS machines.)

Accurate sales figures must exist somewhere, since Atari paid royalties to Digital Research on a per-unit basis.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3737. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Nick Ripley <nick@iipmail.demon.co.uk>
Message-ID: <9lzXiAAmlzx3Ew49@iipmail.demon.co.uk>
Source record: 74168

In article <935701665.23318.0.pluto.c3adfca1@news.demon.nl>, Louis Holleman <louis@holleman.demon.nl> writes

Hi LOUIS,
...
>Not so on the Win platform: I've been trying NS Communicator, well, sorry,
>after more than 1 day still haven't found out how to get stuff for offline
>reading.
>Since I couldn't find (so far) anything better, I reluctantly installed
>Outlook Express 5, at least I know it does handle offline reading. Don't ask
>me details, I can barely manage to get it done :-)
>I know we've been discussing Atari browsers a lot lately, and for sure the
>Win browsers are fast (I really love Opera; just too bad it won't handle
>offline newsreading), I'm not complaining about Pegasus for email, but the
>bloody newsstuff is giving me a headache here. Userfriendly? Stick with
>Atari please,
>it might be old but even a sucker figures out the s/w within 15 minutes...

I know that this really isn't the place to respond to such an enquiry,
but you should try Turnpike for off line reading/email etc. The only
straight forward and decent news/mail app for Windoze boxes IMHO

The other thing you failed to mention, no reinstalling the OS every time
a driver is corrupted on the TT either! ;))

regards

--
Nick Ripley

3738. Finnish keyboard for MEGA?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.4.04.9908281401530.8540-100000@sandels.intellitel.com>
Source record: 74169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,sfnet.atk.atari

Greetings,

I was wondering if anybody knows wether Atari ever produced a Finnish keyboard layout for the MEGA keyboard? I recall reading in CHIPS555.HYP (an Atari technical FAQ by Michael Ruge) that there was one for STE, but there is no mention of any MEGA version.

Btw, does anyone have any details as to which TOS versions had Finnish keyboard support (presumablty 1.06 or 1.62) and if any ST/TT/Falcon were ever built with Finnish language version of TOS?

Thanks.
--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3739. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-2808990736180001@ts7-48t-32.idirect.com>
Source record: 74170

In article <37C78575.2C931CF8@jps.net>, John Kolak <jkolak@jps.net> wrote:

> Louis Holleman wrote:
> >
> > Typical MS thinking... :-(
> >
> > And indeed, the sync function to read offline isn't very userfriendly.
> > Another typical MS-thinking function. Good lawd, it makes me think like
> > "Suppose the whole MS bunch thinks/works like this, how *can* it be they
> > make profit?"
> >
> Because they propagandized all the lemmings in the world that they have
> to have IBM compatible, then they have to have Windows, and got them all
> to shell out big bucks to follow the head lemming over the cliff.

bad analogy; contrary to popular belief, lemmings, though they do have
a herd mentality, do not go as far as throwing themselves off cliffs.

"But I saw this actually happening in a Walt Disney True Life
Adventure!", you say. Sorry; what you saw were Disney technicians actually
hurling lemmings off a cliff when the little beggars refused to live up to
the urban legend.

Somebody should have told Steve Jobs this before the ad agency Apple
was using at the time made the infamous "Lemmings" commercial, which
portrayed businessmen who had bought IBM running in a herd and plunging
off a cliff to oblivion. The second commercial for the Mac after the
brilliant "1984" ad, all it did was poison any chance of Apple making its
way into the business world.

Now if you had compared the IBM users to sheep, you would have a better
analogy. Of course, then we would probably face the wrath of many New
Zealanders :)

3740. HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7q8h5a$m33$1@news7.svr.pol.co.uk>
Source record: 74171

Once the floppy controller is running at 16mhz for the 1.44 drive, the step rate needs to be doubled else it would end up being 1.5ms instead of 3. anyways, A boot program to alter this on boot is ok, but is there any actual way to hardwire the step rate to 6ms ?, DD discs will sound a little rough, but once in 16mhz it will double to 3, thus no need for any software.

Thanks in advance, please could you E-mail direct also :-)

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3741. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7q8l79tbi1@news5.svr.pol.co.uk>
Source record: 74172

On 27 Aug 1999 02:38:32 , "Denesh Bhabuta" wrote:
:>>Do you support resource Master??..

:>Sorry - no

OK dude, thanks for replying. BTW, whats the testing for??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3742. Atari Online News, Etc. #01-26

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5JSeUm+.dpj@delphi.com>
Source record: 74173

```
A-ONE #0126 08/27/99

~ Stan Lee Goes Online! ~ People Are Talking! ~ New CAB.OVL!
~ Preview of Y2K: 9/9/99 ~ MSN Messenger Glitch! ~ Classics Museum!
~ MS and Sun Flip-Flop! ~ More CG Expo Reports! ~ CGExpo "Heroes"!
~ AOL Improves Messenger ~ 'Classic Gamer' Debuts ~ NFL Blitz 2000!

-* Don Thomas' Site Wins Award! *-
-* Whatever Happened To Screensavers?? *-
-* Free Web-based E-Mail At Atari-Users.Net!! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

3743. Re: Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: bstratton5@aol.com
Message-ID: <19990828091705.28286.00000666@ng-fl1.aol.com>
Source record: 74174

i need a atari 2600 system and i need it cheep

3744. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: shammond@loop.com
Message-ID: <_JTx3.1303$6t3.6247@news2.randori.com>
Source record: 74175

On 27 Aug 1999 23:45:10 , John Kolak wrote:

>
>
> Louis Holleman wrote:
> >
> > Typical MS thinking... :-(
> >
> > And indeed, the sync function to read offline isn't very userfriendly.
> > Another typical MS-thinking function. Good lawd, it makes me think like
> > "Suppose the whole MS bunch thinks/works like this, how *can* it be they
> > make profit?"
> >
> Because they propagandized all the lemmings in the world that they have
> to have IBM compatible, then they have to have Windows, and got them all
> to shell out big bucks to follow the head lemming over the cliff.

So what is the number one oxymoron in the US? - "MicroSoft Works!".
After getting a PC (under great pressure from my kids) I also find
myself comming back to my TT for e-main and news reading. Louis's
observation regarding OutLook Express is right on the money - the Atari
alternatives are far more intuitive to use and better documented. Yes,
the 350 mHz winbox (K62) is a "lot" faster than my TT when it comes to
number crunching. Is it easier to use - NO. Is it more productive - only
for some things. Has it been more stable - NO. So the TT still occupies
space on my desk and is not leaving until I find a replacement for it :)

Steve

3745. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q90sd$7dm$1@news6.svr.pol.co.uk>
Source record: 74176

Jo Even Skarstein wrote in message <7q8cbu$i3l$1@snipp.uninett.no>...

>> Is there any way of reading/writing PC formatted Zip's on the Atari?
>
>MiNT 1.15.x will do this. If you have the option to partition the
>Zip-disk yourself, I suggest using the "TOS+DOS"+option in HD-Driver, this
>will make your Zip-disk accessible under TOS as well.

Jo,

So you're saying that (without Mint), If I buy HD Driver and format the Zips using this, I can use the resultant Zip disks on both PC and Atari platforms without problems?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3746. Format large SCSI drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: 4of9@borg.com
Message-ID: <37c8fe18.3898381@news.pclink.com>
Source record: 74177

I need an alternative to Atari HDX to format a 2gig scsi drive.
I know about HD Driver, but don't know how (where) to purchase in USA.
thx!

3747. Re: ATARI COMPUTING REFLECTIONS

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: 4of9@borg.com
Message-ID: <37c9ff88.4266909@news.pclink.com>
Source record: 74178

Are Atari user's groups a good place to pick up chicks?
Divorced.

3748. Please help!- here's a stupid question.

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: John Cody <Sfjc@tesco.net>
Message-ID: <7q950l$d63$1@epos.tesco.net>
Source record: 74179

I have just downloaded imgbuild.
I have no idea how to use it.

Any help welcome.

3749. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7q9686maf1@snipp.uninett.no>
Source record: 74180

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:

> So you're saying that (without Mint), If I buy HD Driver and format the Zips
> using this, I can use the resultant Zip disks on both PC and Atari platforms
> without problems?

That's correct. You don't even need to format them, just partition them
(one partition) with the TOS+DOS options. It takes less than a second, and
the disks are readable by PCs as well as TOS, MiNT and MagiC (all
versions). Just be careful with long filenames if you're using TOS.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3750. James Haslam's Website updated

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37c83536$0$8715@news.zetnet.co.uk>
Source record: 74181

Hi all!

After a quiet summer, I thought it was about time I updated my website again! :) Nothing major has been changed in the layout of the site, I have just added/updated some more files for the download page:

AtarIRC v1.04 has been put on, replacing the previous v0.99 that I had before.

Madness by Cream is a new music demo for Falcons, showing the power of Cream's new PAULA emulator (PAULA is the soundchip found in Amigas). It has eight tunes from classic Amiga and ST games, a real nostalgic treat, including Chambers of Shaolin (sp?) from the International Karate game from about 1986!

I've also put on a MOD player for PCs (as I've had a few requests for one), called Yamp! It's v3.2, and I'm not sure if it's the latest version, so I put in a link to the author's homepage.

It's all to be found on: http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

3751. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c821ca1b498f1@ping.be>
Source record: 74182

on Sat 28-08-1999 10:19 Ben Hall wrote:

>Is there any way of reading/writing PC formatted Zip's on the Atari?
>
>I have heard that later versions of MagiC will allow this - are there any
>other solutions...?
>
Yes, install freeMiNT 1.15.1 or use BIGDOS. Both can be found on the
Belgian ftp-site.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3752. Re: So much for a fast Winbox!

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: macman@terraworld.net
Message-ID: <macman-2808991443070001@port179240.terraworld.net>
Source record: 74183

In article <935701665.23318.0.pluto.c3adfca1@news.demon.nl>, "Louis Holleman" <louis@holleman.demon.nl> wrote:

> Hi,
>
> well, I've got this fast Winbox now, and it's fast indeed. Compared to my
> 10-year old TT, pics load/display much faster, html-sites get in a lot
> faster and also mail and news is fetched a lot faster.
> Now before you think: another Windoze sucker, nope, I'm still glad I've got
> this old TT. I used to run fidostuff with a BBS: mailer/reader/maintainer.
> Especially the reader was pretty easy on the configs. Never had a problem to
> select the msgs I wanted to keep and others I wanted to discard. Next came
> the Internet stuff, same thing. I've been working with Newsie, FireNews, and
> Okami/Newswatch and for this stuff I only needed 15 minutes to figure out
> how it worked.
> Not so on the Win platform: I've been trying NS Communicator, well, sorry,
> after more than 1 day still haven't found out how to get stuff for offline
> reading.
> Since I couldn't find (so far) anything better, I reluctantly installed
> Outlook Express 5, at least I know it does handle offline reading. Don't ask
> me details, I can barely manage to get it done :-)
> Next problem is the maintenance of the only group I hooked up thusfar,
> C.s.a.s., I haven't figured out how to keep the interesting ones and discard
> the rest in the last 24 hrs....
> I know we've been discussing Atari browsers a lot lately, and for sure the
> Win browsers are fast (I really love Opera; just too bad it won't handle
> offline newsreading), I'm not complaining about Pegasus for email, but the
> bloody newsstuff is giving me a headache here. Userfriendly? Stick with
> Atari please,
> it might be old but even a sucker figures out the s/w within 15 minutes...
>
You think the New PC is fast try using a new G3 mac even the 266 iMac is faster than a P/// it makes any Celeron system look like toy.Also I use Endora on the Mac for offline mail reading it does not crash like outlook does.I try to stay clear of M$ stuff if possible I don't have no where near the problems my Wintel using friends have.I use 5 different OSes and Windows gives more trouble than any other platform it's got to be the buggiest OS ever made.

3753. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37c83c5259ef0651@holleman.demon.nl>
Source record: 74184

Hi,

I hooked up the SETI s/w yesterday evening around 21:30 locally (version 1.06), after 18 hrs of work on my first data block, the machine states right now that it processed 82% in about 18 hrs...
I seem to recall that I've seen reports of one block in around 13 hrs...
Did I get an extra large block or what? Machine is a P-III 450 with 128 megs of mem... and plenty of disk space. I would think it would crunch faster?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3754. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q9jmslmj1@news6.svr.pol.co.uk>
Source record: 74185

Martin "Nightowl" Byttebier wrote in message <37c821ca1b498f1@ping.be>...

>>Is there any way of reading/writing PC formatted Zip's on the Atari?

>Yes, install freeMiNT 1.15.1 or use BIGDOS. Both can be found on the
>Belgian ftp-site.

Well Bigdos was the cheap an easy solution! Just pop the .PRG in the auto
folder! Works fine, though I think I will still get a copy of HD Driver...

Thanks Martin,

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3755. Re: Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af7b1a0b90B802A1.46@nest.ftn>
Source record: 74186

Thanks for their answers to:
John Blakeley (KMGD? You're kidding! Did you see the size?) :-(
Jo Even Skarstein (Stop asking silly questions.) ;-)
Frank Naumann (I found MAN and tons of other things.)
Kay Ellis (I had only Minix 0.60.) :-\

Now, I have Minix 0.71 and it worked by itself. I have a Minix partition which eccepts longs filenames. I installed everything I had on U: on this partition and... nothing works anymore! :-))) (Made me laugh a lot!)

My symbolic links in "mint.cnf" are correct. U: is on the root of J: but all the TTP's of my /bin folder refuse to work. TOSWin (2.4) only says "Process terminated. Press enter to close the window.".

I took again the TTP's of my /bin folder in C:\MINTSYS (where my links formerly pointed to). They work if I launch them from the desktop but from tcsh, I get:

/dev/u/bin/[whatever program]: Access denied.

What did I do wrong once again?

To avoid the questions, my setup:

Hades 060/96 Mb, MiNT 1.15.1/N.AES/HDDriver. My Minix partition is on a Zip-disc (J:) and the long filenames are perfectly readable from Jinnee or from Boxkite.

Where's the problem? Heeeelp! ;-)

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

3756. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7q9nfp$ok2$1@news5.svr.pol.co.uk>
Source record: 74187

Have you got the Seti Client set up to run all the time?, and have it running in the System Tray so it doesn't show the graphics, as it tends to run a lot slower if it has to calculate what to print, if you want to run the screen saver set it to blank at 0 minutes so it doesn't show the graphics.
I have a P-II 350 with 128 megs of RAM, it would take 36 hours when I had it set up as a screen saver (showing the graphics) and only 11½ to 12½ hours when I set it to run all the time and didn't show any graphics, your computer should do a unit in 11 to 12 hours.
If you play games or do anything really intensive then time will pass and hardly anything gets done.

Claggy.

Louis <louis@holleman.demon.nl> wrote in message
news:37c83c5259ef0651@holleman.demon.nl...
> Hi,
>
> I hooked up the SETI s/w yesterday evening around 21:30 locally (version
> 1.06), after 18 hrs of work on my first data block, the machine states
> right now that it processed 82% in about 18 hrs...
> I seem to recall that I've seen reports of one block in around 13 hrs...
> Did I get an extra large block or what? Machine is a P-III 450 with 128
> megs of mem... and plenty of disk space. I would think it would crunch
> faster?
>
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

3757. Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: phil <nuboy@NOSPAM.globalnet.co.uk>
Message-ID: <7q9nvlijc1@gxsn.com>
Source record: 74188

I hope this is the right place for this query.If not could someone please direct me to somewhere that might be.
My Dad has an Atari 1040 STE. He sequences midi on it using Breakthru Plus.We're trying to get breakthru working on the pc using Gemulator 98.Anybody know about the gemulator 98.
We've tried the Tos 1.04 off his Atari and other Toses we've dowloaded (Tos 2.06,Kaostos,supertos etc etc) but can't get it going.Breakthru begins to load the stops,leaving the cursor in the busy/wait state.Some other Toses give us a white screen which then turns to black and white stripes.Please help if you can.Thanks in advance

3758. Women Atari Users

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C87D6D.38E7@geocities.com>
Source record: 74189

4 OF 9 wrote:
>
> Are Atari user's groups a good place to pick up chicks?
> Divorced.

Welcome to the Atari ST newsgroup!

I'm a part of the Atari Users of North Texas. In that group, we have about ten adults that show up on a regular basis with about 10 to 15 other members that show in a revolving fashion. :)

Of those adults, there are about seven women. Four are married (one being my wife), the other three are single. Two are creative and one of those two are fun. The third one would be the type most would go after, though she has a kid already so I hope you like children.

And there you have it. :)

Doctor Clu

3759. Re: New to emulators- suffering from Atari ST nostalgia

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37c87eee$0$8718@news.zetnet.co.uk>
Source record: 74190

John Cody <Sfjc@tesco.net> wrote in message
news:7q748b$1s9$1@epos.tesco.net...
>
>
> Oh- and is 'ST Format' magazine still being published?

where have you been??

3760. Re: ATTN: Atari Meeting - How about Southern California?

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <WM%x3.448$855.24149@typhoon-la.pbi.net>
Source record: 74191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Is anyone aware of an Atari User Group in the Los Anageles/ Orange County area?

Benjamin Smith wrote in message <7q5ni5ejt1@user2.teleport.com>...
>Please direct all replies through E-Mail at bensmith@teleport.com or
>atari@benjamin.net instead of NewsGroups as I don't regularly check
>NewsGroups.
>
>If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
>you are cordially invited to attend a Meeting of the Portland Atari
>Club. You don't have to be a member to attend. We meet the 2nd Tuesday
>of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm
>at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get
>together with other Atarians. Make friends, meet new people, maybe find
>an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere.
>Bring your family to a family friendly place. For more info try:
>
>http://pac.pdxweb.net
>
>
e-mail: atari@benjamin.net

>
>For more information or directions, please call our Vice President
>Ben Smith at (503)256-9974 See you there!
>--
>Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory
(503)256-9974
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite
at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain
at http://www.atari.benjamin.net Catalogs Requested by & Received Through
E-Mail
>at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or
ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading
Post

3761. Re: ? 'bout downloading software

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <7qa4sv$8gq@newsops.execpc.com>
Source record: 74192

Hi Nicholas,

Thank you for your help regarding StinG and CAB Docs.

> > I found a German to English Translator at a site.
> > When I access the site, I am in Gopher:
> > The site index labels the program as xlator2.zip
> > When I get there it looks like this:
> > [INLINE] xlator2
> > I right arrow xlator2. Takes forever. I <CTRL> C, but then a page
> > comes up with a bunch of gibrishh.
> > I repeat the procedure. This time I use d key on computer.
> > I finally get to Save to Disk, but when I do, it does not go
> > into my directory as a .zip file.
> > Seems like it saves as one large open file.
> > What am I doing wrong?
>
> No idea. What software are you using ?
>

I use a Telecommunications program called Flash II.
By Missionware software.
The very last version for Atari.

I am in shell only. I just see text, no graphics. I do not have a browser
as of yet.

At other times, it downloads just fine.
The only other time I remember having this problem was when I was
at another site. I was trying to download a demo version of MagiC.

I don't think its the software. It really has been running quite
stable for me.

ken

3762. Lakmeyer EPROM Burner

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9908282243310.24656-100000@moose.erie.net>
Source record: 74193

I have a Lakmeyer EPROM burner which plugs into the cartridge port
of the Atari ST. I'm still trying to contact anyone else who may have one
of these. I'm particularly interested in what the latest version of the
software is and how to use the ROMdisk functions. It was made in the UK.

3763. test

Newsgroup: comp.sys.atari.st
Date: 1999-08-28 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <tA1y3.12463$Zi2.68472@news4.mco>
Source record: 74194

Just testing. I had to install IE5 and this newsreader is slow and sucks.
My other posts aren't showing up

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net

3764. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c874085b8cb61@ping.be>
Source record: 74097

on Sat 28-08-1999 22:14 Ben Hall wrote:

>
>Martin "Nightowl" Byttebier wrote in message <37c821ca1b498f1@ping.be>...
>
>>>Is there any way of reading/writing PC formatted Zip's on the Atari?
>
>
>>Yes, install freeMiNT 1.15.1 or use BIGDOS. Both can be found on the
>>Belgian ftp-site.
>
>
>Well Bigdos was the cheap an easy solution! Just pop the .PRG in the auto
>folder! Works fine, though I think I will still get a copy of HD Driver...

freeMiNT 1.15.1 is also very cheap but ofcourse if it's just occassionaly
you must read PC formatted Zip's BIGDOS is a very good alternative.
HDdriver is always a good investment.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3765. Re: Minix ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q9v8fnof1@plutonium.compulink.co.uk>
Source record: 74098

In message <Pine.LNX.4.10.9908270923220.559-100000@mon07261.mon.bbc.co.uk>,
john.blakeley@mon.bbc.co.uk said:

>What you probably want is something like KGMD! This is a complete MiNT
>distribution - but somewhat out of date! It has a lot of documentation,
>and includes 'man' which will help you read those *.? manual pages.

Alternatively, there is a module in Look'n See that strips out all the
'special emphasis' features (bold, underlined etc with its backspace
ticks) and leaves plain text that you can read in any editor or text
viewer.

Regards, /Peter/

3766. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q9v8gnog1@plutonium.compulink.co.uk>
Source record: 74099

In message <7q6cr4$bm2$1@news5.svr.pol.co.uk>, chris-swinson@mega-disczine.freeserve.co.uk said:

>but why TOS 2.06 ? I would of thought that TOS 1.04 which is what I have
>would work ok, not to sure about TOS 1.00 though, but is it necessary to
>upgrade TOS for 16meg RAM ??

Yes it is, as TOS 1.xx can't go above 4 MB. Even 2.06 needs an extra
MMU, but that (and the TOS 2.06 chips) can be fitted to the Aixit
Magnum upgrade board. Note that Aixit normally supply German TOS
chips, so it's better to buy them here (TUS or Sysol).

Regards, /Peter/

3767. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7q9vq9jgj1@zingo.tninet.se>
Source record: 74100

Chris Swinson skrev i meddelandet <7q8h5a$m33$1@news7.svr.pol.co.uk>...

>Once the floppy controller is running at 16mhz for the 1.44 drive, the step
>rate needs to be doubled else it would end up being 1.5ms instead of 3.
>anyways, A boot program to alter this on boot is ok, but is there any
actual
>way to hardwire the step rate to 6ms ?, DD discs will sound a little
rough,
>but once in 16mhz it will double to 3, thus no need for any software.

In this case software IS hardware.
The consequence of a software change of the steprate is an electrical change on the input pin STEP on the FDC. The change is of course a time pulse. You can build harware that will do this, a capacitor and a couple of resistors, but why bother? The TOS 2.06 ROM:s can be altered (one byte) so that 6ms is the default setting. You would also need to recalculate the CRC checksum at the end of the TOS-ROMs. The routine for that can be found in the TOS-ROMs, it's a table.

If you need to change the steprate at a very early stage you can use a bootsector loader like Bootsie.

MG

3768. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7q9vqjjgj2@zingo.tninet.se>
Source record: 74101

J�rgen Nyberg skrev i meddelandet <7q28h9$e4p$1@cubacola.tninet.se>...
>Hi
>
>I was wondering if anybody could help me and give me a tip on a good
>snapshot program.

There is a program for dumping to HP Deskjets or a file, it works great in mono.

MG

3769. Re: ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7qa1n0$2ql8@enews3.newsguy.com>
Source record: 74102

On 26 Aug 1999 10:41:47 , Slc.Dennis Bishop wrote:

>Don't think the icq will work without mint?,magic? something like
>that, but I'm using the ATAIRC just fine for over a year nowon my TT.

Well I use MagiC 5 on my Nemesis-enhanced Falcon so that shouldn't be a problem.

-Paul

--

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\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
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3770. Re: ICQ and IRC with STinG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7qa211$2qqs@enews3.newsguy.com>
Source record: 74103

Thanks for the information about ICQ and IRC to all who offered help!

And James Haslam - I'll head over to your site and grab the programs very soon.

-Paul

--

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3771. Re: Snapshot program

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qa7jm$2vk$1@zingo.tninet.se>
Source record: 74104

On 29 Aug 1999 01:44:55 , "Martin Graiter" wrote:
>
>J�rgen Nyberg skrev i meddelandet <7q28h9$e4p$1@cubacola.tninet.se>...
>>Hi
>>
>>I was wondering if anybody could help me and give me a tip on a good
>>snapshot program.
>
>
>There is a program for dumping to HP Deskjets or a file, it works great in
>mono.
>
>MG
>
>
>.
Hi Martin

```
Well i want something that works in HC or TC because i mainly use HC.
But i think i will try Imagecopy (thank's to everybody else who answered)
```

Cheer's J�rgen

PS. Det �r till en eventuell artikel i AtariMagasinet.

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3772. NEWSie - Upgrade Suggestions

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7qa5rb$2sv2@enews3.newsguy.com>
Source record: 74105

I don't know if John Rojewski is still updating / supporting NEWSie, but if so, I have a few suggestions (I've also e-mailed this to him):

- Show DATE SENT for OUTBOX mail. I know it shows it in the actual OUTBOX overview, but it doesn't in the individual e-mails. InBox mail has the date where the OutBox mail shows "Organization" instead. I often print business-related e-mails I've sent and it would be nice to see at a glance when I actually sent it.

- Separate folder (other than putting everything in "WORK") for extracted file attachments

- Fix address book NICKNAME problem. Now, it only works if you have the "ADDRESS.ABK" (default) file loaded. I have several different address books ("TRADERS.ABK", "FRIENDS.ABK", etc.) but if I load any file other than the default, the nicknames feature doesn't work unless I rename the .ABK file to "ADDRESS.ABK".

And the two MOST IMPORTANT to me...

- Allow Queued news articles to remain in the Offline Postings Out Box after sending. Sometimes the news server my ISP uses chokes on 1 or more messages, and doesn't actually receive them. But unlike the e-mail outbox, the messages are gone after I "connect to host". So if they don't make it to the actual news server, I am forced to re-type them again (of course I lose all quoting and threading and such). If they remained in the Offline Postings Out Box even after being sent to the server, I could simply re-que them and try again - EXACTLY as the e-mail Out Box works now.

- A "delete all" (ie. mark ALL as deleted) for offline article reading of newsgroup articles. There already is a selection for "mark ALL as READ", but that doesn't physically delete them from the hard drive.

Thanks!

-Paul Nurminen

--

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3773. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7qavrj$mh8$1@nnrp1.deja.com>
Source record: 74106

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3774. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx9fi2.r6np1xvn34yqN@pm-d28.rhein-main.de>
Source record: 74107

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:

> Is there any way of reading/writing PC formatted Zip's on the Atari?
>
> I have heard that later versions of MagiC will allow this - are there any
> other solutions...?

Yes. Works fine. Use DOS formatted ZIPï¿½s to transfer data between
Falcon (MagiC) PowerMac (OS8.6) and PC with WIN ï¿½98
HDDRiver generates the right format.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3775. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <935910039.1852.0.pluto.c3adfca1@news.demon.nl>
Source record: 74108

> Have you got the Seti Client set up to run all the time?, and have it
> running in the System Tray so it doesn't show the graphics, as it
> tends to run a lot slower if it has to calculate what to print, if you
> want to run the screen saver set it to blank at 0 minutes so it doesn't
> show the graphics.
> I have a P-II 350 with 128 megs of RAM, it would take 36 hours when
> I had it set up as a screen saver (showing the graphics) and only
> 11½ to 12½ hours when I set it to run all the time and didn't show
> any graphics, your computer should do a unit in 11 to 12 hours.
> If you play games or do anything really intensive then time will pass
> and hardly anything gets done.

Hi Claggy,

most valuable tip... I finished the block in around 19 hrs 52 mins because I operated the set without the screensaver getting active. So now I set it to blank at 0 mins, the Win setting is still 15 mins and it doesn't display the gfx any longer. Guess that's pretty useless unless you wanna impress friends with "look what I'm doing over here..."
So I just returned my processed stuff, got a new block and indeed the machine is set to run SETI all the time, not only on the screensaver.

Figure the next block could be finished in 12-13 hrs.

3776. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7qat8h$e35$1@news6.svr.pol.co.uk>
Source record: 74109

> In this case software IS hardware.
> The consequence of a software change of the steprate is an electrical
change
> on the input pin STEP on the FDC. The change is of course a time pulse.
You
> can build harware that will do this, a capacitor and a couple of
resistors,
> but why bother? The TOS 2.06 ROM:s can be altered (one byte) so that 6ms
is
> the default setting. You would also need to recalculate the CRC checksum
at
> the end of the TOS-ROMs. The routine for that can be found in the
TOS-ROMs,
> it's a table.
>
> If you need to change the steprate at a very early stage you can use a
> bootsector loader like Bootsie.

Thanks for info, I see the Step pin is actually a output pin, and the WD1772 has 11 commands to be used, one of which is the STEP set command there are 2 bits to be set for the 4 step values. I think if I simply hardwire a few comparitor chips to check to see if the ST is trying to set this value, then the step set pins will be disconnected from the Bus and grounded, 0 0 is 6ms, The ST would then think it had 3 ms set but in fact it would be 6ms, actually for 16mhz 6 ms would be 3 anyway so the ST would be right anyway. I'm going to try this idea today and see if it works :-)

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3777. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935922761.7361.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 74110

Hi,

omelette wrote in message <37c48e29_3@news2.vip.uk.com>...

>Next, I recall reading way back that there was a dynamic ram disk
>available for MagiC >4 (I've got 6) Pointers please.

I think I found this at ftp.funet.fi, called something like MAGXRAM.ZIP or
.LZH. Can't remember the directory structure off hand, but I think it's in a
directory of MagiC utilities.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3778. Re: NEWSwatch & POPwatch - comments please

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935922762.7361.1.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 74111

Hi,

G Greenway wrote in message <37c4d9f436cc700@elis.demon.co.uk>...

> NWatch has been running slow of late, sometimes it's as bad as 512
>bits per second. CAB and POPWatch run well enough, so I doubt it's my
>STiNG set-up. Could this just be Demon's news feed ?

The latter, I'd guess, unless other people have noticed problems using
NEWSwatch with other ISPs. I keep getting timeouts lately on Demon news
downloads from Outlook Depress.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3779. Re: Telnet For STing

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935922763.7361.2.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 74112

Brain Roland wrote in message ...
>John Whalley (news@whalley.demon.co.uk) wrote:
>: As far as I know the only real alternative is TelStar (from the STinG
pages
>: if they are still there). This is very nice in many ways but only
emulates
>: VT52, inadequate for some purposes.
>
>No, actually TelStar is 'almost' vt100 compliant.
>From what I can tell, it only lacks the ability to scroll (split windows),
>it can't be set to turn auto-margin off. In essence, updating the last
>line of the terminal will cause everything else to scroll up one line.
>It doesn't yet support insert-character capability (it seems).

You've lost me a little with the terminology (oops - apologies for awful
pun), but TelStar definitely couldn't handle the graphics characters used
for drawing the boxes and menus on our library catalogue.

>Really, what we need is a port of the plane jane unix telnet for STik/ng.
>Then we could simply open it in a coshy shell of CoNnect and have full
>color VT102/ANSI emulation (and a choice of many others), with buffers,
>cut and paste, a bookoo of options for setting up keys, and the list goes
>on.
>
>Forget the GEM and emulation junk! It's already done in CoNnect, quite
>well, and quite fast!

This sounds like a useful way round the problem. Any takers for porting the
client?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3780. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <935922763.7361.3.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 74113

Hi,

[MiNTnet-Draconis bridge]
Jo Even Skarstein wrote in message <7q1ore$75h$1@snipp.uninett.no>...
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>> It might, but since MiNT and MagiC's XDD-implementations differs quite a
>> bit it will need a rewrite. But the basic code (i.e. the
>
>I'm talking pure nonsense here, mgw isn't a device at all... So it should
>be quite easy to port it to MagiC/sockdev.

Hmm. Sounds like things could start getting interesting in the near future.

Thanks for the information,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3781. Falcon 030 problem :o(

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Jakov.Pavic@public.srce.hr
Message-ID: <37c91485.7079130@news.carnet.hr>
Source record: 74114

When I want to start my Falcon computer won't run - after testing memory on screen it shows 2 bombs. Who knows what it means those 2 bombs?

3782. Re: Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <37C8B770.CAB08A32@cyberpeeps.freeserve.co.uk>
Source record: 74115

Sorry I can't help with a complete 2600 system. Try some of the links on
my site www.cyberpeeps.freeserve.co.uk and keep looking in newsgroups
best of luck.

BSTRATTON5 wrote:
>
> i need a atari 2600 system and i need it cheep

3783. Re: SV: Midi Sequencer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Jakov.Pavic@public.srce.hr
Message-ID: <37c915eb.7436522@news.carnet.hr>
Source record: 74116

>Cubase Audio Falcon V2.06 (Boxed, registration card, manual, disks, dongle,
>clock etc), and Cubase Score V2.00.06 (2 x manuals)
>
How much You ask for all this ?

3784. Ultimate Virus Killer 2000 (Atari ST/TT/Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37ca2163.7751977@news.wxs.nl>
Source record: 74117
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://uvk.atari.org.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

3785. ST news International Christmas Coding Convention 2000 (Atari 16-bit scene)

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37cd21da.7871132@news.wxs.nl>
Source record: 74118
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://www.fortysecond.net/stniccc2000 to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!

3786. Re: FSUK: TT and Extras

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37c929ef$0$8716@news.zetnet.co.uk>
Source record: 74119

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7q3vtluli1@news4.svr.pol.co.uk...
> Sadly, I must sell this kit to clear some space.

It's just one blow after another over the last few months

3787. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7qb9qk$p2n$1@news5.svr.pol.co.uk>
Source record: 74120

> Yes it is, as TOS 1.xx can't go above 4 MB. Even 2.06 needs an extra
> MMU, but that (and the TOS 2.06 chips) can be fitted to the Aixit
> Magnum upgrade board. Note that Aixit normally supply German TOS
> chips, so it's better to buy them here (TUS or Sysol).
>
> Regards, /Peter/
>

So TOS 1.04 won't work above 4 meg then ?, in this case its a BIG :-(cos
I'll have to track down TOS 2.06 chips now....

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3788. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7qbaf2$4ij$1@snipp.uninett.no>
Source record: 74121

"Nicholas Bales (please edit email addressto reply)" <bales@online.take.this.out.fr>
wrote:

> There aren't that many apps that would take advantage of this, so unless
> you are multitasking like hell, there's probably not much benefit
> considering the price.

I'm not sure what you mean here, but *all* programs that allocates memory
through the OS (i.e. everything but games) will use this memory
automatically. I'd say that everybody who use a multitasking OS and/or
DTP/graphics-programs would benefit greatly from more RAM.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3789. Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C940FB.702@geocities.com>
Source record: 74122

The next issue of AUNT BYTES is being worked on right now and I would love whatever info I can get about the new Milan (and who to contact about it).

Should be a fun issue.

Thanks in advance, and if you are a Milan user, drop me a letter also!

Doctor Clu

3790. Re: Falcon 030 problem :o(

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxb1yn.jb91jh1uatvsiN@pm-d15.rhein-main.de>
Source record: 74123

JP <Jakov.Pavic@public.srce.hr> wrote:

> When I want to start my Falcon computer won't run - after testing
> memory on screen it shows 2 bombs. Who knows what it means those 2
> bombs?

Bus-Error. Serveral parts can generate this error. Mostly the internal
COMBO Chip generates this error if he detects any hardware mismatch.
(Mostly one of the subparts doasnï¿½t response in a defined time)

Have a look to the internal TOS chip, PowerSupply.

For more informations about the Falcon hardware take DOITF030.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3791. HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <17KF0DAeCWy3EwRj@steverosie.demon.co.uk>
Source record: 74124

Hi

I've got a problem and I wonder if I'm alone with this or does other people have the same, or even if the latest version tackles it.

I have a shuttle drive that allows me to use it on a PC via a parallel port OR a SCSI card.

If I format it for use with TOS & DOS, when I try and read it IN DOS I get garbage; however if I read it under Windoze there is NO problem.

I need to access this drive from DOS, so that I can manipulate files between the 2. This was the main reason for going for HDDriver.

I'm using version 7.51. If this is resolved in the most recent version then I'll upgrade, if not I won't.

Any help will be more than appreciated:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3792. Re: Falcon 030 problem :o(

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7qbonb$860$1@barcode.tesco.net>
Source record: 74125

2 bombs=bus error (usually attempting to access a bad address).

Try booting your Falcon with the ALTernate key or Control key down.

Mark

JP <Jakov.Pavic@public.srce.hr> wrote in message
news:37c91485.7079130@news.carnet.hr...
> When I want to start my Falcon computer won't run - after testing
> memory on screen it shows 2 bombs. Who knows what it means those 2
> bombs?

3793. Re: Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FH8M7z.CIJ.0.bloor@torfree.net>
Source record: 74126

I think the problem is with A PC trying to recognize a MIDI port in the
way the 1040STe (or any other Atari 16/32 bit, for that matter) does.

AFAIK even the great Darek Mihocka threw his hands up in despair, trying
to get the PC to see a MIDI port. There's some internal gimcrackery in a
PC that puts MIDI recognition at the end of a long chain of OS-related
events which is totally alien to the TOS/GEM way of doing it. I think
that none of the PC-based Atari emulators will `do' MIDI.

I would be overjoyed to learn that my beliefs as stated here are wrong.
If an Atari emulator could give me access to NOTATOR, I'd get a PC tomorrow.

John S. Gray
Isolated out in Atlantic Canada

3794. FS/T Atari ST Games, Components and Magazines (Updated)

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <RFfy3.458$G6.54915@news0.telusplanet.net>
Source record: 74127
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/29/99
- Sold items removed

I have the following Atari ST components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST - Boxed with power supply and mouse
- Atari Mega4 ST - Boxed with keyboards/mouse/power supply
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and Laser Printer Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supply
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)

- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

3795. Re: Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37c9935070c250@tripnet.se>
Source record: 74128

On Sun 29-08-1999 17:35 (GMT) John S. Gray wrote:

>I think the problem is with A PC trying to recognize a MIDI port in the
>way the 1040STe (or any other Atari 16/32 bit, for that matter) does.
>
>AFAIK even the great Darek Mihocka threw his hands up in despair, trying
>to get the PC to see a MIDI port. There's some internal gimcrackery in a
>PC that puts MIDI recognition at the end of a long chain of OS-related
>events which is totally alien to the TOS/GEM way of doing it. I think
>that none of the PC-based Atari emulators will `do' MIDI.

I have used the GFA command

OUT 3,<data in byte format>

and it works fine from within Gemulator-98 sending MIDI notes to the
internal soundcard on the pc.

>
>I would be overjoyed to learn that my beliefs as stated here are wrong.
>If an Atari emulator could give me access to NOTATOR, I'd get a PC tomorrow.

Probably most serious Atari MIDI software will not work because they
have to access the port at a very low level to avoid problems with
input/output buffers and timing.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3796. Re: Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <MMgy3.88$bU.44076@nnrp3.proxad.net>
Source record: 74129

phil <nuboy@NOSPAM.globalnet.co.uk> a ?crit dans le message :
7q9nvlijc1@gxsn.com...
> I hope this is the right place for this query.If not could someone please
> direct me to somewhere that might be.
> My Dad has an Atari 1040 STE. He sequences midi on it using Breakthru
> Plus.We're trying to get breakthru working on the pc using Gemulator
> 98.Anybody know about the gemulator 98.

> We've tried the Tos 1.04 off his Atari and other Toses we've dowloaded
Tos
> 2.06,Kaostos,supertos etc etc) but can't get it going.

I had some trouble installing Gemulator, until I found out that you have to
put the tos.img file on your root directory under C:\

> Breakthru begins to
> load the stops,leaving the cursor in the busy/wait state.Some other Toses
> give us a white screen which then turns to black and white stripes.Please
> help if you can.Thanks in advance

It is a bad idea IMO, to do MIDI sequencing on a PC emulator. The PC already
has some powerful MIDI-sequencing and running Atari software over Windows
emulating an Atari will never give you the same feeling. Windows and
emulators are not stable enough to keep the rock-solid MIDI timing the Atari
has, and no emulator will be 100% compatible with a real ST. You should
really either get PC Midi software or keep the STE.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3797. Re: Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <EMgy3.87$bU.44076@nnrp3.proxad.net>
Source record: 74130

Greg Goodwin <clu-da-bard@geocities.com> a crit dans le message :
37C940FB.702@geocities.com...
> The next issue of AUNT BYTES is being worked on right now and I would
> love whatever info I can get about the new Milan (and who to contact
> about it).

You should contact Milan Gmbh. http://www.milan-computer.de

--

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3798. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <PMgy3.89$bU.44076@nnrp3.proxad.net>
Source record: 74131

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> a crit dans le message : 7q8h5a$m33$1@news7.svr.pol.co.uk...
> Once the floppy controller is running at 16mhz for the 1.44 drive, the step
> rate needs to be doubled else it would end up being 1.5ms instead of 3.
> anyways, A boot program to alter this on boot is ok, but is there any actual
> way to hardwire the step rate to 6ms ?,

Not really hardwire, but TOS 2.06 has this set as default, so you could just upgrade your TOS.

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3799. free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: hank_sommers@onf.com
Message-ID: <7qc9uu$9ju@crcnis3.unl.edu>
Source record: 74132

i've got a box of atari st software , games and other assorted stuff . if somebody wants them they can have them. regards, hank sommers

3800. Re: ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dx9up8.v2x4e61iyhpvcN@srry01m02-105.bctel.ca>
Source record: 74133

B.P. <virtb@bellsouth.net> wrote:

> I believe only 50,000 falcons were produced. You can contact the EDGAR
> database and get 10k filings for the years in question. The 10k is the
> annual report and should have a breakdown of product sales by category, at
> least by TOS based and PC based as well as a breakdown by country or region.
> You may have to pay to go back that far.

It makes me wonder how many TTs were produced. I know most were sold in
Germany, where Atari made a better profit on them. If 50,000 is an
accurate number for the Falcon then there probably were fewer TTs made.

The interview I mentioned also touched upon foreign sales, and Sam
Tramiel said that Atari never provides figures on per-country basis.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3801. Re: Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <QIjy3.15566$zE6.93695@news3.mco>
Source record: 74134

Can't the problems with cookies and javascript be corrected by writing
additional ovl files. It seems that whatever CAB cannot do itself, its gets
an OVL file to do it, like read JPEGS, access the internet etc.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net
J WILKINSON <jwandjw@ihug.co.nz> wrote in message
news:37C9944B.27C0CA5C@ihug.co.nz...
> Hi there,
>
> mjaap@atari-computer.de wrote:
> >
> > > They can't 'See' CaB 2.7's Cookies.
> >
> > I looked at their source code and they seem to be too lazy to translate
> > their JavaScripts to Pearl or PHP. Then it would work on all browsers.
> > If they read cookies via JavaScript it is obvious that it doesn't work
> > with CAB.
>
> That is pretty standard. It is probably more difficult for them to support
> specific platforms than it is to be 'generic' (gasp!, I should wash my
mouth
> out with soapy water for suggesting that anything other than Steve Jobs
and
> Bill Gates babies be supported!!). They probably still 'narrow the
doorway'
> just to spite anorak wearers like us!! ;^)
>
> Maybe Draconis' browser with Javascript will work? Thats if cookies are
put
> in properly...
>
> Kind regards and keep smiling...people will wonder about you!!
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

3802. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Rolland <eagle.flight@videotron.ca>
Message-ID: <37C9F12C.20B4E763@videotron.ca>
Source record: 74135

Alyre Chiasson wrote:

> Having scanned the web for info on Atari computers and Y2K I came across
> the statement that Superboot was not Y2K. This program has served me
> well on my MEGA STE for years. However, I am now wondering with what
> program I can replace it? Any suggestions? Rolling back the clock is not
> an option as I want my files properly dated. Must work on a MegaSTe.
>
> Thanks
>
> Alyre
>
> epinoche@nbnet.nb.ca

You should try Start-it !!!
I use it on all my Atari computers since many years. I think it's the best one for booting a STE computer and select acc or prg or anything else at boot-up time. And, believe it or not, it's mouse driven at the boot-up time! The only one that could do so!
You could ask Christian at neurotica@bigfoot.com if his software allways avalaible.

3803. What is PEXPATCH.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37c98b402ce1681@ping.be>
Source record: 74136

Hello Atarians,

I've on my auto dir a prg called 'pexpatch.prg' I don't use it right now
but I wonder what the use of this prg is. I can't find any docs back on my
HD.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3804. Message from Gordy.

Newsgroup: comp.sys.atari.st
Date: 1999-08-29 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7qejr2$1uq$2@news6.svr.pol.co.uk>
Source record: 74137

I have been asked to let you all know that Gordon (Gordy) will be off-line
for up to 15 days from now, whilst he awaits BT to install a new line at his
new address.

On behalf of Gordy,

All the best,

Keith.
keith@lever.freeserve.co.uk

3805. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990829204328.19902.00001292@ng-cg1.aol.com>
Source record: 73995

I am working on my collection, are these really free. Do i need to pay
shipping.

> i've got a box of atari st software , games and other assorted
>stuff . if somebody wants them they can have them. regards, hank
>sommers
>
>
>
>
>
>
>

3806. Atari ST User's Guide FA: Final Day!

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Spud <spudz@home.com>
Message-ID: <kWky3.5650$2k6.74373@news1.rdc1.bc.home.com>
Source record: 73996

```
Title of item: Atari ST User's Guide *No Reserve!*
Your item number is: 151776939
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=151776939

--

Spud@biosys.net or spudz@home.com
-----
Wanna trade? Videogames, Computer games, Apps & Hardware, Movies &
Collectibles!
-----
http://www.biosys.net/spud or http://members.xoom.com/Spudz/
```

3807. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <X_py3.3$z_1.135299@nnrp2.proxad.net>
Source record: 73997

<hank_sommers@onf.com> a ?crit dans le message :
7qc9uu$9ju@crcnis3.unl.edu...
> i've got a box of atari st software , games and other assorted
> stuff . if somebody wants them they can have them. regards, hank
> sommers
>

Nice thought. Just you forgot to say where in the Universe this stuff is
available.

--

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3808. Re: ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <Z_py3.4$z_1.135299@nnrp2.proxad.net>
Source record: 73998

Neil Roughley <roughley@HORMEL.bc.sympatico.ca> a crit dans le message :
1dx9up8.v2x4e61iyhpvcN@srry01m02-105.bctel.ca...
> B.P. <virtb@bellsouth.net> wrote:
>
> > I believe only 50,000 falcons were produced. You can contact the EDGAR
> > database and get 10k filings for the years in question. The 10k is the
> > annual report and should have a breakdown of product sales by category,
at
> > least by TOS based and PC based as well as a breakdown by country or
region.
> > You may have to pay to go back that far.
>
> It makes me wonder how many TTs were produced. I know most were sold in
> Germany, where Atari made a better profit on them. If 50,000 is an
> accurate number for the Falcon then there probably were fewer TTs made.
>

I don't know. When the TT came out Atari was still rather popular, and
although the machines were VERY expensive, they probably had a better image.
Yes, most of the TTs went to Germany.

For the Falcon, well, by the time it was available you hardly heard of Atari
anymore. Everyone was PC already and there were very few games coming out
for the Atari. It was also pretty expensive at the time, so I don't really
think there were more Falcons than TTs sold. I remember seeing new Falcons
around 1994 at a local supermarket. Nobody wanted them. I wonder what
happened to those machines.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3809. Re: Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7qdfm6abl1@nnrp1.deja.com>
Source record: 73999

> The next issue of AUNT BYTES is being worked on right now and I would
> love whatever info I can get about the new Milan (and who to contact
> about it).
>
> Should be a fun issue.
>
> Thanks in advance, and if you are a Milan user, drop me a
letter also!

I am a Milan user (series 1 with a 68040 CPU and no USB ports). The new one (68060 CPU, USB, 3D graphic card) is currently not sold. The new one isn't based on the old one AFAIK.
Another contact address is the Falke Verlag. Contact Ali Goukassian for details (chief editor of the ST mag "ST-Computer): agoukas@aol.com

Greetings,
Matthias

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3810. Re: 16 meg ST ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qddrlcfe1@zharh00t.europe.nortel.com>
Source record: 74000

In article <7qb9qk$p2n$1@news5.svr.pol.co.uk>, "Chris Swinson"
<chris-swinson@mega-disczine.freeserve.co.uk> wrote:

>So TOS 1.04 won't work above 4 meg then ?, in this case its a BIG :-(cos
>I'll have to track down TOS 2.06 chips now....
>
>
I remember some discussions that MiNT might be able to use this memory, even
If you use an older TOS. Something about a MXALLOC function for extra memory,
I'm sorry I don't have the details.

Of course, this is only useful if you use MiNT.

TOS 2.06 will detect the extra memory, & will try to load accs into here
during boot. It also tries to locate the screen memory here.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3811. Re: Format large SCSI drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3B84.4264@ooc.de>
Source record: 74001

4 OF 9 wrote:

> I need an alternative to Atari HDX to format a 2gig scsi drive.
> I know about HD Driver, but don't know how (where) to purchase in USA.

I don't think you can purchase HDDRIVER in the USA. Try System Solutions
in England. They always have the latest version (currently 7.73)
available.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3812. Re: PC Zips

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3B26.3F4B@ooc.de>
Source record: 74002

Ben Hall wrote:

> So you're saying that (without Mint), If I buy HD Driver and format the Zips
> using this, I can use the resultant Zip disks on both PC and Atari platforms
> without problems?

Yes, exactly. With HDDRIVER you can create ZIP media that can be used
with both the Atari and PC without any additional software.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3813. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3BFE.56C8@ooc.de>
Source record: 74003

Steve Stupple wrote:

> I have a shuttle drive that allows me to use it on a PC via a parallel
> port OR a SCSI card.
>
> If I format it for use with TOS & DOS, when I try and read it IN DOS I
> get garbage; however if I read it under Windoze there is NO problem.
>
> I need to access this drive from DOS, so that I can manipulate files
> between the 2. This was the main reason for going for HDDriver.
>
> I'm using version 7.51. If this is resolved in the most recent version
> then I'll upgrade, if not I won't.

There won't be a change in more recent versions. Note that the format
DOS and Windows use is identical So if something doesn't work for you
under DOS but does work with Windows there is probably something wrong
with your DOS setup.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3814. Re: Superboot and Y2K

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <37ca4364.6739000@News.CIS.DFN.DE>
Source record: 74004

On 28 Aug 1999 00:42:53 GMT, flawrenc@genie.idt.net (Frank W.
Lawrence) wrote:
>
>After choosing the items for the new set go to the time set in XBOOT and
>just change the year to '99' - then save the set - reboot and then put in
>the correct year using the control panel. this will not show the 'new set's
>year as the present but at least you can still use XBOOT.

or: make some empty sets with the year set to 1999, set the date to
2000. After that, you can easely rename the emty sets even in y2k...

Jochen

3815. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7qdg5mlgt1@news8.svr.pol.co.uk>
Source record: 74005

>
> I don't see the way to do it without changing TOS - so programming of
> EPROM's is required.
>
> Pera
>
Yes it can be done, I did it yesterday :-), just finalising the floppy B
switch at the moment. This kit of mine doesn't care one bit what TOS version
you have.

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3816. [GAMES] Doom v 0.12

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7qdlpmeam1@nnrp1.deja.com>
Source record: 74006

Hello everybody.
A new Doom version is available:
New keyboard routine, less buggy, and now you can use mouse, joystick
and joypad (port 0).
I don't have any joypads, so could someone test this feature, and mail
me problems (bad buttons and so on).
To make an Hades port, I would like to know if MFP interrupts are the
same (especially keyboard and Timer A). VDI display will be done soon.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3817. Portfolio+extras FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7qdl4dddj1@news6.svr.pol.co.uk>
Source record: 74007

Hi all, due to timewaster and my desperate need for cash I
again offer the following -

Atari Portfolio palmheld computer + manual, built in Text
editor, Diary, Calculator, Address book and Worksheet
applications.
Serial interface
Parallel interface + manual
Parallel connection lead to PC
64 kb mem card
32 kb mem card
Original Atari file transfer software on 3.5" & 5.25" disks
Portfolio Club Deutschland CD-ROM (65mb software)
2 DD disks of PD software
All in Atari carry case 12"x10"x3", for lynx originally but
has internal dividers and is ideal for carrying all the
above, or a flask of hot soup and sandwiches.

85 pounds the lot or 90 pounds inc P&P in uk (excludes hot
soup but includes 3 rechargable, if tired AA batts)

Regards, Steve.

-
steve@greenies81.freeserve.co.uk
Taking over the World any day now with Atari030

3818. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37ca5c4d$0$8715@news.zetnet.co.uk>
Source record: 74008

```
Nicholas Bales <bales@online.fr> wrote in message
news:X_py3.3$z_1.135299@nnrp2.proxad.net...
>
> <hank_sommers@onf.com> a ï¿½crit dans le message :
> 7qc9uu$9ju@crcnis3.unl.edu...
> > i've got a box of atari st software , games and other assorted
> > stuff . if somebody wants them they can have them. regards, hank
> > sommers
> >
>
> Nice thought. Just you forgot to say where in the Universe this stuff
is
> available.
>
> --
>
> Nicholas

I will give you one guess what country!!
Kevin
```

3819. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <oO7MsAAZgny3EwAF@steverosie.demon.co.uk>
Source record: 74009

```
On Mon, 30 Aug 1999 at 11:17:06 a message from kevin dermott was created
on the subject of free atari st stuff.
>
>Nicholas Bales <bales@online.fr> wrote in message
>news:X_py3.3$z_1.135299@nnrp2.proxad.net...
>>
>> Nice thought. Just you forgot to say where in the Universe this stuff
>is
>> available.
>>
>> --
>>
>> Nicholas
>
>I will give you one guess what country!!
>Kevin
>

It would begin with the letter 'U' would it:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
```

3820. Re: WTB : Cab 3.0 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37ca9ff025f6bc2@mail.otenet.gr>
Source record: 74010

on Tue 24-08-1999 12:43 John Whalley wrote:

>joska@nuts.edu wrote in message <7ptrco$n93$1@nnrp1.deja.com>...
>
>>Old thread, but... I just wanted to point out that Frank Naumann
>>released a beta-version of his MiNT-Net<->Draconis bridge yesterday, so
>>now you can run Draconis-clients under MiNT-Net as well. And like
>>GlueSTiK it's free.
>
>Interesting.
>
Highly interesting! Might save me a lot of work adapting sources from
gcc to Pure C and then porting to MagiC, just for testing.

>Will it work with Vassilis Papathanassiou's port of MiNTnet to
>MagiC?
>
As long as it uses u:/dev/socket and related drivers it should work.
I'll check it ASAP since now I'm still on vacation with a Falcon and
a SyQuest 135 as my main system (and about 700 news articles to have
a look at :-)

>If so, we may yet be heading towards some standardisation, at least
>for multitasking OSes (cue cheering!).
>
Sure, some standardisation will save us a lot of work!

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

3821. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908300000.a49292@lu.maus.de>
Source record: 74011

Hello Uwe,

u> There won't be a change in more recent versions. Note that the format
u> DOS and Windows use is identical So if something doesn't work for you
u> under DOS but does work with Windows there is probably something wrong
u> with your DOS setup.
You forgot FAT32. If the media is bigger than 512 KB, Win95b or later uses

this one instead of FAT16, but older versions of MS-DOS are not able to
use
it.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

3822. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37CA8FE6.C074498B@midsouth.net>
Source record: 74012

Steve Stupple wrote:
>
> On Mon, 30 Aug 1999 at 11:17:06 a message from kevin dermott was created
> on the subject of free atari st stuff.
> >
> >Nicholas Bales <bales@online.fr> wrote in message
> >news:X_py3.3$z_1.135299@nnrp2.proxad.net...
> >>
> >> Nice thought. Just you forgot to say where in the Universe this stuff
> >is
> >> available.
> >>
> >> --
> >>
> >> Nicholas
> >
> >I will give you one guess what country!!
> >Kevin
> >
>
> It would begin with the letter 'U' would it:)
>

Uruguay? Darn it!

3823. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA954C.65C6@ooc.de>
Source record: 74013

Oliver Schildmann wrote:

> u> There won't be a change in more recent versions. Note that the format
> u> DOS and Windows use is identical So if something doesn't work for you
> u> under DOS but does work with Windows there is probably something wrong
> u> with your DOS setup.
> You forgot FAT32. If the media is bigger than 512 KB, Win95b or later uses
>
> this one instead of FAT16, but older versions of MS-DOS are not able to
> use
> it.

As far as I understood the initial posting this was a "normal"
partition, i. e. not FAT32 partition.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3824. Re: Private sale lots of ATARI stuff go

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <936026074.20053.0.nnrp-03.9e983130@news.demon.co.uk>
Source record: 74014

```
On 28 Aug 1999 13:17:05 , BSTRATTON5 wrote:
>i need a atari 2600 system and i need it cheep
>.
```

3825. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qe7e8$2ks$1@sun27.hrz.tu-darmstadt.de>
Source record: 74015

Hi!

Oliver Schildmann <Oliver_Schildmann@LU.maus.de> wrote:
> You forgot FAT32. If the media is bigger than 512 KB, Win95b or later uses
> this one instead of FAT16

Err, are you sure you mean 512 _k_B? I've yet to see a floppy disk with
FAT32 ...

Furthermore, Win95 OSR 2.x and Win98 won't use FAT32 unless you
explicitly tell fdisk to do so. Haven't tried what "Format media" puts
on PD cartridges, though, but at least fdisk doesn't automatically use
FAT32.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3826. Re: Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37CAA263.6ACB1EFD@NO.SPAM.emw.ericsson.se>
Source record: 74016

```
mjaap@atari-computer.de wrote:
>
> > The next issue of AUNT BYTES is being worked on right now and I would
> > love whatever info I can get about the new Milan (and who to contact
> > about it).
> >
> > Should be a fun issue.
> >
> > Thanks in advance, and if you are a Milan user, drop me a
> letter also!
>
> I am a Milan user (series 1 with a 68040 CPU and no USB ports). The new
> one (68060 CPU, USB, 3D graphic card) is currently not sold. The new
> one isn't based on the old one AFAIK.
> Another contact address is the Falke Verlag. Contact Ali Goukassian for
> details (chief editor of the ST mag "ST-Computer): agoukas@aol.com

The new Milan doesn't even exist AFAIK. There isn't even any info about it
on the Milan home page so don't expect to much, or anything at all! But
maybe we will see it one day....

//MK
```

3827. Re: FSUK: TT and Extras

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7qe8rf$o5u$1@news7.svr.pol.co.uk>
Source record: 74017

kevin dermott <kdermott@zetnet.co.uk> wrote in message
news:37c929ef$0$8716@news.zetnet.co.uk...
>
> Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
> news:7q3vtluli1@news4.svr.pol.co.uk...
> > Sadly, I must sell this kit to clear some space.
>
> It's just one blow after another over the last few months

I still have STM and Mega, Kev, with desksful of mono/colour mons. and HDs.
It's not the end of the world but the main job for the TT was web-work which
I now do on the wife's PC (which needs the space)!

3828. Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: matda808@student.liu.se
Message-ID: <37caa88b.25431548@nntpserver.swip.net>
Source record: 74018

How big intern harddrive can i use in Falcon?

3829. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37caaadb$0$8722@news.zetnet.co.uk>
Source record: 74019

Mattias Danielsson <matda808@student.liu.se> wrote in message
news:37caa88b.25431548@nntpserver.swip.net...
> How big intern harddrive can i use in Falcon?

no limit on gigabytes and if you mean Physical a 3.5" can be squeezed in
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

3830. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Dan Haynes <haynesd@ibm.net>
Message-ID: <37cab8ad@news1.us.ibm.net>
Source record: 74020

Right click on desktop, select Properties -> Screen Saver -> Settings

Select "Go to blank screen" and press "Ok"

Takes my PII 350 about 22 hours per block with the graphics display turned
on, about 12 hours without.

Regards,

Dan Haynes

Louis wrote in message <37c83c5259ef0651@holleman.demon.nl>...
>Hi,
>
>I hooked up the SETI s/w yesterday evening around 21:30 locally (version
>1.06), after 18 hrs of work on my first data block, the machine states
>right now that it processed 82% in about 18 hrs...
>I seem to recall that I've seen reports of one block in around 13 hrs...
>Did I get an extra large block or what? Machine is a P-III 450 with 128
>megs of mem... and plenty of disk space. I would think it would crunch
>faster?
>
>
>--
>CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

3831. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <xTrarMAY6qy3EwSi@steverosie.demon.co.uk>
Source record: 74021

On Mon, 30 Aug 1999 at 16:29:32 a message from Uwe Seimet was created on the subject of HD Driver and DOS compatability.
>As far as I understood the initial posting this was a "normal"
>partition, i. e. not FAT32 partition.

Yes it's a normal partition. Partitioned using HD Driver 7.51. viewable and usable using Windoze '98 and a DOS window! but not under DOS 6.0 or 6.22 from DOS!!!!

Funny enough I get the opposite results when I installed my Portfolio card drive!!!! I can access the card drive from DOS but not Windoze or in a DOS window!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3832. Re: HD Driver and DOS compatability

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OScFbRAECry3EwEG@steverosie.demon.co.uk>
Source record: 74022

On Mon, 30 Aug 1999 at 15:19:36 a message from Thomas Binder was created
on the subject of HD Driver and DOS compatability.
>Hi!
>
>Oliver Schildmann <Oliver_Schildmann@LU.maus.de> wrote:
>> You forgot FAT32. If the media is bigger than 512 KB, Win95b or later uses
>> this one instead of FAT16
>
>Err, are you sure you mean 512 _k_B? I've yet to see a floppy disk with
>FAT32 ...

It wouldn't be practical on a floppy:)

FAT32 isn't beneficial for small drives. I wouldn't use FAT32 on drives
less than 1Gb as you can LOSE disk space. FAT32 also allows partitions
to be larger than 2.0GGb. I think the max partition you can have with
FAT32 is 8Gb, but am not sure.

>
>Furthermore, Win95 OSR 2.x and Win98 won't use FAT32 unless you
>explicitly tell fdisk to do so. Haven't tried what "Format media" puts
>on PD cartridges, though, but at least fdisk doesn't automatically use
>FAT32.
>

When formatting from DOS or Windows, you get standard FAT(16) unless
requested. PD cartridges are formatted using the standard FAT(16).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3833. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37CABF6E.6664@geocities.com>
Source record: 74023

> > >
> > >I will give you one guess what country!!
> > >Kevin
> > >
> >
> > It would begin with the letter 'U' would it:)
> >
>
> Uruguay? Darn it!

U.K. !!?!?! Drat!! :)

Doctor Clu

3834. Old stuff swap

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Martijn <martijn@kruge010.demon.nl>
Message-ID: <01bef361$faa75480$f6e0adc3@default>
Source record: 74024
Cross-posted to: alt.comp.msx,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Hi There!

Also swapping and collecting old machines?
Visit http://www.kruge010.demon.nl/
and make me an offer!

Martijn

3835. Re: FSUK: TT and Extras

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37cae77c$0$8722@news.zetnet.co.uk>
Source record: 74025

>
> I still have STM and Mega, Kev, with desksful of mono/colour mons. and HDs.
> It's not the end of the world but the main job for the TT was web-work which
> I now do on the wife's PC (which needs the space)!
>
>
>
yes my "spit" PC is now doing all my internet but my trusty STE still does the lions share of my musical work and a Falcon still does all my letters and invoicing for my day job ,I can have two invoices done on it while the "spit"PC is still booting up!!
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

3836. Re: [GAMES] Doom v 0.12

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxclfm.w3y3k8oit2r8N@tnt-9-131.easynet.co.uk>
Source record: 74026

Patrice Mandin <pmandin@caramail.com> wrote:

> Hello everybody.
> A new Doom version is available:
> New keyboard routine, less buggy, and now you can use mouse, joystick
> and joypad (port 0).
> I don't have any joypads, so could someone test this feature, and mail
> me problems (bad buttons and so on).
> To make an Hades port, I would like to know if MFP interrupts are the
> same (especially keyboard and Timer A). VDI display will be done soon.

Patrice, you are amazing! Thank you for this update to Atari-Doom :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3837. Re: FSUK: TT and Extras

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxde5i.lrooi81834hskN@tnt-9-86.easynet.co.uk>
Source record: 74027

Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> TT 2MbST + 4MbTT RAM with Seagate 550Mb HD
> ï¿½300

Can this be used on a standard 17" multisync PC monitor? I've got this connected to my Power Mac atm you see.

I see you're still in Manchester Rob, email me as I'd love that TT of yours :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3838. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37caf0ce$0$16958@news.zetnet.co.uk>
Source record: 74028

On 27 Aug 1999 21:24:40, John Perez wrote:
>Jo Vandeweghe (dipching@ping.be) wrote:
>
>: > Can anyone give me a brief summary of what I need to backup my Atari files
>: > to a CD-R?
>
>: CD-Writer Plus from Anodyne Software does it very well and is cheaper than
>: CD-RECORDER !
>: http://www.cyberus.ca/~anodyne/
>
>AFAIK - CD-Writer Plus will make audio CDs and Hard disk partition
>backups. It won't (yet) allow standard data CDs.
>
>I'm looking forward to being able to create standard data CDs so that I
>can exchange large amounts of data between platforms, but it seems that I
>may need to purchase CD-Recorder for that.
>
>.

CDRECORDER is the package I use...The Anodyne one does what it set out to
do which is offer parttiion back-ups and CD-Audio, and from what I['ve seen
it does it well...CDRECORDER is a full data CD writing package and all does
full PQ glass=mastering, and also will handle foreign formats...the reason
my A300 Yamaha sampler has a 400Mb dik in it and nothing bigger is becasue
the SCSI copy function will make me a Yamaha format CD out of it when I
back it up...it's a neat trick :-))

chrisc

3839. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37caf2f4$0$16958@news.zetnet.co.uk>
Source record: 74029

On 30 Aug 1999 15:54:56, Mattias Danielsson wrote:
>How big intern harddrive can i use in Falcon?
>.

Enormous....If you use HD-Driver you can get 1Gb partitions (I've never bothered but the option is there), if you use an ASP IDE-Burster your Falcon can have a normal (cheap) 3.5" IDE drive installed (It's a squeeze but it goes in:-))...if you are using Magic then you have a silly number of drive partitions available, if you use TOS then you have 16....2 of these are for floppies and it's a good idea to have a CDROM these days so lets say P is your CD....that leaves 13 available letters to TOS so therefore it looks like 13 GB....I use a 4.32 GB in my stuidio Falcon and it rocks, blazingly fast, works with everything, needs HD-Driver :-))..

chrisc

3840. Re: Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7qf4at$hc7$1@nnrp1.deja.com>
Source record: 74030

> > one (68060 CPU, USB, 3D graphic card) is currently not sold. The new
> > one isn't based on the old one AFAIK.
> > Another contact address is the Falke Verlag. Contact Ali Goukassian
for
> > details (chief editor of the ST mag "ST-Computer): agoukas@aol.com
>
> The new Milan doesn't even exist AFAIK. There isn't even any info
about it
> on the Milan home page so don't expect to much, or anything at all!
But
> maybe we will see it one day....
>
Ooops, then I read it in the ST-Computer mag (which has always the
latest Milan news). A protoype exists but it may take a while until it
is produced in series. I don't think the Milan will make it this year -
so why should they put big announcements on the Milan page?

Mucs have an official announce page:
http://mucs.com/newnew/cbymucs.htm
They have the info directly from Milan GmbH but no, they don't have a
prototype, yet. Otherwise I would have asked them to send me one
because my program is distributed by Mucs in Germany :-)

The page is in German language but it should be pretty easy to figure
out the technical specs.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3841. Re: [GAMES] Doom v 0.12

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxdh4r.57sk911qc9z42N@tnt-10-223.easynet.co.uk>
Source record: 74031

Steve <macgamer@ukonline.co.uk> wrote:

> > A new Doom version is available:
> > New keyboard routine, less buggy, and now you can use mouse, joystick
> > and joypad (port 0).
> > I don't have any joypads, so could someone test this feature, and mail
> > me problems (bad buttons and so on).
> > To make an Hades port, I would like to know if MFP interrupts are the
> > same (especially keyboard and Timer A). VDI display will be done soon.
>
> Patrice, you are amazing! Thank you for this update to Atari-Doom :-)

Couldn't download anything from your server, Patrice. It's dead slow and
then the connection will be lost after x mins.. Other sites are fine
though.
Do you have a mirror site?

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3842. [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7qevai$2o65$1@news5.isdnet.net>
Source record: 74032

CAB.OVL V5.55 available on my Homepage.

Regards,
Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
STinG120: http://www.ettnet.se/~dlanor/

Par soucis de compatibilite, les accents sont volontairement retires*
**********No accent for all browser compatibility.**********

3843. Falcon networking

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <%MDy3.1991$3U6.22156@news2.mco>
Source record: 74033

Hi all,

Is it possible to network my F030 to the PC and use the PC's modem that way, my internal modem took a crap and its dependant upon my soundcard to work and its all screwed up. I took the ext modem from the F030 to use on the PC because I need to maintain my website. And CAB doesn't understand javascript.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net

3844. InShape and Neon

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <7qf2ce$5hg$1@news.hawaii.edu>
Source record: 74034

Greetings,

I was corresponding with someone a few months ago with regard to
my search for Neon Graphix and InShape II (F030). The person that I was
chatting with indicated that they may be in contact with the author of
InShape. In any case, I lost you contact information, so please send me
an e-mail if you read this message.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

3845. Atari 130 XE and 1050 disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <37CAC4FB.CCE10610@earthlink.net>
Source record: 74035

I know this isn't an ST but I couldn't find any relevent NG's for this post. WOuld anyone happen to know any disk commands for the 1050 drive hooked up to an Atari 130XE? ANy help would be appreciated.

Thanks!
Brian

3846. Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37CB40B7.FC394FB5@qnet.com>
Source record: 74036

I just downloaded the newest wensuite 3.20c and like all the other versions that I have downloaded from OXO its has errors in the compression. I have tried many different ways to download it with the same results. I got 3.20b from a FTP site and it decompressed great. Anyone have any clues to why this happens or does this happen to everyone. And one more thing I wish I knew FRENCH. I guess Ill have to buy a French to English dictionary. Hopefully it will have tech terms(dreaming).

Thanks Don

3847. Atariauction.com

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37CB414F.3A71FF73@qnet.com>
Source record: 74037

Hey just came across a new Auction site. Its all Atari (ie.
2600,5200,8bit,ST). Got to love it check it out.

http://www.atariauction.com

Don

3848. Re: Need info about the "Atari" Milan

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908302032.a27574@su2.maus.de>
Source record: 74038

GG>The next issue of AUNT BYTES is being worked on right now and I would
GG>love whatever info I can get about the new Milan (and who to contact
GG>about it).

To remember: On September, 25th, we (Atari STammtisch Bonn) will
present (on a non-commercial base) 2 (we hope, 3) Milan here in Bonn
in a pub (Plittersdorfer Str 191, 7 p.m.)

O.k., Bonn wil be too far to most of you, but if anybody is interested
and not too far from here, he/she will be welcome.

Bonn is 20 miles south of Cologne and about 60 miles from the Dutch
and Belgian border (Aachen).

Peter

3849. Re: more problems..!

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37C991F5.955180DE@ihug.co.nz>
Source record: 74138

Hiya Steve,

Steve wrote:
>
> I cannot seem to get GemView to work under MagiCMac, it doesn't
> recognise any image - I've used the Mac's Graphic Convertor and saved
> images in JPG, GIF, IMG, TIF, etc.. but none work! I've got the same
> configuration as the GemView on my Falcon and this works perfectly.
> Also(!), I cannot get ANIPlayer to run on the Falcon under the MagiC 6
> OS, but it works fine under MagiC Mac! :-)
> Any ideas? Thanks.

I often use GraphicConvertor on Mac to save TIFF and PICT images created with Photoslop or ColorIt (created or scanned images) out as JPEG's so they can fit on a floppy and be easier to transport home to my Falcon (it lives 15 metres from the Mac in another room!). I haven't yet seen a JPEG created with GraphicConvertor that GEM-view 3.17 hasn't been able to handle.

Theoretically GEM-view should work perfectly under MagiCMac like it does under Atari TOS/Atari MagiC, but I haven't got MagiCMac to confirm this. How does MagiCMac normally access files on a MacOS volume? Does it allow long filenames etc...? Maybe if you restrict MagiCMac to 8.3 format files GEM-view and other software may behave, as I know some Atari software is only happy with 8.3 format files...you may also need to save them to a DOS format storage like floppy (yukk!) to ensure you have 'proper' 8.3' files.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3850. Re: Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37C995B9.CDF5C06A@ihug.co.nz>
Source record: 74139

Hi there,

mjaap@atari-computer.de wrote:
>
> In article <37c1cb77.0@news.qnet.com>,
> starlord@<*>qnet.com (Slc.Dennis Bishop) wrote:
> > I got the following e-mail from the web site:www.theglobe.com
> >
> > We work to make theglobe compatible with webTV, AOL, and several
> > versions of IE and Netscape, both for Mac and PC. To access the
> > globe, consider upgrading from your Atari system to a more recent
> > platform.

I would reply to them,

'...please consider getting a big black dog with a spiky collar up
you sideways, you sniveling piece of corporate kiss-ass crap!...
Have a NICE day!'

...can they not see that a computer that works fine today, as our
luverly Atari machines do, is still a current machine? Nope!! Its
a no-brainer reply of the week award going out to 'theglobe'!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3851. Re: Don't Use

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37C9944B.27C0CA5C@ihug.co.nz>
Source record: 74140

Hi there,

mjaap@atari-computer.de wrote:
>
> > They can't 'See' CaB 2.7's Cookies.
>
> I looked at their source code and they seem to be too lazy to translate
> their JavaScripts to Pearl or PHP. Then it would work on all browsers.
> If they read cookies via JavaScript it is obvious that it doesn't work
> with CAB.

That is pretty standard. It is probably more difficult for them to support specific platforms than it is to be 'generic' (gasp!, I should wash my mouth out with soapy water for suggesting that anything other than Steve Jobs and Bill Gates babies be supported!!). They probably still 'narrow the doorway' just to spite anorak wearers like us!! ;^)

Maybe Draconis' browser with Javascript will work? Thats if cookies are put in properly...

Kind regards and keep smiling...people will wonder about you!!

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3852. Re: which atari system to get ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37C996E1.DE80149A@ihug.co.nz>
Source record: 74141

Hi there,

Nicholas Bales (please edit email addressto reply) wrote:
>
> > system one :
> >
> > atari tt030 ,orig. Atari 10MB ram extension card plus Mighty-Mic 32 mit
> > 32MB RAM (8x4MB SIMM Modules), 2x 3.5" Floppy 1.44MB, DDD Big-Tower, 1
> > GB IBM SCSI-Festplatte, SuperNova Grafikkarte up to 16,7 Mio. colors,
> > manuals , books and a lot of software , connectablto to every vga
> > monitor.
>
> Definitely no use for games. 99% of games will not run on that system,
> mainly because of the graphics board, the TOS 3.0, etc...

But that is a NICE setup to try Linux or net surfing or publishing on!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3853. Re: Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: phil <nuboy@NOSPAM.globalnet.co.uk>
Message-ID: <7qcf4tsha1@gxsn.com>
Source record: 74142

Maybe it's the midi thing.I've downloaded some atari games and they run fine in gemulator and pacifist.Still can't use any of the disks he has for his atari on the pc.Is this normal? The Pc can read the Breakthru disk but can't load it properly.When we use the emulators to load some other stuff they come up as if nothing's on the disks or the disk data may be damaged.We're trying to get this thing working mainly for the Breakthru program cos my dad loves to play music and has used Breakthru to sequence a lot of his stuff ,he understands what to do with it.I got him a pc and put cubase and evolution on it with some smaller sequencers but at 65 years old he's finding the learning curve rather difficult.Maybe I can find Breakthru on the net and try that.I'm not sure if the problem comes from reading the discs or what.They work fine in the atari. thanks for your help

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:37c9935070c250@tripnet.se...
> On Sun 29-08-1999 17:35 (GMT) John S. Gray wrote:
>
> >snipped>

3854. Re: free atari st stuff

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37c9c79f$0$8715@news.zetnet.co.uk>
Source record: 74143

<hank_sommers@onf.com> wrote in message
news:7qc9uu$9ju@crcnis3.unl.edu...
> i've got a box of atari st software , games and other assorted
> stuff . if somebody wants them they can have them. regards, hank
> sommers
>

great just drop them off at my place

3855. Re: Gemulator 98 for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1999-08-30 00:00:00 UTC
From: phil <nuboy@NOSPAM.globalnet.co.uk>
Message-ID: <7qchib$t67$1@gxsn.com>
Source record: 74144

We've found that when using the atari.if the files are saved with a .mid
extension we can open these on the pc.The files have been put onto a floppy
that was formatted in the atari before saving the files.Yet when we did a
copy disk on the atari to copy breakthru onto another disk the pc couldn't
even read it.Though it can read the original breakthru disk(just can't load
it)
I don't know much about midi or sequencing but I think we'll work through
the Pc software as you suggest.Thanks
Know anything about cubase :) just joking.
Nicholas Bales <bales@online.fr> wrote in message
news:MMgy3.88$bU.44076@nnrp3.proxad.net...
>
> phil <nuboy@NOSPAM.globalnet.co.uk> a crit dans le message :
> 7q9nvlijc1@gxsn.com...
> > I hope this is the right place for this query.If not could someone
please
> > direct me to somewhere that might be.
> > My Dad has an Atari 1040 STE. He sequences midi on it using Breakthru
> > Plus.We're trying to get breakthru working on the pc using Gemulator
> > 98.Anybody know about the gemulator 98.
>
> > We've tried the Tos 1.04 off his Atari and other Toses we've dowloaded
> Tos
> > 2.06,Kaostos,supertos etc etc) but can't get it going.
>
> I had some trouble installing Gemulator, until I found out that you have
to
> put the tos.img file on your root directory under C:\
>
> > Breakthru begins to
> > load the stops,leaving the cursor in the busy/wait state.Some other
Toses
> > give us a white screen which then turns to black and white
stripes.Please
> > help if you can.Thanks in advance
>
>
> It is a bad idea IMO, to do MIDI sequencing on a PC emulator. The PC
already
> has some powerful MIDI-sequencing and running Atari software over Windows
> emulating an Atari will never give you the same feeling. Windows and
> emulators are not stable enough to keep the rock-solid MIDI timing the
Atari

> has, and no emulator will be 100% compatible with a real ST. You should
> really either get PC Midi software or keep the STE.
>
> --
>
> Nicholas
>
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr
>
>
>
>

3856. HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.3.96.990831090529.13879F-100000@tupolev.intellitel.com>
Source record: 73845

Was HD-driver ever updated to patch TOS to allow drives above the
letter P? Given that new drives are nearning 10 GB, it usually
means that we near or exceed P rather quickly...

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3857. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <swLy3.10$ul7.51251@nnrp3.proxad.net>
Source record: 73846

Schoengarth <dons@qnet.com> a crit dans le message :
37CB40B7.FC394FB5@qnet.com...
> I just downloaded the newest wensuite 3.20c and like all the other
> versions that I have downloaded from OXO its has errors in the
> compression. I have tried many different ways to download it with the
> same results. I got 3.20b from a FTP site and it decompressed great.
> Anyone have any clues to why this happens or does this happen to
> everyone. And one more thing I wish I knew FRENCH. I guess Ill have to
> buy a French to English dictionary. Hopefully it will have tech
> terms(dreaming).

```
Don't forget that it is un _update_ file. If you don't already have a
registered version, you will not be able to use it online.

Nicholas

||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3858. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <twLy3.11$ul7.51251@nnrp3.proxad.net>
Source record: 73847

Paul Mac <paul_mc@atariste.freeserve.co.uk> a crit dans le message :
7q4h68$an9$1@news8.svr.pol.co.uk...
> Hi all ,
>
> Thanks for all your help ,
> STing is certainly an education!!
>
> mmm... the problem seemed to be that I didn't have HSModem installed.
>
> However I didn't realise that HSModem HAD to be installed in order for
> STing to connect? Because that is the case on my system. (Falcon)

Well, it's written in the docs (I think), and in all the online helper
files.

> Anyone setting up STing should therefore should not underestimate the
> importance of HSModem :)

Of course not. Even if you don't use STinG, HSModem is a must have for any
serial port communication.

> anyway thanks again for everyones help...

--

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3859. Re: Falcon networking

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <uwLy3.12$ul7.51251@nnrp3.proxad.net>
Source record: 73848

B.P. <virtb@bellsouth.net> a crit dans le message :
%MDy3.1991$3U6.22156@news2.mco...
> Hi all,
>
> Is it possible to network my F030 to the PC and use the PC's modem that
way,
> my internal modem took a crap and its dependant upon my soundcard to work
> and its all screwed up. I took the ext modem from the F030 to use on the
PC
> because I need to maintain my website. And CAB doesn't understand
> javascript.

Those internal modems are crap anyway, I just bought one for my PC and it's
really bad.

STinG has masquerading capabilities which allows you to network both
computers together and have the PC run as a gateway for the F030.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3860. Re: Atari 130 XE and 1050 disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <xwLy3.13$ul7.51251@nnrp3.proxad.net>
Source record: 73849

<sheercon@earthlink.net> a crit dans le message :
37CAC4FB.CCE10610@earthlink.net...
> I know this isn't an ST but I couldn't find any relevent NG's for this
> post.

comp.sys.atari.8bit

> WOuld anyone happen to know any disk commands for the 1050 drive
> hooked up to an Atari 130XE? ANy help would be appreciated.

Sorry, can't help.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3861. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CB82B7.15D0@ooc.de>
Source record: 73850

Mattias Danielsson wrote:

> How big intern harddrive can i use in Falcon?

In case you're referring to the drive's capacity: There is no limit at all. There is only a limit imposed by TOS on the maximum size per partition. TOS 4.0x supports partitions up to 1 GByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3862. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CB8D3C.3A8D@ooc.de>
Source record: 73851

Martin-Eric Racine wrote:

> Was HD-driver ever updated to patch TOS to allow drives above the
> letter P? Given that new drives are nearning 10 GB, it usually
> means that we near or exceed P rather quickly...

You can't patch TOS, you have to replace GEMDOS. That's what Big-DOS,
MagiC or MiNT do. The hard disk driver can't do this job alone.
With Big-DOS, MagiC or MiNT HDDRIVER has supported drives beyond P: for
quite a long time.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3863. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qg4ip$ji0$1@sun27.hrz.tu-darmstadt.de>
Source record: 73852

Hi!

Martin-Eric Racine <q-funk@intellitel.com> wrote:
> Was HD-driver ever updated to patch TOS to allow drives above the
> letter P?

There's nothing you can do in the driver (BIOS-level), as the problem is
actually in GEMDOS. Use Big-DOS to access drives Q-Z and 1-6 under TOS.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3864. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$wEpTHAn25y3Ewgj@steverosie.demon.co.uk>
Source record: 73853

On Tue, 31 Aug 1999 at 09:06:55 a message from Martin-Eric Racine was created on the subject of HD-driver drives above P.
>Was HD-driver ever updated to patch TOS to allow drives above the
>letter P? Given that new drives are nearning 10 GB, it usually
>means that we near or exceed P rather quickly...

I don't know whether this helps, but I am/have run out of drive letters. I did come across a program that allows the use of assignment that use something similar to the following: a1, b1, c1.... or aa, bb, cc...

I have 18 drive allocations taken up with my CD-ROM's: letters I to Z. I think I have had hard drives between P and Z. The only problem I found was with some programs/GEM not allowing access to drive assigned letters greater than P.

IIRC the only way I got around this was editing the drive and directory field by hand by putting something like Q:\ etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3865. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CBA743.B1F0D21A@patent.gov.uk>
Source record: 73854

Re: your home page, your HREFs don't seem to point to a full URL and
don't work, at least on Netscape.

Bob king.

Olivier Booklage wrote:
>
> CAB.OVL V5.55 available on my Homepage.
>
> Regards,
> Olivier.
>
> ---
> From Boulogne Billancourt FRANCE
> Email : res1@vcf-com.fr
> HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
> STinG120: http://www.ettnet.se/~dlanor/
> ---
> ***Par soucis de compatibilite, les accents sont volontairement retires****
> **********No accent for all browser compatibility.**********
> ---

3866. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CBAC01.28612228@patent.gov.uk>
Source record: 73855

Scrub last message, it was my PC set up, also wouldn't print your, or
any any other message. A reboot cured all, now can read your HREFS.

Mea Culpa!

Thanks.

Bob King.

Bob King wrote:
>
> Re: your home page, your HREFs don't seem to point to a full URL and
> don't work, at least on Netscape.
>
> Bob king.
>
> Olivier Booklage wrote:
> >
> > CAB.OVL V5.55 available on my Homepage.
> >
> > Regards,
> > Olivier.
> >
> > --
> > From Boulogne Billancourt FRANCE
> > Email : res1@vcf-com.fr
> > HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
> > STinG120: http://www.ettnet.se/~dlanor/
> > --
> > ***Par soucis de compatibilite, les accents sont volontairement retires****
> > **********No accent for all browser compatibility.**********
> > --

3867. Re: *NEW* Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7qgctq$5s8$1@news6.svr.pol.co.uk>
Source record: 73856

Oops sorry about that, I actually didnt check follow ups
on the news group posting.

Yes the other magazine I meant was Atari Times. Sadly
missed.

Bob

3868. Re: Do Atari browsers support .PNG?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7qggomfrk1@nnrp1.deja.com>
Source record: 73857

It seems that we have to use PNG or JPEG in the future - Unisys (owners of the LZW algorithm which is used for GIF) went crazy (once again). They are demanding that web sites pay them $5000... doesn't seem to be one of those typical internet hoaxes but judge for yourself: http://burnallgifs.org

Information about PNG support in browsers: http://graphicswiz.com/png/pngapbr.html

I guess there aim will be rather the commercial sites than the private ones (hopefully).

Matt

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3869. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxd6pn.5afnel1uacsiaN@pm-d13.rhein-main.de>
Source record: 73858

Mattias Danielsson <matda808@student.liu.se> wrote:

> How big intern harddrive can i use in Falcon?

How big you want. The only one you have to watch is the
size of 1Gig per Partition.

Example: 9 Gig Harddrive = 9 Partitions each 1Gb = logical
devices (Desktop) from "C" to "K"

Use a 2.1 Gig Toshiba MAT IDE by me self. Space enough for all.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3870. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CBFD53.3403@ooc.de>
Source record: 73859

Steve Stupple wrote:

> I have 18 drive allocations taken up with my CD-ROM's: letters I to Z. I

CD-ROM drive letters are handled differently than those for hard disks.
You can compare both mechanisms. MetaDOS cares for CD-ROM drives.
Note that in case for some reason you cannot use Big-DOS, MagiC or MiNT
you can get additional drive letters by telling HDDRIVER to reserve the
drives A: and B: for hard disk partitions. Of course this doesn't make
much sense if you have two floppy drives connected.

> IIRC the only way I got around this was editing the drive and directory
> field by hand by putting something like Q:\ etc.

Yes, but this is a restriction of old file selectors, not a restriction
imposed by the operating system or driver software.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3871. Atari sale: Manchester UK

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <avk2jAAysBz3EwsZ@bertste.demon.co.uk>
Source record: 73860

ATARI SALE

Conditions.
Selling due to move to PC platform, so I have many bargains, all are good quality and all hardware and software includes manuals unless otherwise stated. Most software is in original boxes. All are priced to sell at reasonable price.
Buyer to collect or pay postage, cash only accepted and goods must be paid for prior to posting.

Contact Robert D Stead: 0161 7183020 (Number changes shortly due to cable connection. new number advised shortly)
Mobile: 07971 421 777

All items are priced separately:

HARDWARE:

1. Atari 520 STe 4 meg + FM-Clock II ï¿½80
2. Harddrive 40mg Gasteiner + SD manage ï¿½30
3. ICD II link ï¿½15
4. SM124 Atari mono monitor ï¿½30
5. Philips CM8833 II colour monitor
(No electric lead, but easily obtainable from most electrical shops) ï¿½60
6. Monitor Switch box ï¿½ 5
7. Trust 14400 fax/modem ï¿½20
8. Matador hand scanner incl Touch-up and OCR software, scanning mat, manuals ï¿½30
9. Cuma second disk drive ï¿½15
10. Canon BJ-10sx printer with 30 sheet feed, plus two cartridges, manual incl. plus printer cable ï¿½80

Magazines & books:

11. ST Format, Atari World, Atari computing mags, plus discs over 100 in disc box ï¿½20
12. Protext 4.3 manual ï¿½2
13. Atari ST explored ï¿½2
14. The best of ST Format incl 2 discs ï¿½5

Software:

15. Hyperchart ï¿½2
16.Hyperdraw ï¿½2

17. LDW Power ï¿½5
18. ThatsWrite3 ï¿½20
19. Time Works 2 boxed
plus Atari world upgrade discs plus mag ï¿½10
20. St Basis and GFA Basic, discs + books ï¿½5
21. NVDI 4 ï¿½15
22. Strip cartoon ï¿¼4
23. Image Copy 4 + scan art, and TextStyle ï¿½10
24. Civilisation ï¿½6
25. The secret of Monkey island ï¿½5
26. Xenon ï¿½2
27. Archipeligo ï¿½2
28. Cruise for a corpse ï¿½5
29. Indiana Jones and the last crusade ï¿½5
30. Borodino ï¿½2
31. Bismark ï¿½2
32. Brian Cloughs football ï¿½2
33. K-Graph 3 ï¿½5

Miscellaneous:

Joy Stick ï¿½2

Please contact me if you are interested in any item.
Robert D Stead
Slider@bertste.demon.co.uk
http//www.bertste.demon.co.uk

--
Other World

3872. Re: Geneva/Mint/Thing and printing

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7qh695cqg1@snipp.uninett.no>
Source record: 73861

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> faster than Geneva/NeoDesk 4! But there's a snag: When I try to print
> from AtariWorks or CAB, Mint crashes, flashing some PID error (to fast
> to see exactly what it says). Has anyone else had this problem? Anyone

I haven't had this problem myself (doesn't use Geneva much), but if you
install TosWin2 you can open a console which will capture all these
messages and hopefully help you to find out what's going on.

If you can't get TosWin2 to work under Geneva or have other problems, just
send me a mail and I'll do my best to help you out.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3873. CentScreen/CentVidel with Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qh69p$7rv1@news.ajou.ac.kr>
Source record: 73862

Anyone have CentScreen/CentVidel working correctly with
Geneva/NeoDesk?

ATM Geneva/NeoDesk's Video Mode Switcher overrides CentScreen
and I don't have access to CentScreen to change resolutions.

Any help with this is appreciated.
phantomm@kih.net

3874. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.3.96.990831213133.13879L-100000@tupolev.intellitel.com>
Source record: 73863

> > Was HD-driver ever updated to patch TOS to allow drives above the
> > letter P? Given that new drives are nearning 10 GB, it usually
> > means that we near or exceed P rather quickly...
>
> You can't patch TOS, you have to replace GEMDOS. That's what Big-DOS,

Since I need to be able to re-assign my CD-ROM to a letter
above P during bootup, I am currently running BigDOS _before_
Metados, but then MiNT adds its own shit over that.

However, BigDOS is far from clean. MiNT is less stable with it.

Since HD-Driver handles storage devices, it seems like the logical
place to patch GEMDOS for that...

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3875. Atari Text File Archives

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qh6jh$7rv2@news.ajou.ac.kr>
Source record: 73864

I'm looking for any collections of Atari Text File archives to
download from the Net.
Things like Questions/Answer sessions, Tips and Tricks, DIY projects,
and the like.
If you know of any FTP/WEB sites, Online Services such as Genie/Delphi
and etc where I can download stuff like this then pass along the info
to me thru E-Mail please.

P.S. Any Secret Atari FTP/WEB sites would be nice too. ;)

Respond in E-Mail only please.
Thanks,
phantomm@kih.net

3876. STEVE STUPPLE Can't reach you by E-Mail

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qh7ai$7aj1@news.ajou.ac.kr>
Source record: 73865

Steve,

I have not been able to reach you by e-mail.
Both e-mail address I have for you do not work.
Do you have another e-mail address that I can use?

BTW the package is on its way.
Let me know if you get this message.
phantomm@kih.net

3877. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37cc39563a600b0@ping.be>
Source record: 73866

on Tue 31-08-1999 21:34 Martin-Eric Racine wrote:

>> > Was HD-driver ever updated to patch TOS to allow drives above the
>> > letter P? Given that new drives are nearning 10 GB, it usually
>> > means that we near or exceed P rather quickly...
>>
>> You can't patch TOS, you have to replace GEMDOS. That's what Big-DOS,
>
>Since I need to be able to re-assign my CD-ROM to a letter
>above P during bootup, I am currently running BigDOS _before_
>Metados, but then MiNT adds its own shit over that.
>
>However, BigDOS is far from clean. MiNT is less stable with it.

What is the problem? You are using FreeMiNT, right? So there is no need to
use BIGDOS at all. Just change the entry in your CD-ROM driver sys

For instance (bdconf.sys). I'm using Betados with the Spindriver

*BOS, c:\auto\spin_sd.bos, A:9
*DOS, c:\auto\iso9660f.dos, Q:A

I do have the letter "Q" assigned now for my CD-ROM

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3878. Re: [GAMES] Doom v 0.12

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxf4u4.u9cqbeiyqkv4N@tnt-10-28.easynet.co.uk>
Source record: 73867

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> >Do you have a mirror site?
>
> IMHO I have this slow conenction with almost all multimania.org pages. I
> only can get trough when I don't use the proxy server. The download speed
> is then around 1600 b/s and this with a V90 modem. Not very fast.
>
> Anyway you can find the latest doom version already on the Belgian
> ftp-server:
> ftp://193.190.204.128/atari/game/pmdoom-0.12.zip

Hey cheers for this, it's now downloading at around 4.5k per sec :-)
I'll check this site out anyways, as I' tried a few other downloads
(like the Quake one) and none worked.. Thanks again :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3879. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: peter.slegg@----ANTI-SPAM----zetnet.co.uk
Message-ID: <37cc3369$0$26223@znews.zetnet.co.uk>
Source record: 73868

There is no easy answer to the need for a supported browser
with lots of new features like Javascript.

If CAB has reached a dead-end and the current alternatives
are not stable on enough of the various Atari platforms then
perhaps we need to develop another browser.

Ideally this would be an open-source project like Mint so that
everyone can contribute to its development. It should work
under Magic and Mint and utilise a tcp stack common to both
OS's. I think STing fits the bill. I am not a C programmer but
that would be the obvious language choice or maybe use Enchant
with HiSoft Basic as a speedier route?

Does anyone feel like taking up the challenge? Does anyone have
any code that could be used as a starting point ? Are there
any other open-source browsers that could (legally) be used as
the basis for a new Atari browser?

That's my consultancy bit done, over to the developers ;-)

Peter

3880. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37cc2b6e8b1c00d0@holleman.demon.nl>
Source record: 73869

on Fri 23-07-1999 21:38 Mark Davies wrote:

>After looking at the Team Atari group stats, I was wondering what computers
>us Atariarians are using to process the SETI*Home info.
> --snip--
>So here I am at number 8 and I run SETI@home on
>
>1) 233Mhz K6
>2) 166Mhz Intel Pentium
>3) HP 7000/712
>
>What about the rest?

Hi Mark,

well, I joined the SETI stuff last Thursday and rite now the PC is working
on block #7.

Apart from the first block, which was crunched in 19 hrs 51 mins because I
had it display the graphics most of the time (!) all my other blocks have
been done in 10-11 hrs (with gfx mode off).
I'm running the app all the time, the set is on for 24 hrs/day so except
when I'm running Linux on it I can use plenty of time for SETI. ATM I'm
doing two blocks/day :-)

I'll probably get the stuff running for Linux as well.

Over here a 450 MHz P-III.

Now I don't think I "belong" to Team Atari automatically, but you can add
me to the team (Joe, you reading?) BTW, is there a dedicated site for Team
Atari?

Too bad there ain't a port for Atari, since my TT runs 24 hrs/day too...

Plans are to get Win running thru' VM on the Linuxbox, so perhaps I could
crunch two blocks at the same time in the future?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

3881. Re: CentScreen/CentVidel with Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37CC3B71.44F7460F@cfc.dnd.ca>
Source record: 73870

Phantomm wrote:
> Anyone have CentScreen/CentVidel working correctly with
> Geneva/NeoDesk?
> ATM Geneva/NeoDesk's Video Mode Switcher overrides CentScreen
> and I don't have access to CentScreen to change resolutions.
> Any help with this is appreciated.
> phantomm@kih.net

use CENTEKs videomod.acc with Geneva
http://www.siteconseil.com/centek/english/s_videom.htm

good luck.bonne chance
ken

3882. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CC3FCD.FC5BF80B@jps.net>
Source record: 73871

Netscape has released their source, inviting anyone to develop for other
platforms.

Peter Slegg wrote:
>
> There is no easy answer to the need for a supported browser
> with lots of new features like Javascript.
>
> If CAB has reached a dead-end and the current alternatives
> are not stable on enough of the various Atari platforms then
> perhaps we need to develop another browser.
>
> Ideally this would be an open-source project like Mint so that
> everyone can contribute to its development. It should work
> under Magic and Mint and utilise a tcp stack common to both
> OS's. I think STing fits the bill. I am not a C programmer but
> that would be the obvious language choice or maybe use Enchant
> with HiSoft Basic as a speedier route?
>
> Does anyone feel like taking up the challenge? Does anyone have
> any code that could be used as a starting point ? Are there
> any other open-source browsers that could (legally) be used as
> the basis for a new Atari browser?
>
> That's my consultancy bit done, over to the developers ;-)
>
> Peter

3883. Re: Format large SCSI drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CC3F79.ACDC83CC@jps.net>
Source record: 73872

www.SystemsForTomorrow.com usually has latest HD Driver. I think they
buy from Systems Solutions.

Uwe Seimet wrote:
>
> 4 OF 9 wrote:
>
> > I need an alternative to Atari HDX to format a 2gig scsi drive.
> > I know about HD Driver, but don't know how (where) to purchase in USA.
>
> I don't think you can purchase HDDRIVER in the USA. Try System Solutions
> in England. They always have the latest version (currently 7.73)
> available.
>
> --
> ---
> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
> Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://home.nikocity.de/nogfradelt

3884. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7qhfrl$c00$2@news8.svr.pol.co.uk>
Source record: 73873

On 28 Aug 1999 00:39:47 , "Mr.G" wrote:
:>Steve Sweet wrote:
:>>
:>> On 20 Aug 1999 01:08:05 , "Denesh Bhabuta" wrote:
:>>
:>> :>just a test
:>>
:>> Failed miserably..
:>>
:>> Do you support resource Master??..

:>Try Joe Connor

Thanks for the suggestion but Joe has all but quit the Atari Scene.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3885. parts and systems

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: jag@goodwill.austin.net
Message-ID: <jag-3108991720170001@10.1.3.11>
Source record: 73874

This is a list of items we normally carry. Individual items are subject to availability and price changes. Items are tested but sold as-is.The mission for Goodwill Industries,is to provide Job-related services to people with barriers to employment.If you need to contact me, my email address is RichardM@austingoodwill.org.

Apple II:

IIgs System $29.95
-cpu
-adb keyboard
-adb mouse
Apple II+ system $19.95
Apple IIe System $14.95
Apple II JoyStick (various brands) $4.95
Apple II 5.25" external floppy drives model number A2M0003 $4.95
Apple Dual 5.25" external floppy drives model number A9M0108 $4.95
Apple IIc with power supply19.95
Apple IIc monochrome monitor $19.95
Apple IIc color composite monitor $19.95
Applecolor RGB monitor $29.95
Apple Monitor III - $14.95
Apple IIe color composite monitor - $19.95
Apple IIe monochrome monitor $14.95
Apple II mouse - $4.95

Commodore:

Commodore C-16 - $19.95
Commodore Vic 20 - $19.95 IN ORIGINAL BOX
Commodore Vic 20 loose - $9.95
Commodore 64 - $19.95 IN ORIGINAL BOX
Commodore 64 loose - $9.95
Commodore 128 - $29.95 IN ORIGINAL BOX
Commodore 1541 floppy drive - $4.95
Commodore 1541c floppy drive - $6.95
Commodore 1571 floppy drive 14.95
Commodore 1702 composite monitor - $39.95
Commodore 1084 monitor - $39.95
Commodore 1084S monitor - $49.95
Commodore compatible joysticks - $1.95

Commodore Amiga:

Amiga 500 in box - $34.95
Amiga 500 loose - $24.95
Amiga 1000 cpu - $9.95
Amiga 1000 with keyboard - $19.95
Amiga 2000 - $99.95
Amiga Monitor - $39.95
Amiga Mouse - $9.95

Atari:

Atari 1050 floppy drive with power supply, serial cable - 9.95
Atari 1010 floppy drive 19.95
Atari compatible controllers 4.95
Atari 400 $19.95
Atari 800 $14.95
Atari 800XL in box $19.95
Atari 800XL 9.95
Atari 130XE $14.95

Miscellaneous:

Texas Instruments 99/4A in box (silver) $19.95
Texas Instruments 99/4A loose (silver) $9.95
Texas Instruments 99/4A in box (beige) $24.95
Texas Instruments 99/4A loose (beige) $14.95
Maganvox composite monitor 29.95
Kaypro I - $19.95
Kaypro II - $19.95
IBM PC jr - CPU - $9.95
IBM PC jr - keyboard with cable - $9.95
TV switchbox for Atari, Commodore - $1.95
TV switchbox for TI - $2.95
Mac Quarium cases for $5.00 - make an aquarium out of a Mac Plus!
TRS-80 Color Computer 1 - $9.95
TRS-80 Color Computer 2 - $4.95
TRS-80 Color Computer 3 - $14.95

comp.sys.cbm - Commodore
comp.sys.ti - Texas Instruments
comp.sys.atari.8-bit - Atari 8-bit computers
comp.sys.atari.st - Atari ST
comp.sys.tandy - Tandy, TRS-80
comp.sys.apple2 - Apple II
comp.sys.amiga.marketplace
-
Goodwill Computer Works
(512) 835-8839
8701 A Research Austin Tx 78758
Next to PetSmart Mon - Sat 10 - 7 Sun 11-7
email: RichardM@austingoodwill.org

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3886. systems and parts

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: jag@goodwill.austin.net
Message-ID: <jag-3108991717200001@10.1.3.11>
Source record: 73875

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-cpu
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Apple II+ system $19.95
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Kaypro I - $19.95
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TV switchbox for Atari, Commodore - $1.95
TV switchbox for TI - $2.95
Mac Quarium cases for $5.00 - make an aquarium out of a Mac Plus!
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comp.sys.cbm - Commodore
comp.sys.ti - Texas Instruments
comp.sys.atari.8-bit - Atari 8-bit computers
comp.sys.atari.st - Atari ST
comp.sys.tandy - Tandy, TRS-80
comp.sys.apple2 - Apple II
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-
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Goodwill Computer Works

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Next to PetSmart Mon - Sat 10 - 7
email: RichardM@austingoodwill.org

3887. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37cc5195.13414989@news.wxs.nl>
Source record: 73876

On Tue, 31 Aug 1999 09:06:55 +0300, Martin-Eric Racine
<q-funk@intellitel.com> wrote:

>Was HD-driver ever updated to patch TOS to allow drives above the
>letter P? Given that new drives are nearning 10 GB, it usually
>means that we near or exceed P rather quickly...
>
>--
>Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
>I n t e l l i t e l C o m m u n i c a t i o n s L t d.
>Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com
>
We have been running our BBS with Michtron BBS software for quite a
long time now. We currently have 43 CD's attached along with a 1
Gigabyte drive. We use Meta-DOS to control the CD's. We patched
it up though so that it allows for lower-case drive letters and also
drive 'letters' 0 through 9. So our hard drive is C through N, the
CD's take up a through z and O through Z and 0 through 9.
We are in the proces of moving to a PC with Wildcat! though.
Unfortunately, we cannot currently configure that many drives.
On the other hand, big drives are cheaper now than all our
CD-Rom changers, which fail occansionally. So we plan on
getting a huge hard disk, and simply copying all the data from
these CD's to a couple of huge hard disk partitions.
Currently we have one Pioneer DRM1804X and four
Pioneer DRM604X changers, and one single CD unit.
We still have a DRM1804X as backup, so we could add
18 CD's more, but we would have to patch up Meta-Dos
even more. We also patched MBBS to no longer check
for valid drive letters, or converting drive letters to uppercase
characters. A lot of patching. We also patched MBBS to support
19200 baud connections. But 56K is standard now. Who uses
a BBS anyway nowadays, since Internet is so popular.
If you use other software, you might have to patch all that too.
Most software will not even allow you to select drive letters
above P. On the desktop, you cannot create drive icons for
drives with lowercase letters. Keep on patching...

Anyway, to return to your problem, Meta-DOS is designed not only to
handle CD-Rom stuff. With the proper driver, you could add hard disks
as well. With standard Meta-DOS you can get up to drive letter Z.
Of course, you will have to find someone willing to write the driver.
I am sorry to say that this is virtually impossible. There are not
many programmers left on the Atari platform.
You could also use bigger partitions. TOS 2.06 supports bigger

partitions I believe. We had a 320 Megabyte drive way back in
TOS 1.0 times, and Atari could not handle it. We are all still slaves
of all this old CP/M stuff. Sigh.....

Some newer machines let you use drive names. But this is all of
no use to Atari folks, unless we all get together and write something
to solve all these problems ourselves.

Keep those machines humming.
Regards, Ernest.

3888. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: claytone@aa.net
Message-ID: <936138501.635582@cacheraq001>
Source record: 73877

Hello Olivier,

I've tried going to that site, but my browser just hangs at "resolving host". I then tried the number addy, and it "seemed" to connect, but then it hung at "waiting for data". I'm using single TOS 4.04, Stik, and CAB 2.7, with Dan Ackerman's latest OVL. Maybe I need CAB.OVL V5.55?? ;-) Also, does this one work with single TOS, or is it only for Magic, Mint. etc.? I've also tried accessing the site using Newsie's url feature, but no luck there either. Am I doing anything wrong?

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
>CAB.OVL V5.55 available on my Homepage.
>
>Regards,
>Olivier.
>
>
>--
>From Boulogne Billancourt FRANCE
>Email : res1@vcf-com.fr
>HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
>STinG120: http://www.ettnet.se/~dlanor/
>--
>***Par soucis de compatibilite, les accents sont volontairement retires****
>***************No accent for all browser compatibility.**********************
>--

3889. Re: CentScreen/CentVidel with Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CC7177.FDA673C1@jps.net>
Source record: 73878

I wrote Centek with a question on another one of their Cent utilities,
and they told me it was for the Phoenix OS only, and didn't work on
Falcon or TOS.

Phantomm wrote:
>
> Anyone have CentScreen/CentVidel working correctly with
> Geneva/NeoDesk?
>
> ATM Geneva/NeoDesk's Video Mode Switcher overrides CentScreen
> and I don't have access to CentScreen to change resolutions.
>
> Any help with this is appreciated.
> phantomm@kih.net

3890. FA: Falcon (Rack mounted)

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CC71AD.4475CD96@jps.net>
Source record: 73879

I have a Falcon for sale at the following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=155974775

3891. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7qi3d4$4k8$2@zingo.tninet.se>
Source record: 73880

Chris Swinson skrev i meddelandet <7qat8h$e35$1@news6.svr.pol.co.uk>...

>Thanks for info, I see the Step pin is actually a output pin,

Yes of course, that's correct, I was a bit ahead of myself there...

So what's the idea behind setting the steprate in hardware?

MG

3892. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7qi3d5$4k8$3@zingo.tninet.se>
Source record: 73881

Nicholas Bales skrev i meddelandet ...

>Not really hardwire, but TOS 2.06 has this set as default, so you could
just
>upgrade your TOS.

It doesn't. You can check this out with a SYSINFO program.

3893. Atari 1040 SERIL MIDI EXPANDER?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: AMBER C LANGLEY <BLADE2050@prodigy.net>
Message-ID: <7qi9dp$8j1i$1@newssvr04-int.news.prodigy.com>
Source record: 73882

Im looking for a device that I can expand my midi outputs thru the serial rs232 port on my atari 1040 ste. There use to be devices for this and they are not available. Is there software drivers written for atari to drive a modern device? I have drivers in my cubase software on the atari for the c-lab export device but that is no longer available.

Thank YOU!!!

3894. cubase help

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <7qhede$m39$1@hermes.achilles.net>
Source record: 73883

Hi there, I am using Cubase Audio Falcon and I would like to use the Midi
only version. I bought the software as a package from someone and the midi
version was included.(V.3.10) When I tried to boot up the midi version I get
the "No key Goodbye" message. But the dongle was inserted and CAF 2.06 works fine! Surely
you don't need a different dongle to use the midi only version
of Cubase?
Do any cubase users understand this, and is there an installation that
you have to do to get cubase to recognize the key?
Thanks for any help,
Mark

3895. ATARI MIDI SERIAL OUTPUT?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: AMBER C LANGLEY <BLADE2050@prodigy.net>
Message-ID: <7qi9u4$1v34$1@newssvr04-int.news.prodigy.com>
Source record: 73884

I am looking to expand my midi outputs thru the serial port rs232. I am using cubase 3.10 and it includes drivers to do so but the devices for this are not available.Does anyone know of a device that I can do this with for the 1040. I really need to expand my midi output.

Thank You!!!!

3896. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199908312017.a28725@su2.maus.de>
Source record: 73885

Hi,

TB>There's nothing you can do in the driver (BIOS-level), as the problem
TB>is actually in GEMDOS. Use Big-DOS to access drives Q-Z and 1-6 under
TB>TOS.
if someone is interested I could provide PARTS (by Hans-Peter Vetter,
the author of OPTIMIZE).

PARTS is to switch on and off partitions on IDE, ACSI and SCSI drives.
E.g. you can have 20 logical drives on our disk, but TOS only
recognizes 16 (2 floppies, 14 drives) so 6 aren't available for the
moment. So switch off 6 you don't need for the moment and reboot.

Ok, one disadvantage should not be hidden: Absolute paths on the
drives "behind" the first switched off drive won't be correct anymore
(up to the moment of switching it on again).

Sometimes I use PARTS to get access temporarily to drive Q (impossible
under normal TOS).

Remarks: Program size 115k (unpacked)
Doc (german) size 5 k
Untested yet for IDE and ACSI drives

3897. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <936255458-51273AEicMi@cwcom.net>
Source record: 73886

> I just downloaded the newest wensuite 3.20c and like all the other
>versions that I have downloaded from OXO its has errors in the
>compression.
Did you download it with a PC? Perhaps you need to right-click on the link
and save the file from the pop-up that appears.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

3898. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <A0Ey3.4604$fi.8161@nntpserver.swip.net>
Source record: 74039

> CDRECORDER is the package I use...The Anodyne one does what it set out
to
> do which is offer parttiion back-ups and CD-Audio, and from what I['ve
seen
> it does it well...CDRECORDER is a full data CD writing package and all
does
> full PQ glass=mastering, and also will handle foreign formats...the
reason
> my A300 Yamaha sampler has a 400Mb dik in it and nothing bigger is
becasue
> the SCSI copy function will make me a Yamaha format CD out of it when
I
> back it up...it's a neat trick :-))

Hi,
Besides the Yamaha A3000, I've made CD's for my Kurzweil K2000 and a friends' E-MU ESI32, so it seems like it works nicely for all samplers :) Haven't tested AKAI yet, but since the K2000 can read AKAI CD's, I'm absolutely sure it works on those too. It's a really great function and if you have a SCSI CDROM besides your burner, you can make copies of foreign format CD's too - however, if it's a mixed mode CD, the audio tracks won't be audio tracks on the destination... :(
CDRecorder is the only burner program that does everything a burning program is supposed to do. It's more expensive - but you'll get great functionality for the extra money :) Audio burning with full PQ-coding including individual pauses between tracks, ISRC-code, copy-bit on/off, indexes etc - and data burning with Atari mode, DOS mode, Multi-session etc...
Get a demo version from www.soundpool.de and check it out.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3899. [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <37cb3682.0@london.netkonect.net>
Source record: 74040
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

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+ e-mail redirection to your current account or account of your choice.

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equivalent service as found in our Services & Prices on www.cyberstrider.net

Other Domain Options
All our usual domain options will for the month of September have the co.uk
registry fees included. Use our usual On-Line Order form for these options.

Regards
Denesh

3900. Geneva/Mint/Thing and printing

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <YeHy3.1003$tW6.1847@news.flash.net>
Source record: 74041

Hello!

Since NAES is still not sold in the US, I've found a great alternative that seems to work very fast, especially for Internet stuff: Geneva (r.6), Mint 1.15.3b, and Thing 1.27. It actually seems faster than Geneva/NeoDesk 4! But there's a snag: When I try to print from AtariWorks or CAB, Mint crashes, flashing some PID error (to fast to see exactly what it says). Has anyone else had this problem? Anyone know what to check? This setup also doesn't like GEM Bench, either. It freezes while checking the FPU and ROM access. Fortunately these are the only problems I've run into so far. If I can solve the printing problem, I can live with the rest I think. Any suggestions? Thanks!

Mike Freeman
nameerf@flash.net

3901. Re: More questions...

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37cb2e70_1@news2.vip.uk.com>
Source record: 74042

Hi,
Thanks, the info is greatly appreciated. Just spent the evening
upgrading my 270M drive to a 1Gig taking care to leave one drive letter free
for my ramdisk :)

Later

John Whalley <news@whalley.demon.co.uk> wrote in message
news:935922761.7361.0.nnrp-13.9e985e5c@news.demon.co.uk...
> Hi,
>
> omelette wrote in message <37c48e29_3@news2.vip.uk.com>...
>
> >Next, I recall reading way back that there was a dynamic ram disk
> >available for MagiC >4 (I've got 6) Pointers please.
>
> I think I found this at ftp.funet.fi, called something like MAGXRAM.ZIP or
> .LZH. Can't remember the directory structure off hand, but I think it's in
a
> directory of MagiC utilities.
>
> HTH
> John

3902. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <rsmscjdvj7160@corp.supernews.com>
Source record: 74043

On 28 Aug 1999 05:24:23 , Phantomm wrote:
>Hi Test. :)
>.

Yup, I'm Hi here:)

3903. Re: ST Sales Figures?

Newsgroup: comp.sys.atari.st
Date: 1999-08-31 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.3.96.990831090246.13879E-100000@tupolev.intellitel.com>
Source record: 74044

> > I believe only 50,000 falcons were produced.
>
> It makes me wonder how many TTs were produced. I know most were sold in
> Germany, where Atari made a better profit on them. If 50,000 is an
> accurate number for the Falcon then there probably were fewer TTs made.

I recall Kris Krowchuk quoting some Atari sales figures, saying that
3 times the amount of TTs were manufactured. For North America, it
was something like 6000 Falcons and 25000 TTs.

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3904. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37CC5090.9CD3D747@cable.A2000.nl>
Source record: 73887

Hi

Louis wrote:

> Plans are to get Win running thru' VM on the Linuxbox, so perhaps I could
> crunch two blocks at the same time in the future?

Already planning for a P IIIIII ? ;-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3905. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.3.96.990901022338.20384A-100000@tupolev.intellitel.com>
Source record: 73888

> What is the problem? You are using FreeMiNT, right? So there is no need to
> use BIGDOS at all. Just change the entry in your CD-ROM driver sys
>
> For instance (bdconf.sys). I'm using Betados with the Spindriver
>
> *BOS, c:\auto\spin_sd.bos, A:9
> *DOS, c:\auto\iso9660f.dos, Q:A
>
> I do have the letter "Q" assigned now for my CD-ROM

That's exactly how my config.sys was, but it refuseed to install
the CD that way, so I added BigDOS....

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

3906. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: csilver@Puke.On.Spammers.com
Message-ID: <7qiao3rig1@brokaw.wa.com>
Source record: 73889

On 31 Aug 1999 22:29:45 , Clayton Murray wrote:
>Hello Olivier,
>I've tried going to that site, but my browser just hangs at "resolving
>host". I then tried the number addy, and it "seemed" to connect, but then
>it hung at "waiting for data". I'm using single TOS 4.04, Stik, and CAB
>2.7, with Dan Ackerman's latest OVL. Maybe I need CAB.OVL V5.55?? ;-)
>Also, does this one work with single TOS, or is it only for Magic, Mint.
>etc.? I've also tried accessing the site using Newsie's url feature, but no
>luck there either. Am I doing anything wrong?
>Clayton Murray

Howdy Clayton,

Try this: http://services.worldnet.net/vcf-com/ob/sti_cli.htm

For some reason, CAB can timeout at the other URL. Oliver's site is a bit
difficult to navigate. He's got some excellent info about networking Atari's
using STinG. His latest OVL does work well, but still has problems getting
cookies for CAB v2.7. I'm glad he's still working on it. Too bad someone at ASH
doesn't take over for Alex in upgrading CAB, it's long over do...
If CAB had 1/5 of the improvements of iCAB, it would be damn good <g>.

CU,

Charles
EoF

3907. Re: [GAMES] Doom v 0.12 (and Heretic and Hexen, too)

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7qikj5$31j$1@nnrp1.deja.com>
Source record: 73890

Hello everybody

I just uploaded doom,heretic,hexen (the three are v0.12 release) on
http://ftp.lip6.fr

I just uploaded heretic and hexen (both v0.12)on
ftp://193.190.204.128

They should be available soon.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3908. Re: MagicMac and CAB questions.

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37CCC3DA.54A0@geocities.com>
Source record: 73891

So out of curiosity, how did you get CAB to work with MagicMac?
Will it work with the MagicMac demo so I can try it out?

I have to admit, I am finding the MagicMac demo limiting. What
improvements come with the full version?

Doctor Clu

Charles Silver wrote:
>
> Yo B.P.
>
> It's true that theglobe.com uses javascript on it's main page; however, I was able to subscribe to the site using CAB v2.7/cab.ovl v1.3101 running MagiCMac. The page did show properly with CAB v2.7. To get CAB to accept cookies, you need to set CAB/cookies to "Always Ask" NOT "Always" (This applies to sites like theglobe or yahoo). After the site asks to set a couple of cookies, then select "re-post". You have to use Ackerman's OVL. Oliver's will not work here(5.54) At least this way you have a chance of getting CAB to set the cookies. It also
> might help to have some cookies already set before trying to sign on to such sites. Again, I was able to subscribe, set a password, etc at theglobe.com. I didn't setup an e-mail account because they wanted permission to send my info to WhereWho (sp?). Hey, I get enough SPAM already...
>
> FWIW, CAB v2.7 will have some trouble with some of the links of portal type sites. Sooner or later you'll get a "file not found" or some such because of corrupted URL's or JavaScript.
> ---
> CU,
>
> Charles
>

3909. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <ye4z3.247$mK4.23899196@nnrp1.proxad.net>
Source record: 73892

Martin Graiter <graiter@starmail.com> a ?crit dans le message :
7qi3d5$4k8$3@zingo.tninet.se...
>
> Nicholas Bales skrev i meddelandet ...
>
>
> >Not really hardwire, but TOS 2.06 has this set as default, so you could
> just
> >upgrade your TOS.
>
>
> It doesn't. You can check this out with a SYSINFO program.
>

Ouch! You're right!

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3910. Re: Atari 1040 SERIL MIDI EXPANDER?

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <xe4z3.246$mK4.23899196@nnrp1.proxad.net>
Source record: 73893

AMBER C LANGLEY <BLADE2050@prodigy.net> a crit dans le message :
7qi9dp$8j1i$1@newssvr04-int.news.prodigy.com...
> Im looking for a device that I can expand my midi outputs thru the serial
> rs232 port on my atari 1040 ste. There use to be devices for this and they
> are not available. Is there software drivers written for atari to drive a
> modern device? I have drivers in my cubase software on the atari for the
> c-lab export device but that is no longer available.
>

There is a DIY text file out there that adds 1 Midi out to the serial port,
which gives you 32 midi channels and will allow you to run at least 6
devices if you use Midi thru. Unless you're Jean-Michel Jarre or Tony Banks,
that should pretty much be enough. Then again, I doubt that Tony Banks is
still using a 1040STE.

I remember someone posting it in csas once. Have you tried Deja News ?

Otherwise it might be on Vezz's hardware hacks page:
http://www.geocities.com/SiliconValley/Way/8016/atari/sth_tech.htm

There is also a driver for Cubase.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3911. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7qikt2$c5l$1@news.worldonline.nl>
Source record: 73894

On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
Hi all,
I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
speed with my test-url :http://www.skeelerbond.nl
It's a page with some pictures and graphics.I tested at 23.30 PM with

a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
USROBOTICS 33k6

Well.....this latest update of Olivier did 2m50sec in full
downloading..
Some figures I got by testing the former update of Olivier, the latest
original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
with IConnect, the ASH stack
Sting - CAB.OVL(Olivier) 2m40sec
IConnect - CAB.OVL(Olivier) 3m29sec
IConnect - CAB.OVL(ASH) 2m58sec
Sting - CAB.OVL(Ackerman) 2m47sec

Perhaps somebody will do some testing also, I don't know if you can
all test with this homwpage about inline-skating, a very popular
sport in Holland !
Jos

3912. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7qil4d$c5l$2@news.worldonline.nl>
Source record: 73895

On 30 Aug 1999 19:40:56 , Schoengarth wrote:
Hello,
i got all the Wensuite versions.Only v. 2.40 works, I mean in getting online with my provider.I got registration, so everything should be working fully.When somebody succeeds in getting online with the 3.xx versions, I (and many others !) would like to have the PPP and modem specs, you filled in .I don't have to have your password.....
Hope many will react !!
Jos

3913. NEUSS Autumn 99 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7qilsk$c5l$4@news.worldonline.nl>
Source record: 73896

Hi guys in Europe !
Let's all vote for an autumn Atari Messe in Neuss!
I heard Ulli Ramps(ROM) would like it (of course) but perhaps we all
want to go to the best flea-market of Germany!
So perhaps we can all react , maybe also to Falke Verlag, so that we
can look forward to see all our Atari-buddies and buy some good ,
sometimes rare stuff !
Please react !
Jos

3914. Re: Falcon Gaming..

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <37CCEAF0.53593899@chl.chalmers.se>
Source record: 73897

Hi!

> Just wondering if there were many commercialy released Falcon games ,
> and where they can be obtained from?
>
> The excellent Willies adventures.. was that ever released? And also
> the same question for Bad mood.. the doom clone.
>
> Also does anyone know where to obtain the demo of K- the mario kart
> clone?
>
> Any reccomendations about games for the Falcon / where to obtain them
> would be much appreciated.

The game Reeking Rubber is a Lotus clone for the falcon. It has been
under development for about two years now. The latest demo version,
which is one year old, can be obtained from:
www.dtek.chalmers.se/~d98gilda
This game is still under development, and a new demo version should be
out in a few weeks.

Regards
Henrik Gildï¿½

3915. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CCE8C4.5D30@ooc.de>
Source record: 73898

Martin-Eric Racine wrote:

> However, BigDOS is far from clean. MiNT is less stable with it.

I don't see why you would want to use Big-DOS with MiNT at all. Is there
anything that's supported by Big-DOS but not supported by MiNT?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3916. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CCF366.D355D1EA@patent.gov.uk>
Source record: 73899

What do you mean by 'errors in the compression', I downloaded using CAB 2.7 and decompressed using ARCSHELL with LHA310. No problem. If you want this version of LHA, very much like STZIP, then yell, also yell if you want Wensuite 3.20c. Works straight from desktop, without having to have HSModem activated.

Bob King.

Schoengarth wrote:
>
> I just downloaded the newest wensuite 3.20c and like all the other
> versions that I have downloaded from OXO its has errors in the
> compression. I have tried many different ways to download it with the
> same results. I got 3.20b from a FTP site and it decompressed great.
> Anyone have any clues to why this happens or does this happen to
> everyone. And one more thing I wish I knew FRENCH. I guess Ill have to
> buy a French to English dictionary. Hopefully it will have tech
> terms(dreaming).
>
> Thanks Don

3917. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CCF4CE.987258ED@patent.gov.uk>
Source record: 73900

Hi, totally pointless exercise I know, but tried your test site with my
office setup...... took 11sec.

Bob King.

Jos Vlietstra wrote:
>
> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> Hi all,
> I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
> speed with my test-url :http://www.skeelerbond.nl
> It's a page with some pictures and graphics.I tested at 23.30 PM with
>
> a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
> 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
> USROBOTICS 33k6
>
> Well.....this latest update of Olivier did 2m50sec in full
> downloading..
> Some figures I got by testing the former update of Olivier, the latest
> original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
> with IConnect, the ASH stack
> Sting - CAB.OVL(Olivier) 2m40sec
> IConnect - CAB.OVL(Olivier) 3m29sec
> IConnect - CAB.OVL(ASH) 2m58sec
> Sting - CAB.OVL(Ackerman) 2m47sec
>
> Perhaps somebody will do some testing also, I don't know if you can
> all test with this homwpage about inline-skating, a very popular
> sport in Holland !
> Jos

3918. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CCF59C.D855CE1@patent.gov.uk>
Source record: 73901

Hi Martin,

Where did you read that 'An English version is due soon'?

Bob King

Martin Nightowl Byttebier wrote:
>
> on Mon 30-08-1999 19:40 Schoengarth wrote:
>
> > I just downloaded the newest wensuite 3.20c and like all the other
> >versions that I have downloaded from OXO its has errors in the
> >compression. I have tried many different ways to download it with the
> >same results. I got 3.20b from a FTP site and it decompressed great.
>
> Sorry can't help you with the problem but I don't have any prob to extract
> the OXO Wensuite archive.
> May I ask you which program you use to get that OXO archive? Maybe the
> problem is related to that prog.
> I use Cab 2.70 with the mintnet.ovl.
> o
> >buy a French to English dictionary. Hopefully it will have tech
> >terms(dreaming).
>
> An English version is due to released soon.
>
> CU
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@ping.be **********
> ** ICQ 37138054 **
> But He uses a Hades 060 now
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3919. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CCF6BF.E98CC436@patent.gov.uk>
Source record: 73902

As I've said before, give OXO a chance. I posted a reply here pointing out that 3.20b needed HSModem activated for it to run and quick as a flash OXO remove the 'bug' and make 3.20c HSModem independent. See their history file.
I'll try to access Zetnet using 3.20c and let you know.

Bob King.

3920. Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37CCF860.6C12CAB0@patent.gov.uk>
Source record: 73903

I think this has been covered here before, but can any one recommend a good tracker. I'm going to register with Graoumf, but like the look of StormTracker for its use of standard stave/note notation. However the home page seems dead and an attempt to register online indicates that they (whoever they are) only accept VISA or Barclay Card .. don't use either. So where do I get StormTracker from. There is a 'tracker' demo from SoundPool, but this does not seem to be a tracker program as I know it.

Bob King.

3921. Re: cubase help

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7qio8feak1@news.worldonline.nl>
Source record: 73904

On 31 Aug 1999 20:37:02 , Mark Friedman wrote:

hi Mark
Well I have a Cubase 3.01/Score with key.It works allright, although I hate the key-protection.In my Stacy it sticks out and I assume sometimes non-starting is caused by this ugly feature.So I use the beautiful Sweet 16 original, with no dongle, works perfect, really ! In my MegaSTE I have the Cubase with key, works also great.I'm certain your key of CAF won't work with the midi Cubase, cause these are two different programs and mr.Karl Steinberg wants to earn a lot of deutschmarks by demanding different keys!
I thought always that you could do midi also with CAF, I didn't know you have to use a separate Cubase midi......
Success !
Jos

3922. Re: cubase help

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <wF7z3.8$ZI1.157847@nnrp2.proxad.net>
Source record: 73905

Mark Friedman <fried@dragon.achilles.net> a crit dans le message :
7qhede$m39$1@hermes.achilles.net...
> Hi there, I am using Cubase Audio Falcon and I would like to use the Midi
> only version. I bought the software as a package from someone and the midi
> version was included.(V.3.10) When I tried to boot up the midi version I
get
> the "No key Goodbye" message. But the dongle was inserted and CAF 2.06
works fine! Surely you don't need a different dongle to use the midi only
version
> of Cubase?

Yes you do. The dongle is different.

If you don't want to load the Audio module, just run Cubase with the shift
or ctrl key pressed down.

--

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3923. Re: NEUSS Autumn 99 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7qj79tffa1@nnrp1.deja.com>
Source record: 73906

In article <7qilsk$c5l$4@news.worldonline.nl>,
jovlie@xs4all.nl (Jos Vlietstra) wrote:
> Hi guys in Europe !
> Let's all vote for an autumn Atari Messe in Neuss!
> I heard Ulli Ramps(ROM) would like it (of course) but perhaps we all
> want to go to the best flea-market of Germany!
> So perhaps we can all react , maybe also to Falke Verlag, so that we
> can look forward to see all our Atari-buddies and buy some good ,
> sometimes rare stuff !

There will be an Atari fair in autumn (probably end of
November/December) but hopefully not another flea market (bah!). I want
to see new software/hardware there - at least I have to prepare a new
program until November.
BTW, official announcements should soon be available soon or it would
be too late to do the fair this century (programmers have to be
informed to update their programs, a hall has to be organized,
companies must be invited etc. - this usually takes two month)

Let's not forget that there's also Stafford in November!

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3924. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Message-ID: <37CD14B6.31A0BAA5@rero.vsnet.ch>
Source record: 73907

Martin Nightowl Byttebier a ï¿½crit :
>
> on Mon 30-08-1999 19:40 Schoengarth wrote:
>
> > I just downloaded the newest wensuite 3.20c and like all the other
> >versions that I have downloaded from OXO its has errors in the
> >compression. I have tried many different ways to download it with the
> >same results. I got 3.20b from a FTP site and it decompressed great.
>
> Sorry can't help you with the problem but I don't have any prob to extract
> the OXO Wensuite archive.
> May I ask you which program you use to get that OXO archive? Maybe the
> problem is related to that prog.
> I use Cab 2.70 with the mintnet.ovl.
> o

If you download with Netscape, you have to press the shift key in the
mean time you click on the archive's link (refering OXO).

--
****
Bruno Bï¿½gni
Email:bruno.begni@rero.vsnet.ch
http://www.rero.ch/reroweb/RERO-Personnes/Begni/home.htm
****

3925. FA: Atari SC1224 color monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: techho@my-deja.com
Message-ID: <7qjhihngt1@nnrp1.deja.com>
Source record: 73908

Atari SC1224 color monitor for bid at ebay. No reserve.
Point your browser to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156177156

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3926. Ronald Hall

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37cd0ddd.0@news.pacifier.com>
Source record: 73909

Got your MO yesterday, 8/31/99. Sent out Power Supply same day by US Postal Service. Hope you like the added surprises in the box.

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3927. Re: Need NOVA drivers 2.08 MSTE

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936210316-189974AEicMi@online.be>
Source record: 73910

Martin Byttebier <tos4ever@ping.be> wrote on 25-08-99:

Hi Martin,

>You're wrong here. The latest ComputerInsel driver (2.67) works here on my
>Hades equiped with a Mach 64 4 MB card without any problem at all.
Sorry Martin, I'm only human. :-)
Anyway, the drivers for the Hades be it the ATI Mach64 or older ET6000 can
not be downloaded from the ComputerInsel Nova Mailbox.

>Are ComputerInsel still in business?
Yes, they still develop the drivers for the Mustek and HP scanners. Usally
when a new NVDI is released, they adopt the NOVA drivers also. I think that
work on Photoline has been put on ice though...:-(

Cheers from Belgium
Dennis

3928. Re: YAMAHA CDR200t !

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936210326-191890AEicMi@online.be>
Source record: 73911

Jo Vandeweghe <dipching@ping.be> wrote on 25-8-99:

Hi Jo :-)

>> Eight: For writing music CD's you don't have to make an image at all.
>> Up to 6x the SCSI interface can manage.
>
>Maybe you are wrong here because A LOT of CD Writers (even recent models)
>don't accept to directly copy from an already existing audio cd ...
No, I'm not wrong...6x can easily be achieved with a Falcon or TT, I'm speaking of personal experience here. It's not the CD Writer which doesn't accept direct copying, it's the combination software/hardware that fails. CD Writers are "dumb", when they encounter an error they will send an error code but that's about it.
When SPIN is installed, You can drag the WAV files straight into CD Recorder Pro, to burn at 6x You need a CD ROM Player that can handle at least 10x speed. It is VERY important that the player is not of the latest generation. The latest generation CD Players don't have a constant speed. They use a system called CAF. A player with CAF has the nasty tendency to stop for a couple of seconds and then continue sending data on the Atari. If this happens the datastream is not sufficient and as a result you get a "buffer under run" error. CD Players that are perfect for the job: TOSHIBA 12x and 14.4x, SONY 12x, PIONEER 12x and 16x, PLEXTOR 12x....

>Let's have a look at the impressive Toast user manual list ...
>Of course, for the moment I don't use my CD Writer on my Atari but as soon
>I receive "CDWriter" from Anodyne things will change.
Compare the "impressive" Toast feature per feature against CD Recorder Pro, and You'll see what I mean. Apart for the manual there's not that much impressing about Toast. If You compare Toast with CD Writer, it is impressive but keep in mind that CD Writer only offers the very basics.

>>>Ten: Go out, have a Belgium beer, enjoy life :-)))))
>
>You also have to mention that Belgium is not only a beer country but
>certainly an excellent mineral water country if not the best,
Aren't we just a tiny bit chauvinistic here?

>I don't want to make any advertising but let's try "SPA Reine" mineral
>water and you definitely will become crazy of inner pleasures
>
Speak for yourself Jo, speak for yourself :-) I takes more then a glass of water to make me "become crazy of inner pleasures"

>ah Belgium, when we don't speak about chicken it's always a pleasure !
Yep, I'm ROTFL everytime I read the newspaper or watch the news....

>Hummmmmmmmmmmmmmmmmmm Schlorp ! Gloup ! Miam !
???? take it easy on that water Jo !!

Cheers from Belgium
Dennis

3929. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936210334-193378AEicMi@online.be>
Source record: 73912

Jo Vandeweghe <dipching@ping.be> wrote on 27-08-99:

Hi Jo,

>>Can anyone give me a brief summary of what I need to backup my Atari
>>files to a CD-R?
>
>CD-Writer Plus from Anodyne Software does it very well and is cheaper than
>CD-RECORDER !
>http://www.cyberus.ca/~anodyne/

Yes and No..
CD Writer Plus only offers the very basics, one can create Audio CD's that don't follow the official CD-DA norm, and make simple backups of a standard partition. I suppose this is enough for some people, but for most of us this simply will not be good enough.

Mixed Mode, CD Extra, RED Book, Yellow Book are all absent, and not promised for future versions. Making backups of your files with the archive bit set is also very important, in the next session only the files that have this bit changed will be copied. This important feature is not implemented if IIRC. Making backups of non-standard TOS partitions doesn't work either. So backing up MAC HFS, LINUX or even a >512Mb Atari partition is not possible. Only being able to backup partitions is not very practical either. Sometimes one wants to make a backup of files that are on several partitions...

CD Writer Plus only offers the very basics, with CD Audio thrown in as a tastemaker. It is cheaper then CD Recorder Pro, but it's in a completely different class. CD Writer Plus is a backup program, while CD Recorder Pro is a CD creating program. The difference in price isn't that big anymore either.

http://www.soundpool.de

Cheers from Belgium
Dennis

3930. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37cd72b62750650@ping.be>
Source record: 73913

on Wed 01-09-1999 10:45 Bob King wrote:

>Hi Martin,
>
>Where did you read that 'An English version is due soon'?

The welcome page of Wensuite.

Des versions en langues ï¿½trangï¿½res (Anglais, Allemand...) sont ï¿½ l'ï¿½tude, elles seront
disponibles ï¿½ partir de septembre.

Other language versions(English, German) will be available from september.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3931. Re: Atari BBS List

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9114_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 73914

```
In uno strano messaggio del 25 Aug 99 ludo@nospam.bx.nfrance.com
(2:333/608.1) scrisse a All in area 'COMP.SYS.ATARI.ST':
l> If you know other BBSes which carrys Atari files and Fidonet echo don't
l> loose any second E-mail me
l>
l>
l> Name
Atarian ST - TS!
l> Country
Italy
l> Phone Number(s)
+39 040768412
l> Speed (min/max)
300 - 33600
l> Ratios
no, all free
l> FTN Nodes and Networks
2:333/608@fidonet.org
90:700/104@nest.ftn

www.interware.it/users/mike/
www.interware.it/tsr/
mike@interware.it
*************** _*#Moderatore# ATARI.ITA*_ ***************
*************** _*#Coordinatore# TRieSTeNet*_ ***************

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3932. NOS 0.50 NOW is a GEM program!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9115_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 73915

```
take it as nos50.lzh or nos50030.lzh for 68030CPU
at http://www.interware.it/users/mike/pub/

PLEASE TEST IT!

- nntp bug fixed, posting article worked only if nntp trace>=3

- added multiple serial ports support, specify BIOS number:
# if port 0 type dev buff MTU baud
# --- ---- - ---- --- ---- --- -----
# AUX:
#attach asy 1 0 ppp pp0 32767 1500 57600
# modem 2
attach asy 7 0 ppp pp1 32767 1500 38400
# serial 2
attach asy 9 0 ppp pp0 32767 1500 57600
# modem 1
attach asy 6 0 ppp pp2 32767 1500 19200
BIOS numbers for port are for a TT, for some reason to investigate
this does not work if you specify the modem1 port as the first device.
no dsr/drt up/down support for the moment.

- bugfix: domain cache list bombed ( ARGV1 instead of ARGV0 )

- added domain cache dump to reset cache

- bugfix: this was a very OLD bug, detaching of asy interfaces didn't
work as the asy pointer was not set to NULLIF in st_asy.c

- add http support, new commands:
cab directory <path>: to specify where CAB.APP can be found
cab head <url>: to get header informations on a url
cab get <url> <filename>: to get and url and save it to file !!!
cab start: !!!!!!!!!!!!!! yes this starts the browser ad then you can
navigate, cache is supported, POST is still NOT supported, sorry, no search
engines !

- change in ftp server, directory listing is now unix-like, so
that you can use graphic ftp clients
the change is made to the dir listing routing, so all commands using
the dir() function are affected, i.e. "dir", "ls", etc.

- bugfix: it was impossible to set the INLINE dialing on

- bugfix: telnet to a wrong port passed by name now works
the resolve routine to find the port number can be used
keeping in mind a wrong name makes it return -1, but
```

fsocket->sin_port is unsigned short

- new SEND command to send strings to any port:
send <host> <port> <strings>...
port can be specified by name as telnet

- log changed: no more debug log in smtp client and dialer
no log of memory allocation at startup
log of PPP/PAP session

- nntp client change:
headers received are put in the "get" file if session aborted
killed or exited, and articles are not get, so you do not loose
articles when NEWNEWS is not available (STAT, GROUP)

- changes in dialer display, please test

- CAB POST implemented, try it please on search engines and forms!

- NOS GEM created !

- shell command implemented, attention all NOS functions stop
until control returns to the program

- hostname setting from host cfg form, added helpfile

- ip address setting from host cfg form

- new command to test ftp problems of Bruno Kozlowski:
"tcp precedence [ON|OFF]"

- redesign of the "dir" command, new "-l" option, "Dir" session,
new help file

- domain suffix setting from host cfg form

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3933. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Subway95 <Subway95@vote4gop.org>
Message-ID: <37CD6B08.1DA0CB@vote4gop.org>
Source record: 73916

Hello,

I'm looking for the spells and maps for this old classic game Dungeon Master and looking for Dungeon Master II software for download.

3934. Re: NEUSS Autumn 99 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37cd80ba32426a1@ping.be>
Source record: 73917

on Wed 01-09-1999 12:48 mjaap@atari-computer.de wrote:

>There will be an Atari fair in autumn (probably end of
>November/December) but hopefully not another flea market (bah!). I want
>to see new software/hardware there - at least I have to prepare a new
>
At Neuss or somewhere else? I remember me that some time ago someone on
the Maus was talking about a fair at Hannover.
>
>Let's not forget that there's also Stafford in November!

Yep, indeed. I surely hope that the two fairs won't be at the same time as
I'm going to the Stafford fair.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3935. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37CD74E0.6123406F@ping.be>
Source record: 73918

Martin Nightowl Byttebier a *crit :

> on Wed 01-09-1999 10:45 Bob King wrote:
>
> >Hi Martin,
> >
> >Where did you read that 'An English version is due soon'?
>
> The welcome page of Wensuite.
>
> Des versions en langues ï¿½trangï¿½res (Anglais, Allemand...) sont ï¿½ l'ï¿½tude, elles seront
> disponibles ï¿½ partir de septembre.
>
> Other language versions(English, German) will be available from september.

Definitely forget this, they will be available very soon but not before 2, 3 or even 4 years ...
It's the way they work.

Jo

3936. New ATARI ST games site!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: R2 <atarist@kki.net.pl>
Message-ID: <wJez3.15765$Qh1.224285@news.tpnet.pl>
Source record: 73919
Cross-posted to: alt.atari,alt.atari.2600,alt.binaries.emulators,alt.games.atari,comp.sys.atari.st,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

[this is unique info about new site]

Hi!
First: sorry for my terrible english :))

My new ATARI ST games site:
http://www.kki.net.pl/~atarist

I will place on page big Atari ST archives (my collection >1GB).

There isn't enough disk space so I want to update _all_ page _very_ often
(ex. every three days).
Please: click banner! Thank you.

PS. Server is in test phase.

--
nosty

3937. Re: New ATARI ST games site!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Ben-J <benjalev@cybercable.fr>
Message-ID: <7qjtsf$g6r$1@oceanite.cybercable.fr>
Source record: 73920
Cross-posted to: alt.atari,alt.atari.2600,alt.binaries.emulators,alt.games.atari,comp.sys.atari.st,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

R2 <atarist@kki.net.pl> try to speak in english on :
wJez3.15765$Qh1.224285@news.tpnet.pl...

> My new ATARI ST games site:

21:13 ... marche pas !

--

****
** Ben-J ** http://perso.cybercable.fr/benj/
********** (DVD, MP3, Emulateur, T. Pascal)

3938. Re: New ATARI ST games site!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: R2 <atarist@kki.net.pl>
Message-ID: <PZez3.15796$Qh1.224364@news.tpnet.pl>
Source record: 73921
Cross-posted to: alt.atari,alt.atari.2600,alt.binaries.emulators,alt.games.atari,comp.sys.atari.st,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

```
Ben-J wrote in message <7qjtsf$g6r$1@oceanite.cybercable.fr>...
>R2 <atarist@kki.net.pl> try to speak in english on :
>wJez3.15765$Qh1.224285@news.tpnet.pl...
>
>
>> My new ATARI ST games site:
>
>21:13 ... marche pas !

Its works! Sorry, but we have no contact with world in Poland now :(((
Try later please.

R2
```

3939. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7qjt6qjqg1@news.worldonline.nl>
Source record: 73922

On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
hi Bob,
11 sec. ????????
What gear do you use , man ?
Same as mine ???
Cannot believe this !
Jos

3940. Desperately Seeking: Software for AT Speed 16 board

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37CD816B.73C9E4E5@midsouth.net>
Source record: 73923

As above. If someone can either direct me to and FTP that has a copy, kindly email me a copy, or put me in touch with Sack Electronics I would be much appreciative. I found it several months ago, and after migrating from one system to another, I cannot find it again. Thanks in advance.

Eric

3941. Re: NEUSS Autumn 99 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7qk4so$73k$1@nnrp1.deja.com>
Source record: 73924

>
> >There will be an Atari fair in autumn (probably end of
> >November/December) but hopefully not another flea market (bah!). I
want
> >to see new software/hardware there - at least I have to prepare a new
> >
> At Neuss or somewhere else? I remember me that some time ago someone
on
> the Maus was talking about a fair at Hannover.

At least another city than Neuss would be nice. And it's cheaper for me
(from Hamburg) :-)
From what I've heard the date and then certain place will be announced
next week. I'll post the info to this newsgroup as soon as I get it.

> >
> >Let's not forget that there's also Stafford in November!
>
> Yep, indeed. I surely hope that the two fairs won't be at the same
time as
> I'm going to the Stafford fair.

Me too. I gave Joe a promise and I'm going to keep it so - see you in
Stafford!

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3942. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7qk300$gu1$1@news7.svr.pol.co.uk>
Source record: 73925

Martin Graiter <graiter@starmail.com> wrote in message
news:7qi3d4$4k8$2@zingo.tninet.se...
>
> Chris Swinson skrev i meddelandet <7qat8h$e35$1@news6.svr.pol.co.uk>...
>
> >Thanks for info, I see the Step pin is actually a output pin,
>
> Yes of course, that's correct, I was a bit ahead of myself there...
>
> So what's the idea behind setting the steprate in hardware?
>
>
> MG

The idea was that I got sick of using TOS 1.04 and having to boot from a disc so I could use the drive, I don't have TOS 2.06, which I'm not 100% but is supposed to auto soemthing like step rate to 6ms for instance.

this boad I've done doesn't care one bit what TOS you have, in fact no matter what ms rate you try to set the board will change it to 6ms, also reading back the value no matter what you write will read back as 6ms, comes in handey to see if the board is working and installed as well :-) I hope to get a full PCB etched and installed in my other ST to test it out also with Drive B external support.

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

3943. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7qk36g$h5a$1@news7.svr.pol.co.uk>
Source record: 73926

I'v used Graoumf before, I bought Digital Track from Softjee, its a great tracker, though it does have problems in some XM files in not loading them in correctly, nevertheless its the best tracker I've seen :)

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

Bob King <robert.king@patent.gov.uk> wrote in message news:37CCF860.6C12CAB0@patent.gov.uk...
> I think this has been covered here before, but can any one recommend a
> good tracker. I'm going to register with Graoumf, but like the look of
> StormTracker for its use of standard stave/note notation. However the
> home page seems dead and an attempt to register online indicates that
> they (whoever they are) only accept VISA or Barclay Card .. don't use
> either. So where do I get StormTracker from. There is a 'tracker' demo
> from SoundPool, but this does not seem to be a tracker program as I know
> it.
>
> Bob King.

3944. GCC under Magic PC

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: SEVIN Roland <upsis@club-internet.fr>
Message-ID: <7qk4dg$218$1@front2.grolier.fr>
Source record: 73927

Hi!
Is there someone who has succeed with
GCC and G++ on Magic PC ?

Thanks

--
.=============== Roland Sevin ================.
| upsis@REMOVE_THISclub-internet.fr |
| www.multimania.com/02/eazygem/index.htm |
.==.

3945. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37CD9B34.6DA28386@cable.A2000.nl>
Source record: 73928

Jos Vlietstra wrote:
>
> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> hi Bob,
> 11 sec. ????????
> What gear do you use , man ?
> Same as mine ???
> Cannot believe this !
> Jos

He used his "office setup", so what do you think? ;-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3946. Re: NEUSS Autumn 99 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37cd9d53$0$16958@news.zetnet.co.uk>
Source record: 73929

On 1 Sep 1999 20:09:10 , Martin "Nightowl" Byttebier wrote:
>on Wed 01-09-1999 12:48 mjaap@atari-computer.de wrote:
>
>
>>There will be an Atari fair in autumn (probably end of
>>November/December) but hopefully not another flea market (bah!). I want
>>to see new software/hardware there - at least I have to prepare a new
>>
>At Neuss or somewhere else? I remember me that some time ago someone on
>the Maus was talking about a fair at Hannover.
>>
>>Let's not forget that there's also Stafford in November!
>
>Yep, indeed. I surely hope that the two fairs won't be at the same time as
>I'm going to the Stafford fair.
>

Me 2...I hope Atari Messe Germany is after the Stafford Show...there's a possibility I could make enough money from Stafford to get over to Germany ..but not the other way round :-((....Better get developing some TT-Products to go with all the ST and Falcon ones :-))... Please hold it in the North of Germany...I'll have to drive.....anyone interested in a lift/share a car/whatever?....better get a passport too I guess :-0
Any programmers want their stuff sold on a SOR basis?

chrisc
Abingdon Synthesis Projects...

3947. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7qk89j$65k$1@barcode.tesco.net>
Source record: 73930

Louis <louis@holleman.demon.nl> wrote in message
news:37cc2b6e8b1c00d0@holleman.demon.nl...
> Over here a 450 MHz P-III.

There must be something with my PC, I can only manage 19 hours on an AMD
K6-2 450Mhz with graphics off!

> Now I don't think I "belong" to Team Atari automatically, but you can add
> me to the team (Joe, you reading?) BTW, is there a dedicated site for Team
> Atari?

> Too bad there ain't a port for Atari, since my TT runs 24 hrs/day too...

You can put netBSD on your Atari and run the SETI version for that. I am not
sure how fast the Atari will be though.

Mark

3948. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7qk8bc$b4r$1@epos.tesco.net>
Source record: 73931

You can join the Atari group by going to

http://setiathome.ssl.berkeley.edu/cgi-bin/cgi?cmd=team_lookup&name=team+atari

click on the 'join this group' link.

Mark

3949. Re: Falcon networking

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Alain GAYMARD <agaymard@club-internet.fr>
Message-ID: <37CDA600.B45D5164@club-internet.fr>
Source record: 73932

Nicholas Bales wrote:
>
> B.P. <virtb@bellsouth.net> a ï¿½crit dans le message :
> %MDy3.1991$3U6.22156@news2.mco...
> > Hi all,
> >
> > Is it possible to network my F030 to the PC and use the PC's modem that
> way,
> > my internal modem took a crap and its dependant upon my soundcard to work
> > and its all screwed up. I took the ext modem from the F030 to use on the
> PC
> > because I need to maintain my website. And CAB doesn't understand
> > javascript.
>
> Those internal modems are crap anyway, I just bought one for my PC and it's
> really bad.
>
> STinG has masquerading capabilities which allows you to network both
> computers together and have the PC run as a gateway for the F030.
>

STinG has masquerading capabilities which allows you to network both
computers together and have the Atari run as a gateway for the PC :)
Anyway, the PC can run as a gateway too. I do it with my PC running
Linux. The PC is a gateway for the Falcon and ST. Have a look at
http://perso.club-internet.fr/agaymard/network_e.html

> --
>
> Nicholas
>
> ||| Nicholas Bales, Toulouse, France
> ===|||===
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

--
Alain

3950. TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Bernd Mueller <b.mueller@ob.kamp.net>
Message-ID: <7qk7g0$46a$1@news-in.kamp.net>
Source record: 73933

Hey,

Does anyone knows when Atari released the first TT-Unix??? I`ll need the
complete date, have a look at:
http://www.lob.de/cgi-bin/work/pages?frame=no&page=calendar0

bye
/ Bernd /

--

\|/ _____ \|/ ----------
"@�/ , . \�@" --- Please visit my place where the Dark Night returns at ---
/_| ___/ |_\ ----------> http://home.kamp.net/home/m13416 <----------
___U_/ ---- b.mueller@ob.kamp.net ----------

3951. FA: Neodesk & Geneva

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37CDA61B.8BF013CF@direcpc.com>
Source record: 73934

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154188080

3952. FA: Diamond Edge, Diamond Back 3, Datalite, more

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37CDA653.8EB72121@direcpc.com>
Source record: 73935

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154601198

3953. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37CDAEFE.542D87CA@qnet.com>
Source record: 73936

Using LHA it says" Broken Archive". But the version that I downloaded from Funet works fine(wensuite 3.20b). It bombs on my TT but works on my PC under MagiC PC. Just wish I could get it to use my PCs internal modem.

Don
P.S.
If you could please send me the 3.20c via email dons@qnet.com

Thanks

Bob King wrote:

> What do you mean by 'errors in the compression', I downloaded using CAB
> 2.7 and decompressed using ARCSHELL with LHA310. No problem. If you want
> this version of LHA, very much like STZIP, then yell, also yell if you
> want Wensuite 3.20c. Works straight from desktop, without having to have
> HSModem activated.
>
> Bob King.
>
> Schoengarth wrote:
> >
> > I just downloaded the newest wensuite 3.20c and like all the other
> > versions that I have downloaded from OXO its has errors in the
> > compression. I have tried many different ways to download it with the
> > same results. I got 3.20b from a FTP site and it decompressed great.
> > Anyone have any clues to why this happens or does this happen to
> > everyone. And one more thing I wish I knew FRENCH. I guess Ill have to
> > buy a French to English dictionary. Hopefully it will have tech
> > terms(dreaming).
> >
> > Thanks Don

3954. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7qkbop$d9u$1@news5.isdnet.net>
Source record: 73937

```
On 1 Sep 1999 23:31:32 +, Henk Robbers wrote:
>Jos Vlietstra wrote:
>>
>> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
>> hi Bob,
>> 11 sec. ????????

<================== I HAVE NEVER WRITE THIS MESSAGE, PLEASE DO NOT
USE MY NAME ANYMORE.

Regards,
Olivier.

--------------------------------------------------------------------------
From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
STinG120: http://www.ettnet.se/~dlanor/
--------------------------------------------------------------------------
***Par soucis de compatibilite, les accents sont volontairement retires****
***************No accent for all browser compatibility.**********************
--------------------------------------------------------------------------
```

3955. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7qka5fssi2@SOLAIR2.EUnet.yu>
Source record: 73938

>>Once the floppy controller is running at 16mhz for the 1.44 drive, the step
>>rate needs to be doubled else it would end up being 1.5ms instead of 3.
>>anyways, A boot program to alter this on boot is ok, but is there any
>actual
>>way to hardwire the step rate to 6ms ?, DD discs will sound a little
>rough,
>>but once in 16mhz it will double to 3, thus no need for any software.

A while ago, someone here suggested using a monostable with a period just
a bit shorter than 3ms and triggered by STEP, to switch the controller
back to 8MHz. If I understood the idea correctly, the controller chip
does not have to be overclocked while STEPping over a HD floppy
(i.e. it is overclocked only for data-transfer?), so the original
3ms step-rate is retained.

I estimate that a circuit containing two TTL chips might do the job.

Two possible flaws with this idea are 1) the step-rate may be slightly
variable over time, depending on temperature effects on the monostable;
2) the clock switching would probably have to be properly synchronized
with pulse edges.

Cu.

3956. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CDCBD6.56085789@jps.net>
Source record: 73939

Ah Ha! Just the kind of information I've been looking for. I just did the same on a 300MHz AMD K6-2 on a 56K modem (connected at 49.333). It took 1 min, 49 sec with a good connection (very brief timeouts). I'll have to try it again with the Falcon FX at 40 MHz.

Thanks for the info!

Jos Vlietstra wrote:
>
> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> Hi all,
> I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
> speed with my test-url :http://www.skeelerbond.nl
> It's a page with some pictures and graphics.I tested at 23.30 PM with
>
> a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
> 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
> USROBOTICS 33k6
>
> Well.....this latest update of Olivier did 2m50sec in full
> downloading..
> Some figures I got by testing the former update of Olivier, the latest
> original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
> with IConnect, the ASH stack
> Sting - CAB.OVL(Olivier) 2m40sec
> IConnect - CAB.OVL(Olivier) 3m29sec
> IConnect - CAB.OVL(ASH) 2m58sec
> Sting - CAB.OVL(Ackerman) 2m47sec
>
> Perhaps somebody will do some testing also, I don't know if you can
> all test with this homwpage about inline-skating, a very popular
> sport in Holland !
> Jos

3957. Ronald Hall

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37cdf990.0@news.pacifier.com>
Source record: 73940

Got your MO yesterday, 8/31/99. Sent out Power Supply same day by US Postal Service. Hope you like the added surprises in the box.

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3958. cubase help

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <7qk421$3fq$1@hermes.achilles.net>
Source record: 73941

Thank you to those who replied to my query about cubase. I find it surprising
that one would need a different key for CAF. I think you can use the Logic 2.5 key with
notator! Anyway I wanted to try the demo of "Expand" with cubase-midi
because it crashes with CAF.
Thanks again, this is a great news-group!

3959. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-01 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909012018.a29803@su2.maus.de>
Source record: 73942

```
MB>For instance (bdconf.sys). I'm using Betados with the Spindriver
MB>
MB>*BOS, c:\auto\spin_sd.bos, A:9 *DOS, c:\auto\iso9660f.dos, Q:A
MB>
MB>I do have the letter "Q" assigned now for my CD-ROM
Ok, and your CD drive is jumpered to ID 1 (8+1=9)? And there is no
disk drive with SCSI ID 1?

Please excuse my questions if they sound silly to you! :-)

Peter
```

3960. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37CDBB3E.EDD863B3@cable.A2000.nl>
Source record: 73943

Olivier Booklage wrote:
> <================== I HAVE NEVER WRITE THIS MESSAGE, PLEASE DO NOT
> USE MY NAME ANYMORE.

You'r absolutely right. Apologies. I should have noticed.

Jos!! I quoted this from you! You too be more carefull.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3961. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7qkftd$fs2$1@plutonium.compulink.co.uk>
Source record: 73944

In message <37caaadb$0$8722@news.zetnet.co.uk>, kdermott@zetnet.co.uk said:

>no limit on gigabytes and if you mean Physical a 3.5" can be squeezed in
>Kevin

Yes, I have just bought a 6.4 GB for mine and will fit it soon. BUT: How should I partition it? I think I read somewhere that the boot partition must be a GEM and not BGM one, which presumably restricts the max. size of C:\, but to what? Uwe says that with TOS 4.x one can have 1 GB partitions with HDDRIVER7.xx, but is that *under* 1 GB or can I specify 1 GB? Also, any idea what the limits with ICD Pro Utils is?

Also, how many of the partitions should accept LFNs under MagiC? In fact, what is the downside of LFN partitions, if any? That they can't be read under TOS?

Regards, /Peter/

3962. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qklqgnaj1@zingo.tninet.se>
Source record: 73945

On 1 Sep 1999 10:41:34 +, Bob King wrote:
>Hi, totally pointless exercise I know, but tried your test site with my
>office setup...... took 11sec.
>
>Bob King.
>
Hi

I tried it on my Milan using a USR V.90 and it took about 1 min 30 sec.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

3963. various atari mags from 1987 to 1992 and books for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: ah292@cleveland.Freenet.Edu
Message-ID: <7ql130cbq1@pale-rider.INS.CWRU.Edu>
Source record: 73946
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I kept forgeting to do this and now I am moving in a few
days.

I have various issues from these mags
Atari explorer
atar interfacei
antic
analog
atari user
start
atari advantage
st world
st format
st user
current notes
st informer
st action
the one

make an offer any offer. will delivery (drive) to your house
with them if you don't live to far from me in ohio.

I also have these book
de re atari a guide forthe a tari 400/800 computer
atari 400/800 operating system source litings
atari 400/800 operating system users manual
the atari basic source book
atari st machine language
atari st aplication programming
atari st 3d graphics
atari st logo user's guide
atari st gem programmer's reference
advanced prgramming techiniques for your atari st
32 basic programs for the atari

I also have this from Hisoft
lattice C5 a C compiler for atari st
this comes with seven 3.5 disks, 3 volume manual and
instalation guide.

A
x
--
whatcha doin'?

3964. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <pjoz3.46$Kg5.443432@nnrp3.proxad.net>
Source record: 73947

Subway95 <Subway95@vote4gop.org> a crit dans le message :
37CD6B08.1DA0CB@vote4gop.org...
>
> Hello,
>
> I'm looking for the spells and maps for this old classic game Dungeon
> Master and looking for Dungeon Master II software for download.

That would be spoiling... learn by yourself!

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

3965. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37ce18d4$0$16958@news.zetnet.co.uk>
Source record: 73948

On 1 Sep 1999 10:56:48 +, Bob King wrote:
>I think this has been covered here before, but can any one recommend a
>good tracker. I'm going to register with Graoumf
>
Disappointingly, Graoumf has now moved to the PC and the Atari version will not be updated anymore.....
There are few trackers that support multi-format mods on the Atari now - in fact, DBE Tracker seems to be the only one that is still being developped ! (This is available from STGhost/Sector One and the registration fee is very reasonable.)
I was speaking to Denis at PMP and, despite his MP3 player project taking up a lot of his time at the moment, he has already found a way to increase the speed of his DBE re-play routines and will be releasing an update shortly.

I hope someone else can give you info on StormTracker as it is not one I ever used.

Jim

3966. Re: TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <67pz3.48$Sg4.243930@nnrp3.proxad.net>
Source record: 73949
Body handling: HTML body converted to readable text

Bernd Mueller a crit dans le message :
7qk7g0$46a$1@news-in.kamp.net...
> Hey,
>
> Does anyone knows when Atari released the first TT-Unix??? I`ll need the
> complete date, have a look at:
> http://www.lob.de/cgi-bin/work/pages?frame=no&page=calendar0

```
Was it actually released ? It was vapourware for quite a long time, and I
have seen packages of Atari System V, but I'm not sure it was actually
officially released.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

3967. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE21D5.326E@ooc.de>
Source record: 73950

xlator@cix.compulink.co.uk wrote:

> should I partition it? I think I read somewhere that the boot partition
> must be a GEM and not BGM one, which presumably restricts the max. size

This is wrong. The boot partition is allowed to be a BGM partition and
can be as large as any other partition. There are no restrictions for
the boot partition at all.

> of C:\, but to what? Uwe says that with TOS 4.x one can have 1 GB
> partitions with HDDRIVER7.xx, but is that *under* 1 GB or can I
> specify 1 GB? Also, any idea what the limits with ICD Pro Utils is?

That is *under* 1 GByte.

> Also, how many of the partitions should accept LFNs under MagiC? In
> fact, what is the downside of LFN partitions, if any? That they can't be
> read under TOS?

LFN? What's that? Long filenames? TOS will only see the short filenames.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3968. Re: TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE2153.4221@ooc.de>
Source record: 73951

Bernd Mueller wrote:

> Does anyone knows when Atari released the first TT-Unix??? I`ll need the
> complete date, have a look at:

I doubt that a well-defined release date exists. The final version was
released in 1992, as far as I remember.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3969. Re: Atari Text File Archives

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qlc1q$2sj$1@nnrp1.deja.com>
Source record: 73952

In article <7qh6jh$7rv2@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:
> I'm looking for any collections of Atari Text File archives to
> download from the Net.
> Things like Questions/Answer sessions, Tips and Tricks, DIY projects,
> and the like.
> If you know of any FTP/WEB sites, Online Services such as Genie/Delphi
> and etc where I can download stuff like this then pass along the info
> to me thru E-Mail please.
Starting point:
http://launchpad.atari.org is the best place to start IMHO.
FAQ:
http://quickfaq.atari.org (if it does not work yet use:
http://bales.online.fr/atari/
... but it is perhaps not the latest version)
DIY:
http://www.atari-computer.de/doitarchive/index.htm
For other Web or FTP sites use the Launchpad.

> P.S. Any Secret Atari FTP/WEB sites would be nice too. ;)
I'a afraid there are none. Else there are really secret ;P...

> Respond in E-Mail only please.
If you post messages in newsgroups, you should read the newsgroups...
So don't ask also to respond ONLY by e-mail...
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)
Go to the RTS Y Party (http://www.rtsy.org)!
Falcon competitions' 1st price: a Centurbo 2 accelerating board!
Learn more about it at CenTek's website: http://www.centek.fr.

--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3970. Re: Falcon Gaming..

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qleci$4df$1@nnrp1.deja.com>
Source record: 73953

```
In article <7q6dki$dbl$1@news6.svr.pol.co.uk>,
paul_mc@atariste.freeserve.co.uk (Paul Mac) wrote:
> Just wondering if there were many commercialy released Falcon games ,
> and where they can be obtained from?
See the reviews' link below...

> The excellent Willies adventures.. was that ever released? And also
Not yet... Check this out: newbeat.atari.org/projects.html

> the same question for Bad mood.. the doom clone.
It seems it has comed to a dead end sadly. Again:
http://rand.thn.htu.se/cgi-bin/buildpage?bad_mood

> Also does anyone know where to obtain the demo of K- the mario kart
> clone?
See below.

> Any reccomendations about games for the Falcon / where to obtain them
> would be much appreciated.
Downloads, short description and screenshots (here lies K, Falcon &
also some ST-STe Falcon-compatible games):
http://www.users.zetnet.co.uk/atari_shack/download.htm
Reviews and downloads (GREAT site):
http://www.uni-mainz.de/~heuno000/reviews/reviews.html
```

Ahem... Guess how I found all this (except BM)? Simply typed "Falcon games" in the Pathfinder (http://pathfinder.atari.org)... I think you should use this... ans also rate the sites you visit. I sometimes wonder what use is great Atari.Org team's work :(...
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

```
Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

3971. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qlfdr$53u$1@nnrp1.deja.com>
Source record: 73954

In article <pjoz3.46$Kg5.443432@nnrp3.proxad.net>,
"Nicholas Bales" <bales@online.fr> wrote:
> > I'm looking for the spells and maps for this old classic game
> > Dungeon Master and looking for Dungeon Master II software for
> > download.
DM II is only for PC so I don't know ;)...

> That would be spoiling... learn by yourself!
Come on Nick, you're unforgiving, just give him the choice ;)...

Editors for saved games + some links:
http://wildsau.idv.uni-linz.ac.at/mfx/nostalgia.html#NeverMindChaos
http://www.xmission.com/~jasonr/carto.html

Spells list:
http://www.geocities.com/SiliconValley/Park/9967/gfx/cartspls.gif

If he can resist this then he'll be a real hero :) !
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3972. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qlgmb$5uj$1@nnrp1.deja.com>
Source record: 73955

In article <37ce18d4$0$16958@news.zetnet.co.uk>,
jimsmith@zetnet.co.uk (James Smith) wrote:
> There are few trackers that support multi-format mods on the Atari
Does any of these trackers (or better the associated players or
replay-routines) support XM (the latest format, unknown for example to
the MegaTracker/MegaPlayer) and/or .IT (AFAIK an extension of S3M)? It
seems the Atari platform lacks of a decent player for these widely used
formats (if you think this is provocation for soundtracker coders then
you are so right :)...).

> now - in fact, DBE Tracker seems to be the only one that is still
> being developped !
Perhaps FlexTrax (http://newbeat.atari.org/projects.html) will
handle this one day (at least there should be some kind of converter to
its own format)...

> (This is available from STGhost/Sector One and the registration fee
> is very reasonable.)
> I was speaking to Denis at PMP and, despite his MP3 player project
> taking up a lot of his time at the moment, he has already found a way
> to increase the speed of his DBE re-play routines and will be
> releasing an update shortly.
Despite? I would say because of this project ;)...

> I hope someone else can give you info on StormTracker as it is not
> one I ever used.
Not me I am afraid.
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3973. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: claytone@aa.net
Message-ID: <936263206.52335@cacheraq001>
Source record: 73956

>Yes, I have just bought a 6.4 GB for mine and will fit it soon. BUT: How
>should I partition it? I think I read somewhere that the boot partition
>must be a GEM and not BGM one, which presumably restricts the max. size
>of C:\, but to what? Uwe says that with TOS 4.x one can have 1 GB
>partitions with HDDRIVER7.xx, but is that *under* 1 GB or can I
>specify 1 GB? Also, any idea what the limits with ICD Pro Utils is?

Hi Peter,

Using ICD Pro 6.5.5, I have a Seagate ST32151N (2.1gig) split into 2 fairly equal partitions. I only use this drive for audio recording, so I'm not booting from it. I'm using a Falcon with single TOS 4.04. From the desktop "show info" shows (on one partition which is empty) 1,072,922,624 bytes. Diamond Edge says it's 1,072,857,088. ICD partition software says it's 1,073,08x,xxx. (It doesn't show the smaller numbers). I don't know why they are a little bit different. I also don't know for sure if the computer can actually access the entire partition, or only up to 1 gig. I haven't experimented yet.

I hope that helps, and doesn't futher confuse the issue.

Clayton Murray
claytone@aa.net
Seattle, WA USA

3974. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7qlhsq$6m6$1@nnrp1.deja.com>
Source record: 73957

In article <199908312017.a28725@su2.maus.de>,
Peter_Schneider@su2.maus.de (Peter Schneider) wrote:
> if someone is interested I could provide PARTS (by Hans-Peter Vetter,
> the author of OPTIMIZE).
Well I at least am interested. Could you upload it on LIP6 and/or
Atari Funet and/or Atari Belgian (this one is in bad need for a name
AFAIK)...

> Untested yet for IDE and ACSI drives
... so I can test it for IDE on my Falcon?
--
Guillaume D&#65533;flache (mailto:guillaumed@europe.com)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3975. Re: Wensuite 3.20 !!

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <0Urz3.5015$nJ6.95523@news2.mia>
Source record: 73958

Could javascript be implememted through an OVL file in CAB.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net
Peter Slegg <peter.slegg@----ANTI-SPAM----zetnet.co.uk> wrote in message
news:37cc3369$0$26223@znews.zetnet.co.uk...
>
> There is no easy answer to the need for a supported browser
> with lots of new features like Javascript.
>
> If CAB has reached a dead-end and the current alternatives
> are not stable on enough of the various Atari platforms then
> perhaps we need to develop another browser.
>
> Ideally this would be an open-source project like Mint so that
> everyone can contribute to its development. It should work
> under Magic and Mint and utilise a tcp stack common to both
> OS's. I think STing fits the bill. I am not a C programmer but
> that would be the obvious language choice or maybe use Enchant
> with HiSoft Basic as a speedier route?
>
> Does anyone feel like taking up the challenge? Does anyone have
> any code that could be used as a starting point ? Are there
> any other open-source browsers that could (legally) be used as
> the basis for a new Atari browser?
>
> That's my consultancy bit done, over to the developers ;-)
>
> Peter

3976. Re: TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE45F8.5A2A@ooc.de>
Source record: 73959

Nicholas Bales wrote:

> Was it actually released ? It was vapourware for quite a long time, and I
> have seen packages of Atari System V, but I'm not sure it was actually
> officially released.

It was only availble for developers. The final version was never
available for the public. BTW, it never was vapourware. Atari promoted
it on several fairs, i. e. everybody who was interested could have a
look at it.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3977. Re: New ATARI ST games site!

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: alfred wallace <castvi@netexit.fr>
Message-ID: <7qlmudlim1@jaydee.iway.fr>
Source record: 73960
Cross-posted to: alt.atari,alt.atari.2600,alt.binaries.emulators,alt.games.atari,comp.sys.atari.st,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

Salut,
Euh,
C'est ta copine ou ta m&#65533;re?

3978. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qlttg$f0p$3@news.campuscwix.net>
Source record: 73961

On 1 Sep 1999 18:10:51 G, Subway95 wrote:

<snip>

Its a great game to learn on its own, but if you really
want them, I can print out the maps for each level for
the original DM as well as CSB. Send me your address and
I'll mail them to you.

These games are timeless gems. I still play both on my
Falcon 030... ;-)

Seek balance in all you do/Danger thus reveals its face!

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3979. Re: New ATARI ST games site! - SORRY

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <UIwz3.18910$Qh1.272532@news.tpnet.pl>
Source record: 73962
Cross-posted to: alt.atari,alt.atari.2600,alt.binaries.emulators,alt.games.atari,comp.sys.atari.st,rec.games.video.atari

I apologize for spam.
I sent info about my page to a few groups simultaneously by mistake :((
Don't answer to this message, please.

nosty
--

Arek Staworzynski nosty@alpha.net.pl
ATARI ST games: www.kki.net.pl/~atarist

3980. Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: mik9113@my-deja.com
Message-ID: <7qmabb$p6i$1@nnrp1.deja.com>
Source record: 73963

Sorry if this question has been asked 400,000 times before, but has anyone gotten Sundog to work perfectly with one of the PC emulators. I've tried Winston and Pacifist and the best I can do is get it to run for 20-30 minutes at a time. I've seen other people refer to the same problem on the dejanews archives, but I've seen no reference to any workaround.

Oh well, maybe I'll just have to buy an ST:)

Any assistance would be appreciated.
Thanks

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3981. Re: cubase help

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qm97h$s87$1@news4.svr.pol.co.uk>
Source record: 73964

Mark Friedman wrote in message <7qk421$3fq$1@hermes.achilles.net>...

> I think you can use the Logic 2.5 key with notator!

Not strictly, the Logic key won't work with a normal copy of Notator.

When Logic was released, there were certain things in Logic (like the score page) which weren't as advanced as NSL, and as many people were used to NSL it was decided to include with Logic a specially modified version of Notator (V3.2, 3.21) that would indeed work with the Logic key (as the NSL key had to be returned in order to upgrade).

So if you have Logic, you probably already have Notator - if not, you can probably get hold of the Logic-NSL release package (as the only people who could use it would already have a key).

I took advantage of this upgrade not to get Logic, but to upgrade my Creator SL to Notator SL. But I exclusively use Logic now anyway, as it's a much more powerful program.

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

3982. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <37ceba7e$0$8721@news.zetnet.co.uk>
Source record: 73965

and 1 min 27 secs on my Hades. CAB 2.7, Dan's latest CAB OVL, 56K modem
at 48000 using STinG. (Same using STiK 2) Seems slow to me. I'll try
the Pee Cee one day.

Cheers

Paul

On 1 Sep 1999 17:59:02 -, John Kolak wrote:
>Ah Ha! Just the kind of information I've been looking for. I just did
>the same on a 300MHz AMD K6-2 on a 56K modem (connected at 49.333). It
>took 1 min, 49 sec with a good connection (very brief timeouts). I'll
>have to try it again with the Falcon FX at 40 MHz.
>
>Thanks for the info!
>
>Jos Vlietstra wrote:
>>
>> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
>> Hi all,
>> I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
>> speed with my test-url :http://www.skeelerbond.nl
>> It's a page with some pictures and graphics.I tested at 23.30 PM with
>>
>> a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
>> 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
>> USROBOTICS 33k6
>>
>> Well.....this latest update of Olivier did 2m50sec in full
>> downloading..
>> Some figures I got by testing the former update of Olivier, the latest
>> original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
>> with IConnect, the ASH stack
>> Sting - CAB.OVL(Olivier) 2m40sec
>> IConnect - CAB.OVL(Olivier) 3m29sec
>> IConnect - CAB.OVL(ASH) 2m58sec
>> Sting - CAB.OVL(Ackerman) 2m47sec
>>
>> Perhaps somebody will do some testing also, I don't know if you can
>> all test with this homwpage about inline-skating, a very popular
>> sport in Holland !
>> Jos
>.

3983. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37ceb876931cf2@ping.be>
Source record: 73966

on Thu 02-09-1999 10:01 Guillaume Dï¿½flache wrote:

>
> Well I at least am interested. Could you upload it on LIP6 and/or
>Atari Funet and/or Atari Belgian (this one is in bad need for a name
>AFAIK)...

Oh, it has a name. Use 'chapelie.rma.ac.be' instead of the numeric
address. I always use the numeric address in me postings because this
will stay for ever (I hope) but the name isn't definitive yet.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3984. GEM NOS 0.50 CAB warning

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9136_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 73967

```
- in NOS 0.50 you must first start the cab daemon before trying to
get web pages, use "start cab" before "cab start"

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3985. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37CEBFB6.E3B92AC1@email.byu.edu>
Source record: 73968

I have completed Sundog on the Winston. I have played in hour or more sessions with no problem at all. You may want to try playing with the options in the preferences or changing the TOS version. I think I used 1.04 or 1.06. If that doesn't work, I'll sell you my 520ST system for $100 (minus the mouse).

mik9113@my-deja.com wrote:

> Sorry if this question has been asked 400,000 times before, but has
> anyone gotten Sundog to work perfectly with one of the PC emulators.
> I've tried Winston and Pacifist and the best I can do is get it to run
> for 20-30 minutes at a time. I've seen other people refer to the same
> problem on the dejanews archives, but I've seen no reference to any
> workaround.
>
> Oh well, maybe I'll just have to buy an ST:)
>
> Any assistance would be appreciated.
> Thanks
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

--
Alan K. Wortham
akw32@email.byu.edu

3986. STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rstj523hj7180@corp.supernews.com>
Source record: 73969

I've heard rumor of something like GlueStik for the ASH iConnect TCP/IP stack. Is this avilible for the masses? If so where can it be found?

Brian

3987. Looking for Steve Bak

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: richard@fortysecond.net
Message-ID: <37ced663.5630684@news.wxs.nl>
Source record: 73970

I am looking to contact Steve Bak. I've tried Yahoo people search but the address at Compulink is no longer valid. Any help would be appreciated at richard@fortysecond.net. Cheers!

3988. Re: STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7qmlot$m4k$1@news.worldonline.nl>
Source record: 73971

On 2 Sep 1999 19:14:42 G, Brian Roland wrote:
Hi Brian,
According to Dennis Vermeire, who has eaten a rotten Dutch
herring(fish) cos I didn't hear from him lately....
it's called IFusion. I don't know what the advantages are....besides
having a modern looking dialer....which brings me on my wants-list of
a modern looking stingdialer.The one we use now is a monster, ugly as
can be.....
Jos

3989. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7qmookqsr1@news.worldonline.nl>
Source record: 73972

Sorry guys !
I didn't pay attention to the sender, but Olivier, let me tell you that I admire and support your work very much ! Your kind of guys (sorry girls, another excuse.....keep excusing) keeps the Atari-flame alive ! But I wonder if it's technically possible to build the Internet -GIF's faster? For a strange reason many guys in Holland cannot get online with Wensuite 3.20, so we cannot test it if there's a faster GIF-building....
IMHO, I don't see any use of Internet testing with PC-gear, we all know, that goes much faster, but that isn't the issue.
So I was glad to read that on Hades and Milan Internet goes faster but.......why ??? The processor ? The modem 56K ? ISDN or TVcable connection ? or CAB.OVL ???? The first three aren't much of interest to me, I can imagine that using faster gear means faster Internetting. It just this piece of software CAB.OVL, made by three different people (Dan, Olivier, Mr.Ash (Alexander Clauss in the few minutes left after counting his ICab money ??? Sorry , apologies again.....must keep my big mouth shut) in combination with the Sting stack and the IConnect stack.....Perhaps Olivier can tell us someday , what this .OVL does and what it don't do.....
Thumbs up for Olivier !And Dan (but his last update was many months ago..)
Jos

3990. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: josephus <catbird@airmail.net>
Message-ID: <4F6517D0679C8748.2BD3C44FB349A9E1.6A21A809FE9E6D39@lp.airnews.net>
Source record: 73973

Subway95 wrote:
>
> Hello,
>
> I'm looking for the spells and maps for this old classic game Dungeon
> Master and looking for Dungeon Master II software for download.

The Dungeon Master II is for the PC-- apparently 386. I have
(by accident) the original TOS disk for the game. I dont think
it is anywhere on the net. Perhaps it is, but I havent seen
anything. Check with INTERPLAY, they are name in the PC version
I have.

josephus

--
Joe Widows -- 972 783 8944
I go sailing in the summer and look at stars in the winter.
Everybody's ignorant-- just on different subjects.
---- Will Rogers jr.----

3991. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: josephus <catbird@airmail.net>
Message-ID: <39C432851ADE3839.187CD8E7CBE50E39.485376EF8D1106C6@lp.airnews.net>
Source record: 73974

DarkChyld wrote:
>
> On 1 Sep 1999 18:10:51 G, Subway95 wrote:
>
> <snip>
>
> Its a great game to learn on its own, but if you really
> want them, I can print out the maps for each level for
> the original DM as well as CSB. Send me your address and
> I'll mail them to you.
>
> These games are timeless gems. I still play both on my
> Falcon 030... ;-)
>
> Seek balance in all you do/Danger thus reveals its face!
>
>

send them to catbird@airmail.net

I am playing both games now and I am interested in the structure
of the games. On the PC version the problem was "earning" enought
money to buy weapons and armour. So I am about 3/4 though the
game on the PC.

I just started the atari version. My MEGA 4 runs it just fine.
sound is peculiar though.

josephus

>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>

--
Joe Widows -- 972 783 8944
I go sailing in the summer and look at stars in the winter.
Everybody's ignorant-- just on different subjects.
---- Will Rogers jr.----

3992. Budgie Uk Licenceware Games -Do you have any??

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: budgieukVQTBVK@ukonline.co.uk
Message-ID: <7qn1gs$e6p$1@apple.news.easynet.net>
Source record: 73975

If you have any Budgie UK licenceware games please visit the offical
web site at http://web.ukonline.co.uk/budgieuk. If you have any games
that are not setup as links on the down load page then please e-mail
me at budgie@kjbprog.screaming.net. We want to make all titles
available onthis site

Please remove the VQTBVK before replying by email.

***** Posted via the UK Online online newsreader *****

Go to http://www.ukonline.co.uk to find out
about other online services we offer our subscribers.

3993. Budgie Uk Licenceware Games -Do you have any??

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: budgieukTQCLTY@ukonline.co.uk
Message-ID: <7qn25qejh1@apple.news.easynet.net>
Source record: 73976

If you have any Budgie UK licenceware games please visit the offical
web site at http://web.ukonline.co.uk/budgieuk. If you have any games
that are not setup as links on the down load page then please e-mail
me at budgie@kjbprog.screaming.net. We want to make all titles
available onthis site

Please remove the TQCLTY before replying by email.

***** Posted via the UK Online online newsreader *****

Go to http://www.ukonline.co.uk to find out
about other online services we offer our subscribers.

3994. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909022107.a29807@su2.maus.de>
Source record: 73977

Hallo Guillaume,

GD>Could you upload it on LIP6 and/or Atari Funet and/or Atari
GD>Belgian (this one is in bad need for a name AFAIK)...
please explain me how to do so. I've got internet access and know how
to download, but I never did an upload. :-(

GD>... so I can test it for IDE on my Falcon?
Yeah, and Hans-Peter will appreciate any results.

I'll send the file PARTS.MIM via the net to you. D'accord?

Peter

3995. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CF3B77.FBA458D8@jps.net>
Source record: 73978

Well, it took about 3 minutes even on the Falcon FX running 40 MHz CPU & 40 MHz bus in TT RAM with STinG and CAB OVL 1.3101, but I only have a 28.8 modem. I'll have to give it another try with a 56K modem. I did notice the Modem light was off frequently while CAB displayed the messages, "Loading Image" and "Converting Image" before it requested more from the server, whereas on the PC, the Windows green lights stayed on all the time. However, I've noticed in the past when I've used the external modem on the PC that the Windows green lights lie. Those lights will be on when the modem lights are off.

Paul Williamson wrote:
>
> and 1 min 27 secs on my Hades. CAB 2.7, Dan's latest CAB OVL, 56K modem
> at 48000 using STinG. (Same using STiK 2) Seems slow to me. I'll try
> the Pee Cee one day.
>
> Cheers
>
> Paul
>
> On 1 Sep 1999 17:59:02 -, John Kolak wrote:
> >Ah Ha! Just the kind of information I've been looking for. I just did
> >the same on a 300MHz AMD K6-2 on a 56K modem (connected at 49.333). It
> >took 1 min, 49 sec with a good connection (very brief timeouts). I'll
> >have to try it again with the Falcon FX at 40 MHz.
> >
> >Thanks for the info!
> >
> >Jos Vlietstra wrote:
> >>
> >> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> >> Hi all,
> >> I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
> >> speed with my test-url :http://www.skeelerbond.nl
> >> It's a page with some pictures and graphics.I tested at 23.30 PM with
> >>
> >> a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
> >> 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
> >> USROBOTICS 33k6
> >>
> >> Well.....this latest update of Olivier did 2m50sec in full
> >> downloading..
> >> Some figures I got by testing the former update of Olivier, the latest
> >> original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested

> >> with IConnect, the ASH stack
> >> Sting - CAB.OVL(Olivier) 2m40sec
> >> IConnect - CAB.OVL(Olivier) 3m29sec
> >> IConnect - CAB.OVL(ASH) 2m58sec
> >> Sting - CAB.OVL(Ackerman) 2m47sec
> >>
> >> Perhaps somebody will do some testing also, I don't know if you can
> >> all test with this homwpage about inline-skating, a very popular
> >> sport in Holland !
> >> Jos
> >>.

3996. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CF3D57.892F6484@jps.net>
Source record: 73979

Oh, P.S. - I noticed someone posted an 11 second speed. I got the same
after it was in the cache. Clearing disk cache wouldn't increase the
time either, apparantly it stays in RAM cache as well. Only quitting CAB
would cause the time to go back to normal.

Paul Williamson wrote:
>
> and 1 min 27 secs on my Hades. CAB 2.7, Dan's latest CAB OVL, 56K modem
> at 48000 using STinG. (Same using STiK 2) Seems slow to me. I'll try
> the Pee Cee one day.
>
> Cheers
>
> Paul
>
> On 1 Sep 1999 17:59:02 -, John Kolak wrote:
> >Ah Ha! Just the kind of information I've been looking for. I just did
> >the same on a 300MHz AMD K6-2 on a 56K modem (connected at 49.333). It
> >took 1 min, 49 sec with a good connection (very brief timeouts). I'll
> >have to try it again with the Falcon FX at 40 MHz.
> >
> >Thanks for the info!
> >
> >Jos Vlietstra wrote:
> >>
> >> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> >> Hi all,
> >> I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in
> >> speed with my test-url :http://www.skeelerbond.nl
> >> It's a page with some pictures and graphics.I tested at 23.30 PM with
> >>
> >> a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
> >> 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
> >> USROBOTICS 33k6
> >>
> >> Well.....this latest update of Olivier did 2m50sec in full
> >> downloading..
> >> Some figures I got by testing the former update of Olivier, the latest
> >> original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
> >> with IConnect, the ASH stack
> >> Sting - CAB.OVL(Olivier) 2m40sec
> >> IConnect - CAB.OVL(Olivier) 3m29sec
> >> IConnect - CAB.OVL(ASH) 2m58sec
> >> Sting - CAB.OVL(Ackerman) 2m47sec

> >>
> >> Perhaps somebody will do some testing also, I don't know if you can
> >> all test with this homwpage about inline-skating, a very popular
> >> sport in Holland !
> >> Jos
> >.

3997. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7qnggf$n4t$1@user2.teleport.com>
Source record: 73980
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3998. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7qngom$c22$1@user2.teleport.com>
Source record: 73981
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3999. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-09-02 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936341200-36324AEicMi@NOSPAMcix.co.uk>
Source record: 73982

>:>Steve Sweet wrote:
>> Do you support resource Master??..
>
>:>Try Joe Connor
>
>Thanks for the suggestion but Joe has all but quit the Atari Scene.

ASH now sell Resource Master.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4000. Re: ST+ Fanzine

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF59E1.3B32@geocities.com>
Source record: 73795

Well, Darkchild...

You give this magazine away as a door prize on your BBs.

What have you seen lately?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4001. Re: Script, etc for ICONNECT for Zetnet

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF558E.1B4@geocities.com>
Source record: 73796

So where can you get ICONNECT besides Cab 2.7 disks?

I have Cab 2.7, but the disks I got them on have cratered.

Thanks!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4002. Re: Atari Text File Archives

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qnnto$cko1@news.ajou.ac.kr>
Source record: 73797

On 2 Sep 1999 08:21:21 G, Guillaume D&#65533;flache wrote:
<edited>

Those sites you mention are well known. I already have those on
file. Glad you tried to help though.

As for asking to reply in e-mail only. I have the right to ask that
if I wish.

If I post something for sell do you think that every one that makes
a offer should also post that in here???

And at the time I posted that message I had a small problem with
my News Server. So to make sure I got to read any replys to that
posting I asked to reply in e-mail.

As you can see, the News server is working fine now.
phantomm@kih.net

4003. Re: which atari system to get ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF5C58.1C3F@geocities.com>
Source record: 73798

So which system did you decide on and is the other one still for sale?
(grin)

Doctor Clu

Atari 1040 STE 4 meg (BBS'ing, gaming, 8-bit emulation)
Atari 1040 ST 4 meg/ 16 mhz AdSpeed
(Publishing club newsletter, internet surfing,
gaming, BBS'ing.)
(One Atari 1040ST with monitor available for sale.)

Still dreaming of putting together a high end Atari to take the place
of my AdSpeed Atari ST...

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

covenant_666@my-deja.com wrote:
>
> i*m able to get these 2 atari systems for nearly nothing .
>
> mainly i want to play games (i can get the large software collection
> from a friend , a lot of classics included) .
>
> i dont want to buy a standard st cause i want more power to play games
> , demos , etc . best quality possible .
>
> i*m aloso interested in compatibility questions (can i play old st
> games on a falcon without probs ?).
>
> system one :
>
> atari tt030 ,orig. Atari 10MB ram extension card plus Mighty-Mic 32 mit
> 32MB RAM (8x4MB SIMM Modules), 2x 3.5" Floppy 1.44MB, DDD Big-Tower, 1
> GB IBM SCSI-Festplatte, SuperNova Grafikkarte up to 16,7 Mio. colors,
> manuals , books and a lot of software , connectablto to every vga
> monitor.
>
> system 2 :
>
> Atari St, 4MB, Crazy Dots Grafikkcard, SCSI Harddisk, in 19" Racktower
> ext. power supply, ext. keyboard, 14" Sony Multiscan Monitor, without
> cooling device just Studio using.
>
> any help would be great . please respond to : covenant_666@hotmail.com

>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4004. Re: Seattle Atari

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF609E.71D5@geocities.com>
Source record: 73799

Mac Hine wrote:
>
> OK. I have a total of three people who want to start a user group in
> Seattle. Going once, going twice.....

Sounds like a great start! And I'll be your first interstate member!
Need articles? :)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4005. Re: Atari 130 XE and 1050 disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF624A.664E@geocities.com>
Source record: 73800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

sheercon@earthlink.net wrote:
>
> I know this isn't an ST but I couldn't find any relevent NG's for this post. WOuld anyone happen to know any disk commands for the 1050 drive hooked up to an Atari 130XE? ANy help would be appreciated.
>
> Thanks!
> Brian

Posted this on the ST and 8-bit newsgroup.

Disk commands? Do you currently have a disk with a disk operating
system on it? The Atari DOS's had some nice straight forward menu's...
at least much better than the Commodore. ;)

Doctor Clu
Old Time Atari User
(Who dreams of putting a Milan board in an Atari 400 case...) :)
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4006. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Tinky <tinkywinky@postoffice.co.uk>
Message-ID: <01bef601$0386d200$31cb340a@swcfa72980>
Source record: 73801

Subway95 <Subway95@vote4gop.org> wrote in article
<37CD6B08.1DA0CB@vote4gop.org>...
>
> Hello,
>
> I'm looking for the spells and maps for this old classic game Dungeon
> Master and looking for Dungeon Master II software for download.
>
>
>

Ahhhhhhh . . . . . (wiping tear from eye (not in the way your
thinking))
Dungeon Master - the first game I bought for my ST, many moons ago. Of
course it's all gone now , the machine the games the magazines and books
.... in fact why did I bin it ?

--

"How about some Dom Perinon ' 76 ?"
"How about some Colt .... '45 ?"
____

4007. Re: STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37cfde961513fd0@club-internet.fr>
Source record: 73802

Hello,

in article <7qmlot$m4k$1@news.worldonline.nl> (comp.sys.atari.st)
Jos Vlietstra wrote on Thu 02-09-1999 20:13 (GMT):

> On 2 Sep 1999 19:14:42 G, Brian Roland wrote:
> Hi Brian,
> According to Dennis Vermeire, who has eaten a rotten Dutch
> herring(fish) cos I didn't hear from him lately....
> it's called IFusion. I don't know what the advantages are....besides
> having a modern looking dialer....which brings me on my wants-list of
> a modern looking stingdialer.The one we use now is a monster, ugly as
> can be.....
> Jos

Well, one can use POPWatch and NEWSWatch with IConnect :-)
The dialer itself is not the problem: just the different TCP/IPs are.

Bye,
/Pascal/

--
Ric's HomePage: http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

4008. Re: STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rsvrioduj7164@corp.supernews.com>
Source record: 73803

On 2 Sep 1999 20:13:17 G, Jos Vlietstra wrote:
>I don't know what the advantages are....besides
>having a modern looking dialer....which brings me on my wants-list
>of a modern looking stingdialer.The one we use now is a monster,
>ugly as can be.....Jos

Well, the only reason I ask is because Teli for connect is getting pretty good. It's the ONLY decent telnet cliet for the ENTIRE atari platform I've found so far. The only thing that comes close is to boot up Mint-Net on and run gnu telnet inside TosWin.
Even so...the term is not quite (right), lacking basic scrolling capabilties. Oh, and I've seen gnu telnet work inside CoNnect before as well. Looks great, thoe when I tried it on my Falcon a while back, key input was horribly SLOW (yes, even localy, I.E. telneting to same machine).

I'd really much rather stick with STing, since I do network a Falcon and Mega via MIDI. BUT...I REALLY REALLY desire a good telnet that is vt102/ansi happy, has cut and paste/clipboard abilities, and doesn't really mess the screen to hades and back.

Brian

4009. Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7qp24uork1@nnrp1.deja.com>
Source record: 73804

Greetings all,

It struck me some time ago that icon collections are easy to find when it comes to PC and Mac but for the Atari there have not been any so far. After thinking about it I finally decided to give the idea a go and started to look for icons to add.

You can already find some really nice collections used with kind permission from Hallvard Tangeraas, Katherine Ellis, Nick Ripley, Jan Daldrup and Bernd M&#65533;dicke.
Add to this some windows icons that I myself have converted to Atari format, and you have a fairly good starting point when it comes to Atari icons.

I hope that the page can become a place for Atari users to share icons with each other. If you have some nice icons then please consider donating them to the Atari Icon Library. Lets share! :)

Drop in and have a look! (URL http://gokmase.atari.org)

Best regards,

Joakim H&#65533;gberg

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4010. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37CFE3DA.7DD21DEF@cfc.dnd.ca>
Source record: 73805

Bob King wrote:
> Hi, totally pointless exercise I know, but tried your test site with my
> office setup..... took 11sec.
> Bob King.
>
> Jos Vlietstra wrote:
> > Well.....this latest update of Olivier did 2m50sec in full
> > downloading..
> > Some figures I got by testing the former update of Olivier, the latest
> > original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
> > with IConnect, the ASH stack
> > Sting - CAB.OVL(Olivier) 2m40sec
> > IConnect - CAB.OVL(Olivier) 3m29sec
> > IConnect - CAB.OVL(ASH) 2m58sec
> > Sting - CAB.OVL(Ackerman) 2m47sec

tested from my office, it took 41 sec (pentiumII, T1)

4011. How to put Atari ST keyboard together...?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Gucek <gucek@transprojekt.com.pl>
Message-ID: <3WSz3.22512$Qh1.326931@news.tpnet.pl>
Source record: 73806

I mean - whats about that wires under "Enter" and "Space"? I dismounted an ST keyboard about 3 years ago to clean it and and then didn't have time to put it together. And now I don't remember how did these two keys exactly work :). I suppose there should be something more except that wires? Help! Please send me a "sollution" to an e-mail addres, too.
greetz

p.s. And if you could tell me size of screws I will be grateful...

--
gucek@transprojekt.com.pl

No. Try not. Do or do not.
Yoda

4012. Re: How to put Atari ST keyboard together...?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37CFFDB5.D7C245B4@email.byu.edu>
Source record: 73807

The wires are not critical to the functioning of the key. They just provide stability to the larger keys. Putting them back in place is a bit tricky, but having done it quite a few times, I've gotten pretty good at it. Doing it the first time is like solving a Chinese finger puzzle, but it can be done. Make sure you have the little plastic guides for the wire that snap into the underside of the key.

Gucek wrote:

> I mean - whats about that wires under "Enter" and "Space"? I dismounted an
> ST keyboard about 3 years ago to clean it and and then didn't have time to
> put it together. And now I don't remember how did these two keys exactly
> work :). I suppose there should be something more except that wires? Help!
> Please send me a "sollution" to an e-mail addres, too.
> greetz
>
> p.s. And if you could tell me size of screws I will be grateful...
>
> --
> gucek@transprojekt.com.pl
>
> No. Try not. Do or do not.
> Yoda

--
Alan K. Wortham
4079B JKHB
Brigham Young University
Provo, UT 84602
Work:(801)378-6273
Fax: (801)378-5866
akw32@email.byu.edu

4013. Re: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936382002-80370AEicMi@online.be>
Source record: 73808

Claes holmerop

Hi Claes,

>if you have a SCSI CDROM besides your burner, you can make copies of
>foreign format CD's too - however, if it's a mixed mode CD, the audio
>tracks won't be audio tracks on the destination... :(
You can use the supplied CD COPY.PRG to do this. CD COPY can also extract
data tracks not only audio.

>CDRecorder is the only burner program that does everything a burning
>program is supposed to do. It's more expensive - but you'll get great
>functionality for the extra money :)
I've been shouting this here for months!! finally there's someone here who
agrees :-))

Cheers from Belgium
Dennis

4014. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7qp8vvuap1@nnrp1.deja.com>
Source record: 73809

In article <37cf3e4a58f6e52@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> on Tue 22-06-1999 20:52 Ekkehard Flessa wrote:
> >
> >RA>I think you and I agree on this, and for this case it does mean
that,
> >RA>unless we get contrary information from the AMC_GDOS copyright
holder,
> >RA>I can't spread my modified version at all.
> >
> >But you could spread a diffy file, so that others would be able to
do the same
> >modifications to their copy as you did, couldn't you?
>
> I could, and that might possibly make the distribution legal. But if
the
> original copyright owner opposes it, it would still be unethical.
>
> I will have to think about that. At present I *think* that the
original
> copyright owner doesn't really care either way, and then it would be
ok.
> Can anyone confirm/deny this please ?

Well, how about asking the copyright owner?

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4015. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7qp900uaq1@nnrp1.deja.com>
Source record: 73810

In article <37cf3e4a58f6e52@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> on Tue 22-06-1999 20:52 Ekkehard Flessa wrote:
> >
> >RA>I think you and I agree on this, and for this case it does mean
that,
> >RA>unless we get contrary information from the AMC_GDOS copyright
holder,
> >RA>I can't spread my modified version at all.
> >
> >But you could spread a diffy file, so that others would be able to
do the same
> >modifications to their copy as you did, couldn't you?
>
> I could, and that might possibly make the distribution legal. But if
the
> original copyright owner opposes it, it would still be unethical.
>
> I will have to think about that. At present I *think* that the
original
> copyright owner doesn't really care either way, and then it would be
ok.
> Can anyone confirm/deny this please ?

Well, how about asking the copyright owner?

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4016. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7qp95judm1@nnrp1.deja.com>
Source record: 73811

In article <Pine.LNX.3.96.990901022338.20384A-
100000@tupolev.intellitel.com>,
Martin-Eric Racine <q-funk@intellitel.com> wrote:
> > What is the problem? You are using FreeMiNT, right? So there is no
need to
> > use BIGDOS at all. Just change the entry in your CD-ROM driver sys
> >
> > For instance (bdconf.sys). I'm using Betados with the Spindriver
> >
> > *BOS, c:\auto\spin_sd.bos, A:9
> > *DOS, c:\auto\iso9660f.dos, Q:A
> >
> > I do have the letter "Q" assigned now for my CD-ROM
>
> That's exactly how my config.sys was, but it refuseed to install
> the CD that way, so I added BigDOS....

But this is supposed to work.

If you could be a bit more specific (boot messages, in which way did it
not work), we could possibly help you resolving the problem.

Adding BigDOS certainly will not help, as MetaDOS is independant of the
underlying GEMDOS.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4017. Re: New ATARI ST games site!

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7qp2pb$oq6$1@news1.xs4all.nl>
Source record: 73812

On 1 Sep 1999 19:00:44 , "R2" wrote:
[...]
>My new ATARI ST games site:
>http://www.kki.net.pl/~atarist
>
Nice to know that in Poland Atari is still going strong.
But getting 1 Gb online is BIG.
Are you really sure that parts of all that stuff are not already
somewhere else for download?

Greeting from a name-look-alike

Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

4018. Re: TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7qp2pd$oq6$2@news1.xs4all.nl>
Source record: 73813

On 2 Sep 1999 06:50:42 , "Nicholas Bales" wrote:
>
[...]
>
>Was it actually released ? It was vapourware for quite a long time, and I
>have seen packages of Atari System V, but I'm not sure it was actually
>officially released.
>
>--
Yes it was. I remember a visit to Atari Benelux in Vianen Netherlands
special organised to bring the TT with Unix on the market.
But the demo was a disaster: no network, no X11, only basics, no
knowledge. Real info on paper came later especially about VME-bus.
Price was euro 1300 for Unix alone and a TT had to be 'fixed'
internally to perform.
In those days that was cheap but for the workplaces where they use
Unix price is not a problem, incompatibility and no support are.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4019. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37d019fe4df9e70@ping.be>
Source record: 73814

on Wed 01-09-1999 20:18 Peter Schneider wrote:

>MB>For instance (bdconf.sys). I'm using Betados with the Spindriver
>MB>
>MB>*BOS, c:\auto\spin_sd.bos, A:9 *DOS, c:\auto\iso9660f.dos, Q:A
>MB>
>MB>I do have the letter "Q" assigned now for my CD-ROM
>Ok, and your CD drive is jumpered to ID 1 (8+1=9)? And there is no
>disk drive with SCSI ID 1?
>
>Please excuse my questions if they sound silly to you! :-)

Silly questions doesn't exist, only silly answers.
May I ask you why you ask this?

Now to answer your question. No, I don't have a Disk drive SCSI ID 1

My setup is like this:

IDE 0.0 (I boot from here)
SCSI 0.0 Zip drive
SCSI 1.0 CD-ROM
SCSI 2.0 HD
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4020. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37d019fe4df9e71@ping.be>
Source record: 73815

on Fri 03-09-1999 02:30 Ronald Andersson wrote:

>Hi Peter,
>
>on Tue 22-06-1999 21:47 Peter Schneider wrote:
>
>----- snip ----- re: description of ZIP20 package (ZIP + UNZIP)
>>
>>Sometimes, ZIP20 is even capable to extract archives that STZIP
>>refuses to extract or where it complains about chechsum errors.
>
>That sounds like something useful for most of us, so where is it then ?

On the Belgian ftp-site:
ftp://chapelie.rma.ac.be/atari/archivers/zip20.lzh (70.600 bytes)

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4021. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37D004E3.6ED6@geocities.com>
Source record: 73816

Alright, tried the test on my system...

Atari 1040ST 4 meg/AdSpeedST 16mhz 14.4K
Cab 2.7
Cab.Ovl (Version prior to newest I believe)
Stik

Before the overlay change... 25 seconds!

Oops!..sorry, I forgot to turn on the images, animated GIFs.... :)

Alright, before the change, 5 minutes, 37 seconds.
After, (bad connection) 6 minutes, 55 seconds.
Try # 2 (Partially Cached?) 3 minutes
Try # 3 (restarted) 6 Minutes

And there you go, about what you can expect from Just Your Basic Online
Atari Computer from 1985... ;)

Doctor Clu

PS: What where exactly is the URL for the CAB.OVL? I downloaded it
one night, and then tried again today and couldn't find it.
Was going to include this in our club newsletter, but would
like to have a good URL first.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

> > On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> > Hi all,
> > I succeeded in downloading the CAA.OVL 5.55.Of course I tested it in speed with my test-url :http://www.skeelerbond.nl
> > It's a page with some pictures and graphics.I tested at 23.30 PM with a TT030+4 MbSTRAM/4MbTTRAM/CrazyDotsII/NVDI 5.2/MagiC6.1/Jinnee
> > 2.1/Cab 2.7e (full options)/Sting 1.15/Worldonline (provider)/Modem
> > USROBOTICS 33k6
> >
> > Well.....this latest update of Olivier did 2m50sec in full
> > downloading..
> > Some figures I got by testing the former update of Olivier, the latest
> > original CAB.OVL from ASH, the latest Dan Ackerman OVL.I also tested
> > with IConnect, the ASH stack
> > Sting - CAB.OVL(Olivier) 2m40sec
> > IConnect - CAB.OVL(Olivier) 3m29sec
> > IConnect - CAB.OVL(ASH) 2m58sec

> > Sting - CAB.OVL(Ackerman) 2m47sec
> >
> > Perhaps somebody will do some testing also, I don't know if you can
> > all test with this homwpage about inline-skating, a very popular
> > sport in Holland !
> > Jos

4022. RE: CAB.OVL 555

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37d0175b$0$8719@news.zetnet.co.uk>
Source record: 73817

Hi,

Just a quick question about the above;
When I use it I find I am regularly getting a message at the top of my
screen saying 'fatal: memory damaged'
This is a bit disconcerting.........

Jim

4023. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37d0175a$0$8719@news.zetnet.co.uk>
Source record: 73818

On 2 Sep 1999 09:40:29 G, Guillaume D�flache wrote:
>In article <37ce18d4$0$16958@news.zetnet.co.uk>,
> jimsmith@zetnet.co.uk (James Smith) wrote:
>> There are few trackers that support multi-format mods on the Atari
> Does any of these trackers (or better the associated players or
>replay-routines) support XM (the latest format, unknown for example to
>the MegaTracker/MegaPlayer) and/or .IT (AFAIK an extension of S3M)?
>
For some reason Graomf is acknowledged as the best for playing .XM files
but is also known not to do so 100% :-(

>It seems the Atari platform lacks of a decent player for these widely used
>formats (if you think this is provocation for soundtracker coders then
>you are so right :)...).
I agree !!

>
> Perhaps FlexTrax (http://newbeat.atari.org/projects.html) will
>handle this one day (at least there should be some kind of converter to
>its own format)...
>
I have mailed Thomas about this and he does not plan to increase the
file types currently supported. (He points out that the replay routine was
originally done as a demo tool and FlexTrax was a spinoff....)

>> I was speaking to Denis at PMP and, despite his MP3 player project
> Despite? I would say because of this project ;)...
>
You could well be right !
BTW, he is looking for votes on names for the player so (hopefully) it is
nearing completion.

ATB

Jim

4024. [PUB]: New at the Belgium ftp-site

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37d0293859e0150@ping.be>
Source record: 73819
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
atari/editors/qed-452nl.zip (Dutch version of Qed) (364918 bytes)

**games**
atari/game/pmdoom-0.12.zip (200.284 bytes)
atari/game/pmheretic012.zip (178.052 bytes)
atari/game/pmhexen012.zip (227.594 bytes)

**telecomm**
atari/telecomm/j-off304.lzh (junior-office v3.04, Fax prg) (546.108 bytes)

**utilities**
atari/utilities/dfboot2.zip (Bootmanager, French only) (65.342 bytes)
atari/utilities/desktops/thin127n.zip (Dutch rsc of Thing) (48.500 bytes)

**www**
atari/www/wensuit/ws320c.lzh (263.296 bytes)
atari/www/amail/asdr122b.lzh (socket for Draconis) (25.492 bytes)
atari/www/amail/amsap10.lzh (22.565 bytes)
aMSAP is an utility using aMail's asock.ovl to authenticate yourself on your
SMTP/POP3 server (this method is called "SMTP after POP").
atari/www/cabovl/cab-booklage_ovl-555.lzh (Cab.ovl v5.55 Booklage) (57.000 bytes)
atari/www/nos/nos050.lzh (NOS v 0.50, GEM version) (195.191 bytes)
atari/www/nos/nos05030.lzh (NOS v 0.50 for 68030 machines) (194.476 bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
```

But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4025. Re: Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <936389000-454603AEicMi@post3.tele.dk>
Source record: 73820

>From: Joakim Hï¿½gberg <gokmase@my-deja.com>

>Greetings all,

- snip -

>I hope that the page can become a place for Atari users to share icons
>with each other. If you have some nice icons then please consider
>donating them to the Atari Icon Library. Lets share! :)
>
>Drop in and have a look! (URL http://gokmase.atari.org)
>
>
>Best regards,
>
>Joakim Hï¿½gberg

Hi Joakim,- you are welcome to download all the icons I have on my
download page, to add to the Atari Icon Library. It is mostly icons
I collected from other sources, and a few that I made myself.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

4026. MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <37d01e60$0$26222@znews.zetnet.co.uk>
Source record: 73821

Frankly, I am baffled by this one...

GEMJing doesn't work on my Milan most of the time. However I have found that if I start Newsie beforehand then GEMJing will play some samples, sometimes. If I then quit Newsie, GEMJing stops working.

Occasionally I have to re-run the MCSOUND.PRG from the AUTO folder to persuade GEMJing to play any samples.

This trick may work with programs other than Newsie but I haven't found any yet.

How do I get GEMJing working normally ?

Peter

4027. re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: satkinson@a-znet.com
Message-ID: <7qpfuj$3hr$1@nnrp1.deja.com>
Source record: 73822

What Unixes (Unices?) ran on the ST/TT/Falcon machines? I've read some of the history sites and see that there was a version prepared for the TT that had only limited release...

Thanks,

Scott Atkinson

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4028. Re: MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <936394210-258314AEicMi@xs4all.nl>
Source record: 73823

Peter wrote:

>How do I get GEMJing working normally ?

On a Falcon, I never did. IMHO it is shitware!

>Many Atari users no longer use plain TOS but prefer Magic or Mint with
>N.AES and a replacement dekstop, why then do we still need so many patches
>like HS-Modem ? Isn't it time they were consolidated into the OS?

I really don't see why. Installing HS-Modem is not a big deal.

Regards, Guido

--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------

4029. Re: Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7qpknp$6t5$1@nnrp1.deja.com>
Source record: 73824

In article <936389000-454603AEicMi@post3.tele.dk>,
Joergen Bak <prunus@post3.tele.dk> wrote:

> Hi Joakim,- you are welcome to download all the icons I have on my
> download page, to add to the Atari Icon Library. It is mostly icons
> I collected from other sources, and a few that I made myself.

Thank you for that! I am on my way there to take a look. I will try to
add your collection ASAP.

Best regards,

Joakim

WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4030. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <DMWz3.316$XP4.124@news.flash.net>
Source record: 73825

Hello!

I tried this CAB.OVL 5.55, and although it seems to download
the page quite fast, it seems to freeze at the end of the d/l so that
I can't stop it, access pull-down menus, or anything else except
reset. This is using CAB.OVL 5.55, CAB 2.7 demo, Geneva/Neodesk, and
STiNG 1.20. Back to Dan's OVL!

Mike Freeman
nameerf@flash.net

4031. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7qpatmdum1@SOLAIR2.EUnet.yu>
Source record: 73826

On 3 Sep 1999 19:10:26 +, Martin "Nightowl" Byttebier wrote:

>>>Sometimes, ZIP20 is even capable to extract archives that STZIP
>>>refuses to extract or where it complains about chechsum errors.
>>
>>That sounds like something useful for most of us, so where is it then ?
>
>On the Belgian ftp-site:
>ftp://chapelie.rma.ac.be/atari/archivers/zip20.lzh (70.600 bytes)

It should also (still) be available on a number of other locations, though
not necessarily in an Atari section. It can also be named "Info-Zip" or
"InfoZip" something.

The C sources for Zip2*/UnZip5* are freely available and there are archives
around that contain the source code for a variety of platforms: Atari, Amiga,
MS-DOS, Unix, VMS... In those archives there are also sources for programs
Zipinfo (listing archive contents), Zipsplit (dividing a large archive
into smaller ones, to fit on floppy disks), and Zipcrypt (encrypting).

A couple of years ago I downloaded the sources from a local BBS (not working
anymore, I think) and compiled it at the place where I work to run on a
VAX/VMS system. We use it very much ever since, it is very reliable, though
a bit slow- On a VAX which is about 10x faster than Atari ST, this program
seems to work about as fast (or slow) as STZip on an Atari.

Cu.

4032. Re: WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7qpatodum2@SOLAIR2.EUnet.yu>
Source record: 73827

On 3 Sep 1999 01:03:53 -, Doctor Clu wrote:
>So will a MegaST keyboard work with a TT? Still working on my
>piecemail TT at the moment and I do have a MegaST keyboard that works
>somewhat.

Yes. And it is a VERY good (Cherry) keyboard.

Cu.

4033. Re: MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7qpg5scsi1@uranium.btinternet.com>
Source record: 73828

Hi...

> >Many Atari users no longer use plain TOS but prefer Magic or Mint with
> >N.AES and a replacement dekstop, why then do we still need so many
patches
> >like HS-Modem ? Isn't it time they were consolidated into the OS?
>
> I really don't see why. Installing HS-Modem is not a big deal.

The problem is that hack upon hack upon hack to fix various bugfixes is not a clean way to have an OS. There are (minor) performance+memory implications to every patch, but much more significantly, debugging setups when crashes occur becomes a nightmare when the patches and their installation order are of significance.

One of the reasons why HS-Modem are still needed is that source code isnt available for them and they work well enough for it not to be worthwhile re-writing them scratch. The other reason is that since not all machines require the patch (depending on patch obviously) it is not seen as a good idea to incorporate into the OSs as most of the time it would be redundant code. Really the whole thing could do with a re-design taking into account the wide variety of hardware, but that isnt going to happen.

Anthony
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

4034. Re: MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qphvs$7g8$1@zingo.tninet.se>
Source record: 73829

On 3 Sep 1999 19:15:44 G, Peter Slegg wrote:
>Frankly, I am baffled by this one...
>
>GEMJing doesn't work on my Milan most of the time. However I have
>found that if I start Newsie beforehand then GEMJing will play some
>samples, sometimes. If I then quit Newsie, GEMJing stops working.
>
>Occasionally I have to re-run the MCSOUND.PRG from the AUTO folder
>to persuade GEMJing to play any samples.
>
>This trick may work with programs other than Newsie but I haven't
>found any yet.
>
>How do I get GEMJing working normally ?
>
>Peter
>.
>
Hi Peter

I to have some problem with GEMJing but it has been pretty random,
haven't tried running MCSOUND.PRG again. I will try Newsie and MCSOUND
and see if i can repeat it. Any other good sampleplayers you got
working?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4035. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37D04CF8.121DFB68@portone.com>
Source record: 73830

Louis wrote:

> Now I don't think I "belong" to Team Atari automatically, but you can add
> me to the team (Joe, you reading?) BTW, is there a dedicated site for Team
> Atari?

Yes, I'm reading... moving my lips while I'm doing it, but I am reading. <G>

There isn't a site dedicated to TEAM ATARI yet... I'm a bit swamped right now, and I know I couldn't do it justice. But when/if things ease up I'll set something up. There are some really cool options out there right now for web pages, and doing it wouldn't be too hard... it's doing it RIGHT that can get a little tricky. <g>

> Too bad there ain't a port for Atari, since my TT runs 24 hrs/day too...

>

>
>
> Plans are to get Win running thru' VM on the Linuxbox, so perhaps I could
> crunch two blocks at the same time in the future?
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

4036. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37D0651E.8A8D59C4@portone.com>
Source record: 73831

Jeez, did I mess that one up or what?? <G>

I meant to add that there MAY be a way to participate in SETI@home with an Atari...

There is an OS available for Falcons, TTs, and, I assume, the new Atari clones, called NetBSD. It's available for free from ftp.netbsd.org. The directory you need is /pub/NetBSD/NetBSD-1.4/atari

Now, this is all speculation, but there is _a_ version of SETI@home for NetBSD on a 680xx machine (I forgot which one) that MAY work with NetBSD on an Atari.

I intend to give this a shot, but haven't had the time to dive into it.

If anyone gets a chance to try it out before I do, please let us know how/if it works out.

Joe Mirando

4037. Re: 18 AND OVER 24169

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Earl Malmrose <earl@nospam.malmrose.com>
Message-ID: <iYZz3.5912$R84.158425@typ12.nn.bcandid.com>
Source record: 73832
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy

<adam91998@aol.com> wrote in message news:030999171600@aol.com...
> free xxx pics:
>
> http://207.240.225.250$Oi\A"&I

That URL looks hosed. Try again.

4038. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909031815.a30907@su2.maus.de>
Source record: 73833

Hallo Joergen,

(sorry, but the 2nd letter of your christian name apperars here as a question mark, so I don't know if its ue or oe)

JN>Well if you are using aFTP from Atack then you just connect and use
JN>Drag&Drop, it's as simple as that.
sorry again, I'm using CAB...

But I did send it (PARTS with german doc) to guillaume@europe.com hoping his address is not a fake (e.g. because of spam). So he will be able to spread it to the UK, USA, Scandinavia... (to the whole world, I mean) :-)

Peter

4039. Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9909032258500.4823-100000@moose.erie.net>
Source record: 73834

I'm looking for a test reader that allows searching a given
directory for files containing a specific test string, then displaying
those files. Is there anything like this available for the ST?

4040. Re: ST+ Fanzine

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qoi2d$et2$3@news.campuscwix.net>
Source record: 73835

On 3 Sep 1999 01:17:20 -, Doctor Clu wrote:
->Well, Darkchild...
->
-> You give this magazine away as a door prize on your BBs.
->
-> What have you seen lately?
->
-> Doctor Clu
->
->--
-> ||| ATARI USERS OF NORTH TEXAS
->)|(http://www.atariusers.com/AUNT
-> / | \ Read the News, Join the Chats, Share the Meyhem!
->.

Hi Greg! Well (unfortunately), I've not see much of ST+ Fanzine
lately. I don't know what the problem is, or what to do about it.
Terry Ross has been our US distributor, but I've not been able to
contact him in awhile, and I read another message from Hallvard
that said he couldn't contact him either. With Atari Computing
closing down after 2000, I'm running out of things (Atari related)
to give away as incentive to call my BBS. Caller wise, its been
a very slow summer for DarkForce!...somedays, we see only a couple
of calls, or even none at all. ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4041. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qohgo$et2$2@news.campuscwix.net>
Source record: 73836

On 2 Sep 1999 17:16:49 -, josephus wrote:

-> send them to catbird@airmail.net

Well, the program I use prints the levels/spell list out to my
printer (hardcopy), no files as such, so I would have to mail
them to you. Just send your address to me via E-mail if you don't
want it posted online. ;-)

-> I am playing both games now and I am interested in the structure
-> of the games. On the PC version the problem was "earning" enought
-> money to buy weapons and armour. So I am about 3/4 though the
-> game on the PC.

Hmm, IIRC you never have to buy anything (as such) in DM and CSB for the
Atari version...

-> I just started the atari version. My MEGA 4 runs it just fine.
-> sound is peculiar though.
->
-> josephus

In what way is the sound peculiar - can you describe it?

Catch ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4042. Re: I am back online again.

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936524688-628990AEicMi@NOSPAMcix.co.uk>
Source record: 73837

>after a really bad summer I'm finally back online again.
Welcome back Ronald, let's hope the rest of the year goes without further problems for you.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4043. Re: STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936524694-630254AEicMi@NOSPAMcix.co.uk>
Source record: 73838

>I've heard rumor of something like GlueStik for the ASH iConnect TCP/IP stack. Is this
>avilible for the masses? If so where can it be found?

It's still in Beta test - the best place to look for info is on Bengy's MagiC support page
http://bengy.atari.org

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4044. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qn9m0gut1@cubacola.tninet.se>
Source record: 73983

On 2 Sep 1999 21:04:20 G, Jos Vlietstra wrote:
>So I was glad to read that on Hades and Milan Internet goes faster
>but.......why ??? The processor ? The modem 56K ? ISDN or TVcable
>connection ? or CAB.OVL ???? The first three aren't much of interest
>to me, I can imagine that using faster gear means faster Internetting.
>It just this piece of software CAB.OVL, made by three different people
>(Dan, Olivier, Mr.Ash (Alexander Clauss in the few minutes left after
>counting his ICab money ??? Sorry , apologies again.....must keep my
>big mouth shut) in combination with the Sting stack and the IConnect
>stack.....Perhaps Olivier can tell us someday , what this .OVL does
>and what it don't do.....
>Thumbs up for Olivier !And Dan (but his last update was many months
>ago..)
>Jos
>.
Hi Jos

Well if you like to i could try with my old modem which is a 28800.
But i think it's the processor that makes the difference. And maybe
mounting the pictures goes faster when using HC or TC.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4045. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qnbq1$fa0$1@zingo.tninet.se>
Source record: 73984

On 2 Sep 1999 21:07:00 +, Peter Schneider wrote:
>please explain me how to do so. I've got internet access and know how
>to download, but I never did an upload. :-(
>
>Peter
>.
Hi Peter

Well if you are using aFTP from Atack then you just connect and use
Drag&Drop, it's as simple as that.

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4046. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e52@oden.se>
Source record: 73985

on Tue 22-06-1999 20:52 Ekkehard Flessa wrote:
>
>RA>I think you and I agree on this, and for this case it does mean that,
>RA>unless we get contrary information from the AMC_GDOS copyright holder,
>RA>I can't spread my modified version at all.
>
>But you could spread a diffy file, so that others would be able to do the same
>modifications to their copy as you did, couldn't you?

I could, and that might possibly make the distribution legal. But if the
original copyright owner opposes it, it would still be unethical.

I will have to think about that. At present I *think* that the original
copyright owner doesn't really care either way, and then it would be ok.
Can anyone confirm/deny this please ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4047. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e53@oden.se>
Source record: 73986

Hi Peter,

on Tue 22-06-1999 21:47 Peter Schneider wrote:

----- snip ----- re: description of ZIP20 package (ZIP + UNZIP)
>
>Sometimes, ZIP20 is even capable to extract archives that STZIP
>refuses to extract or where it complains about chechsum errors.

That sounds like something useful for most of us, so where is it then ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4048. Re: CT2B TOS 4.X Turbo Mode

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e54@oden.se>
Source record: 73987

Hi phantomm,

on Wed 23-06-1999 02:20 Phantomm wrote:

>The CT2B docs state that it is possible to use Tos 4.X Turbo
>without something like NVDI or fVDI.
>
>Has anyone found that with NVDI installed that Tos 4.X Turbo
>is more stable?

Yes, indeed. Whenever any software uses the blitter in a Turbo
mode, even TOS 4.x mode, my system goes unstable. Sometimes it
just results in miscoloured graphics, but sooner or later some
blit will bomb the system. That is also why I had to give up
using STOOP, because STOOP seems to go directly for the blitter,
even if system software has been set up not to use it.

>Been playing around in Tos 7.X Turbo. WOW, I thought Tos 4.X
>Turbo was Fast! Tos 7.X really Rocks!
>;)

I told you so ;-)
Actually it was sort of fun reading your praise of TOS 4.x speed
earlier, as I knew how you'd react when you tried FastRAM speed.
Now you can use Patrice Mandin's real DOOM port and other stuff
that never could be used properly on a standard Falcon.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4049. Re: Sting 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e55@oden.se>
Source record: 73988

Hi Tony,

Your advice is good, but I need to correct a part of the information.

on Wed 23-06-1999 03:09 Tony Cianfaglione wrote:
>
>Make sure that you have all files from the previous version of Sting
>removed before installing 1.20. Ronald mentioned that the program
>implements TCP/IP differently than the earlier versions and are totally
>incompatible with each other. Delete all the older files are start with a
>clean install. Sting 1.20 works great.
>---

All of the above is correct except for the main cause of incompatibility
between old and new components. Actually it is a data structure in the
port drivers that has been redefined, to allow a new necessary function.
This affects all port drivers, both in STX modules and in STING.PRG, but
it also affects all other components that access that data structure, even
though they themselves are not port drivers.

It is true that there were significant TCP improvements, but that was not
the cause of any incompatibilities.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4050. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e56@oden.se>
Source record: 73989

Hi Paul,

on Wed 23-06-1999 06:48 Paul Nurminen wrote:

>On 21 Jun 1999 11:22:38 , Ronald Andersson wrote:
>
>----- snip ----- re: strange problems with Popwatch and CAB
>
----- snip ----- re: my older wrong guesses about your problems
>
>Well, if it was an error that happened ALL THE TIME, I would probably agree
>with you, but it happens randomly (particularly with the POPwatch "timeouts"),
>and for no apparent reason. It'll be fine for several days, then timeout like
>crazy, then be normal the next day - all without me changing ANYTHING.

Bad one day, good other days... Hmmm (lightbulb gleaming weakly ;-)
^^^ ^^^^

----- snip ----- re: more wrong guesses of mine
>
>I haven't changed these since setting them up, and I don't see them as being
>the problem since 95% of the time, everything works great.

Good 95% of the time... Hmmm (lightbulb softly glowing ;-)
^^^^

----- snip ----- re: even more wrong guesses (I'm good at those it seems :-)
>
>Yes, I've had problems with the DNS cache before (particularly when I was still
>using STinG 1.15), and I've done just what you said. However, this problem has
>more or less gone away since I switched to STinG 1.20, and is therefore not
>likely related to my POPwatch timeout problem.
>
>Sometimes the timout is so quick that _I KNOW_ POPwatch hasn't even connected
>yet. Basically, I'm connected with STinG, I load POPwatch, then click on
>"connect" [in POPwatch] - and about 1/4 of a second after clicking, I get the
>"-0015 user timeout expired" message. Sometimes it will happen as it's in the
>process of connecting, sometimes in the middle of downloading an e-mail. All
>randomly and intermittently. : -(

timeouts quickly and it happens randomly and intermittently too
^^^^ ^^^^^
(lightbulb shining brightly ;-)

Do you see the same pattern I do? The main characteristic of this problem is,
in several different ways, always connected with time itself, and the timeout
is itself a direct result of misinterpreted time.

Have you fed your realtime clock lately...? I think it's getting hungry,
or in some other way unhappy with the current situation.

I suspect that both Popwatch and CAB do their timing by reading system time,
and when the realtime clock battery is running out this will not be reliable.
Unfortunately this is very bad news on a Falcon, as the battery is built-in
in the RTC chip.

Another possibility is that your system modifications have somehow affected
the real time clock, for example by some micro-scrap of solder falling onto
part of the circuitry. Such a scrap will often not stay in one position,
but will vibrate around thanks to floppy, harddisk, and fan, thus explaining
why it sometimes works and sometimes not.

Have you tried the 'twist and shake' fix ?

In case you don't know it yet, thats when you disconnect external connectors
from the computer, lift it up so it's upside down, and 'twist and shake' it
a bit (you may prefer to remove the harddisk first). Surprisingly often that
will reveal all sorts of accumulated scrap inside, and quite often solder
scrap. Even if that is not the cause of your problem, your Falcon will be
happier to be rid of any such stuff, so it may be a good idea to try it.

Btw:
I hope I'm not putting you down by implying you might drop solder scrap.
I have myself worked professionally with soldering since the late 70's
and it still happens to me occasionally, without me noticing...

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4051. Re: CAB 2.7 Lockup Problem?

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e57@oden.se>
Source record: 73990

Hi Pascal,

on Wed 23-06-1999 14:54 Pascal Ricard wrote:
> Paul Nurminen wrote on Wed 23-06-1999 06:48 (GMT):
>
>> All paths and settings are correct - and haven't changed. And the OVL isn't
>> the problem, since everything works 95% of the time just fine. I only get the
>> freeze up if it's the _very first time I load a page in CAB after turning on
>> the Falcon_. CAB will connect to the host, begin loading the page, then about
>> 10-20 seconds into it, BOOM! - frozen.
>
>I had a similar problem. It happens that it ocurred when decoding a
>jpg with the dsp. I use the jpeg_ovl from Alex instead of the one from
>Dieter and it never ocurres again. It's slower but it works.
>
>The dsp in my Falcon must have a problem as I have also this problem
>with Aniplayer and 1ST-Guide.

Your two problems are not the same. The JPEG problem is only due to the
fact that the JPEGD.PRG which installs and handles the DSP routines for
the JPEG decoder only supports the most common of the JPEG variants. Some
other variants, such as progressive JPEGs, require some other software.

If you boot without JPEGD.PRG, or disable use of it in 1STGuide settings,
then 1STGuide too will be able to display most of the troublesome JPEGs.
You will recognize a progressive JPEG from the fact that the progress
'clock' (==the mouse pointer) of 1STGuide will 'spin' several turns, at
varying rates. 1STGuide does not display the picture progressively though,
so it only appears on screen when completely decoded.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4052. Re: WTB: Older version of CAB (US)

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e58@oden.se>
Source record: 73991

Hi Terry,

I have a theory about your CAB problem (more below)

on Wed 23-06-1999 23:47 Terry May wrote:
>
>I understand that, but it happens when I first start CAB and I'm
>using a 6 meg RAM cache. For example, I can go to www.reel.com
>as soon as I load CAB (which I often do). It uses many of the same
>graphics on every single page, yet CAB 2.7 always insists on loading
>them from disk, even the background image that never changes. Even
>if I reload the same page using ^L or Alt-B from the next page, it
>still reloads all the graphics.
>
>That's not to say it doesn't ever use the RAM cache. It does, but
>not nearly as much as it should. Not even close to 50% of the time
>it can, I'd say. And I won't even get into the way it uses RAM,
>which quickly leads to memory so fragmented, my 6 meg cache is
>virtually useless after awhile (of course 2.5 was no better in that
>area).
>
>Needless to say, I find the RAM cache implementation by far the most
>annoying thing about CAB 2.7. The thing is slow enough loading
>graphics and formatting pages without repeating tasks it doesn't need
>to. Makes me wonder who was doing the beta testing.

Well, I'm one of them, and I can tell you that we have had a great deal
to say on this and related subjects in our beta reports. But at present
I don't think the RAM cache works as badly as you say.

Instead I think that it may be due to inefficient HTML coding that you get
some of the effects you describe. To verify if this is the case, you will
need to check the HTML source of those pages, and check what URIs are used
for the pictures.

Quite often what we spontaneously regard as 'the same' picture as one used
recently (and thus to be read from cache) is actually not the same at all,
but merely another identical copy of that file. Many HTML writers simply
drop a set of their standard icons into each subfolder for HTML pages, so
they can forget about using any extra path info in the image URIs. And this
means that CAB has to load them from each such folder. Anything else would
be wrong, as CAB can't assume that files stored in different places are the
same merely because they have the same name and length, which is all it can
know without loading the whole file.

Then again, some pages use CGI scripts to generate subpages, and for proper update of script generated info these must be treated specially, meaning that they may have to be reloaded in some cases where a normal page would be taken from cache. This is partly controlled by the server too.

Finally, even when going to a page we have visited earlier, it is never correct merely to assume that the page has not been updated in the meantime. CAB must ask the server if there has been a page update, and if it states that there has, then CAB must reload that entire page. This will happen even for pages uploaded without any changes from their old form. The server will still state that they are 'new' even though unchanged, and you will see that too as an (in your opinion) unneeded reload. Unfortunately some servers are misconfigured, and then that will happen every time you enter that page, as the server always states that all files are new.

I said 'finally' above, but that doesn't mean that the list of possible complications really ends here. Only my stamina did ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4053. I am back online again.

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e5e@oden.se>
Source record: 73992

Hi guys,

after a really bad summer I'm finally back online again.

I took ill during mid-june and that lasted some weeks, and
then when I tried to get online again I found that something
had happened to my systems. Apparently some voltage spikes
on the power grid had damaged all connected monitors...!!!

I managed some repairs/replacements, but shortly later some
similar thing must have happened again, leaving me without
functional monitors again...!!!

I'm not a rich man, and simply could not afford to replace them
at once (again), and that is the main reason I have remained
offline throughout july and august.

A few days ago I finally aquired a decent monitor for use with
my Falcon (a 17" Apple multiscan), and a somewhat less decent
one for my TT (an old PS2 monitor with a bad luminance drag).
With these I've finally come back online, and hope to stay so.

I have read through all the old E-mail, though replies may be
delayed a little longer. I have not read any newsgroups though,
and considering the amount of traffic in them for so long a period
as I was offline, I do not plan to read any old articles, despite
the fact that I was involved in several discussions at the time.
If any of you here had any interest in those topics, and want me
to reopen them, please E-mail me separately about that.

Actually I just discovered that Okami still has in storage some
of the replies I had written but not yet sent when my troubles
began, and I have decided to send these too now, even though it
is likely that some of these replies are no longer relevant.

NB: As I have a lot of 'catching up' to do now, please do not
expect speedy responses from me for a while, and understand
that I may not have time to follow any newsgroups for a while.
This means that you need to use E-mail to catch my attention,
until I have 'caught up' sufficiently to have time for newsgroups.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

4054. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <yeJz3.15$Le6.52276@nnrp2.proxad.net>
Source record: 73993

<mik9113@my-deja.com> a �crit dans le message :
7qmabb$p6i$1@nnrp1.deja.com...
> Sorry if this question has been asked 400,000 times before, but has
> anyone gotten Sundog to work perfectly with one of the PC emulators.
> I've tried Winston and Pacifist and the best I can do is get it to run
> for 20-30 minutes at a time. I've seen other people refer to the same
> problem on the dejanews archives, but I've seen no reference to any
> workaround.
>

Maybe there isn't one. One ST is never 100% compatible with another ST, so
you can't expect an emulator to be 100% compatible either. C'est la vie.

> Oh well, maybe I'll just have to buy an ST:)

Probably the best option you have!

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4055. Re: WTB: MegaST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF56B9.33AB@geocities.com>
Source record: 73994

So will a MegaST keyboard work with a TT? Still working on my
piecemail TT at the moment and I do have a MegaST keyboard that works
somewhat.

Also I know someone that is thinking of selling a MegaST 2 if you are
are looking for one.

Doctor Clu

John S. Gray wrote:
>
> Two oblique strategies around the problem:
>
> (1) Find an old Mega 2 ST with no upgrading. These things are now dirt
> cheap, way less than a replacement keyboard membrane. The old Mega
> keyboard is a better keyboard and has a different method of construction
> than Atari's sloopy membrane installation as seen on Mega STe/TT030
> units.
>
> (2) The Mario Becroft peripherals line now has a device to plug an
> IBM-clone keyboard (how's THAT for cheap!) into your Atari. Hats off to
> Mario, who has engineered a way around the two most common Atari failures:
> the keyboard and the mouse!
>
> JG
> Isolated out in Atlantic Canada
> ...and still editor of the XEST fanzine

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4056. For Sale-update Manchester UK PLUS PRICE UPDATE

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <YeEmvAAsuQ03EwGi@bertste.demon.co.uk>
Source record: 73745

Some items now sold... get in now if you want anything

ATARI SALE

Conditions.
Selling due to move to PC platform, so I have many bargains, all are good quality and all hardware and software includes manuals unless otherwise stated. Most software is in original boxes. All are priced to sell at reasonable price.
Buyer to collect or pay postage, cash only accepted and goods must be paid for prior to posting.

Contact Robert D Stead: 0161 7183020 (Number changes shortly due to cable connection. new number advised shortly)
Mobile: 07971 421 777

All items are priced separately:

HARDWARE:

1. Atari 520 STe 4 meg + FM-Clock II ï¿½50
2. Harddrive 40mg Gasteiner + SD manage ï¿½20
3. SOLD
4. SM124 Atari mono monitor ï¿½25
5. Philips CM8833 II colour monitor
(No electric lead, but easily obtainable from most electrical shops) ï¿½50
6. SOLD
7. Trust 14400 fax/modem ï¿½20
8. Matador hand scanner incl Touch-up and OCR software, scanning mat, manuals ï¿½30
9. Cuma second disk drive ï¿½15
10. Canon BJ-10sx printer with 30 sheet feed, plus two cartridges, manual incl. plus printer cable ï¿½80

Magazines & books:

11. ST Format, Atari World, Atari computing mags, plus discs over 100 in disc box ï¿½20
12. Protext 4.3 manual ï¿½2
13. Atari ST explored ï¿½2
14. The best of ST Format incl 2 discs ï¿½5

Software:

15. Hyperchart ï¿½5
16.Hyperdraw & Hyperpiant ï¿¼4
17. LDW Power ï¿½5
18. ThatsWrite3 ï¿½20
19. Time Works 2 boxed
plus Atari world upgrade discs plus mag ï¿½10
20. St Basis and GFA Basic, discs + books ï¿½5
21. NVDI 4 ï¿½15 ON OFFER
22. Strip cartoon ï¿¼4
23. Image Copy 4 + scan art, and TextStyle ï¿½10
24. Civilisation ï¿¼4
25. The secret of Monkey island ï¿½2
26. Xenon ï¿½2
27. Archipeligo ï¿½2
28. Cruise for a corpse ï¿½2
29. Indiana Jones and the last crusade ï¿½5
30. Borodino ï¿½2
31. Bismark ï¿½2
32. Brian Cloughs football ï¿½2
33. K-Graph 3 ï¿½5

Miscellaneous:

Joy Stick ï¿½2

Please contact me if you are interested in any item.
Robert D Stead
Slider@bertste.demon.co.uk
http//www.bertste.demon.co.uk

--
Other World

--
Other World

4057. Atari Online News, Etc. #01-27

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RVV-9uE.dpj@delphi.com>
Source record: 73746

```
A-ONE #0127 09/03/99

~ IE5 Security Breached! ~ People Are Talking! ~ bleem! Beats Sony
~ GameBoy Successor? ~ Atari STuff Giveaway! ~ MS' Hotmail Fixed
~ AtariNews: On the Prowl~ Atari Zone E-zine Out ~ Amiga Prez Resigns
~ Internet's 30th B-Day! ~ Jaguar Skyhammer Soon! ~ GTR Buys Mad Catz!

-* Bad Breath Hotline Is Tactful *-
-* Apple Unveils New G4 'Supercomputer' *-
-* Sega Pre-Sells Record 300,000 Dreamcasts! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

4058. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <tr9A3.6189$8B.67143@news2.mia>
Source record: 73747

They made DM for the PC. How does it compare to the atari version.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net

4059. FS: Atari UltraScript Postscript emulator for the SLM804 (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7qrbp8jqs1@bgtnsc03.worldnet.att.net>
Source record: 73748

For Sale: Still in original shrink-wrapped packaging - never used: Atari Ultrascript Postscript language compatible Intrepreter featuring the Lucida font family. For Atari Mega computers and SLM804 laser printer. Also includes the User's manual and Ultrascript Type Collection (PS 35 Font Set). Its yours for only $10 to cover my cost to pack it up and mail it via U.S. Priority Mail.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4060. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936461212-81622AEicMi@online.be>
Source record: 73749

Ronald Anderson <dlanor@oden.se> wrote on 03-09-99

Hi Ronald,

>>Sometimes, ZIP20 is even capable to extract archives that STZIP
>>refuses to extract or where it complains about chechsum errors.
>
>That sounds like something useful for most of us, so where is it then ?
I missed this thread also :-(
Over the years I had to throw away a lot of work because of STZIP 2.6. The funny thing is that these error are not consistent. Sometimes it works flawless and on some occasions, one gets CRC errors. In my experience this happens most often when compacting files that are already been compacted (eg. GIF, JPG, compacted files etc)

Because the fault is not consistent, the only way to make sure that the archive is allright, is to unpack it immediately after you packed it. This is a crazy way of working. I switched to lharc, and have up till now never experienced any problems with it. the program is still developed, and the latest version 3.20b is compiled to make advantage of the 68030.

Has anyone else here encountered problems with STZIP?

Cheers from Belgium
Dennis

4061. Re: STik Clients/w iConnect?

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@online.be>
Message-ID: <936461208-81082AEicMi@online.be>
Source record: 73750

Jos Vlietstra <jovlie@worldonline.nl> wrote on 02-09-99:

Hi Jos,
>it's called IFusion. I don't know what the advantages are....besides
>having a modern looking dialer....which brings me on my wants-list of
>a modern looking stingdialer.The one we use now is a monster, ugly as
>can be.....
Sorry Jos, but you misunderstood me:
Ifusion is a small program that goes in the Auto folder. When IConnect
is active, you can run nearly all STiNG clients under the IConnect stack.
What I ment was that you don't need STiNG anymore and can delete the "ugly
looking monster" :-)
Ifusion is not released yet, currently it's in his final beta stage. So
you'll have to hang on a little longer to the "monster"
BTW: the beta version needs MagiC, it will not run under single TOS, this
might change when the final version is released, but I don't really think
so.

>According to Dennis Vermeire, who has eaten a rotten Dutch
>herring(fish) cos I didn't hear from him lately....
Jos, if you had any idea about what I have to do to get connected to the
USENET, you would admire my perseverance and send me a big basket of
"Zeeuwse Oesters"(oysters) instead of some rotten fish...:-/

Don't worry, I haven't forgotten about you and the whole bunch out there.
I'll be back in full strenght shortly.... better keep the women and
children
inside :-)

Cheers from Belgium
Dennis

4062. Re: What are the best ST music programs?

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: smbdy home <smbdy@home.com>
Message-ID: <xDbRN0BDkNUlXbzNhJZtiOyXWZna@4ax.com>
Source record: 73751

Speaking of this, does anyone know of a music program
(composition kinda thing) written by a guy named Rich Plom
for the ST? I used to have it, trying to get it again, but I
can't remember the name...

On Thu, 10 Jun 1999 22:59:11 GMT, baronvr <baronvr@my-deja.com> wrote:

>I'm new to ST so I was wondering where to start looking. I'm looking
>for programs that save to any format, but I don't have a keyboard so
>the program should work okay without one. Any ideas? Thanks in advance.
>
>cc

4063. FS: Atari UltraScript Postscript emulator for the SLM804 (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7qrfss$m77$1@bgtnsc02.worldnet.att.net>
Source record: 73752

For Sale: Still in original shrink-wrapped packaging - never used: Atari Ultrascript Postscript language compatible Intrepreter featuring the Lucida font family. For Atari Mega computers and SLM804 laser printer. Also includes the User's manual and Ultrascript Type Collection (PS 35 Font Set). Its yours for only $10 to cover my cost to pack it up and mail it via U.S. Priority Mail.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4064. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <j_bA3.381$Xm.184453228@nnrp1.proxad.net>
Source record: 73753

<satkinson@a-znet.com> a crit dans le message :
7qpfuj$3hr$1@nnrp1.deja.com...
> What Unixes (Unices?) ran on the ST/TT/Falcon machines?

ST: None really. There is a port of 68K unix, but I wouldn't trust it.

Falcon/TT: well, there is a NetBSD and Linux. Both should require an 030
with MMU and FPU.

> I've read some
> of the history sites and see that there was a version prepared for the
> TT that had only limited release...

True. You'd be lucky if you found a copy of it. It was supposed to be sold
with the vapourware TT/Unix workstation.

The best option IMO is MiNT though, because it requires a lot less
ressources, is very Unix-like, and preserves TOS compatibility.

Nicholas

||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4065. Re: Top 10 Requested software

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <WgcA3.389$qh.184430685@nnrp1.proxad.net>
Source record: 73754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple <Steve@atari.org> a �crit dans le message :
RJrytMACaQ03EwHW@steverosie.demon.co.uk...
> Hi
>
> I am wanting to add a top 20 (maybe more) requested files to my web
> site. The type I'm on about are the answers to these type of questions:
> How can I get disk read using a PC?... How do I make an .ST image?...
> and visa versa..

Sounds a bit like the Quick FAQ... or what it was intended to be when it started!

FYI, a not-quite-up-to-date copy of the Quick FAQ is available at http://bales.online.fr/atari while the quickfaq.atari.org site is down (atari.org is partially up, except for the locally hosted web pages).

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4066. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <XgcA3.390$qh.184430685@nnrp1.proxad.net>
Source record: 73755

B.P. <virtb@bellsouth.net> a crit dans le message :
tr9A3.6189$8B.67143@news2.mia...
> They made DM for the PC. How does it compare to the atari version.

They didn't. They made a program called Dungeon Master II (nothing to do with CSB), which was pretty bad from what I've heard.

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==========
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4067. Oh no, not another atari webpage!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Freek Munniksma <munkie@xs4all.nl>
Message-ID: <7qrnb0$k8d$1@news1.xs4all.nl>
Source record: 73756

http://www.xs4all.nl/~munkie/

4068. ATARI ST games site - in English now!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <XRdA3.24666$Qh1.360942@news.tpnet.pl>
Source record: 73757

[this is unique info about site updating]

Hi!
First: sorry for my terrible english :))

My new ATARI ST games site >>ma-ST-o-don't<<
http://www.atarist.w.pl
is in English now!

Hurry up! I will change files Sunday's evening.
And please: click banner! Thank you.

--
nosty

4069. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <FQy6PHArUW03Ewkl@my-ste.demon.co.uk>
Source record: 73758

In article <XgcA3.390$qh.184430685@nnrp1.proxad.net>, Nicholas Bales
<bales@online.fr> writes
>
>B.P. <virtb@bellsouth.net> a ï¿½crit dans le message :
>tr9A3.6189$8B.67143@news2.mia...
>> They made DM for the PC. How does it compare to the atari version.
>
>They didn't. They made a program called Dungeon Master II (nothing to do
>with CSB), which was pretty bad from what I've heard.

There is a version of Dungeon Master available for the PC. It runs under
DOS and looks quite similar to the Atari version. It's available for
download from

<URL:http://freespace.virgin.net/daniel.durgan/dm/dm.htm>

--
David Bolt

4070. Re: Top 10 Requested software

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$vGZ0PA00W03Ewhi@steverosie.demon.co.uk>
Source record: 73759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

On Sat, 4 Sep 1999 at 17:02:46 a message from Nicholas Bales was created
on the subject of Top 10 Requested software.
>
>Sounds a bit like the Quick FAQ... or what it was intended to be when it
>started!
>
>FYI, a not-quite-up-to-date copy of the Quick FAQ is available at
>http://bales.online.fr/atari while the quickfaq.atari.org site is down
>(atari.org is partially up, except for the locally hosted web pages).
>

No I'm not adventurous, I just want to have a place where the most
common requested files can be found in one place.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4071. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7qrr9o$2rv$2@cubacola.tninet.se>
Source record: 73760

Nicholas Bales skrev i meddelandet ...

>> It doesn't. You can check this out with a SYSINFO program.
>>
>
>Ouch! You're right!

Of course, the TOS can be patched to use 6ms as the default steprate, which means changing one single byte. Unfortunately there is a CRC checksum to be corrected as well. This checksum is at the very end of the TOS.

If you have machine language knowledge you'll be able to copy the routine within TOS 2.06 and generate yout own checksums.

MG

4072. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37D16DA6.AB3AD26E@mrgs.cix.co.uk>
Source record: 73761

Joe Mirando wrote:
>
> Louis wrote:
>
> > Now I don't think I "belong" to Team Atari automatically, but you can add
> > me to the team (Joe, you reading?) BTW, is there a dedicated site for Team
> > Atari?
>
> Yes, I'm reading... moving my lips while I'm doing it, but I am reading. <G>
>
> There isn't a site dedicated to TEAM ATARI yet... I'm a bit swamped right now,

Well I've just joined the Team Atari group if you mean that.

Chris
--
Mr.G on his G3

4073. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <936487252-881116AEicMi@post3.tele.dk>
Source record: 73762

>From: Dennis Vermeire <dennis.vermeire@online.be>
>Date: Sat, 04 Sep 1999 12:10:40 +0200
>X-Mailer: ASH Emailer V2.0
>
- SNIP -
>
>
>Has anyone else here encountered problems with STZIP?

Yes,- sometime STZIP terminate with a error, and wont extract the file
at all.
I have found out that sometime I can solve the problem by converting the
zip file with ZIP2TOS.PRG, to make a selfextracting TOS file.
cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

4074. Re: ATARI ST games site - in English now!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7qs6na$5sc$1@news1.xs4all.nl>
Source record: 73763

On 4 Sep 1999 18:50:31 G, "Arek Staworzynski" wrote:
>[this is unique info about site updating]
>
>Hi!
>First: sorry for my terrible english :))
>
>My new ATARI ST games site >>ma-ST-o-don't<<
>http://www.atarist.w.pl
>is in English now!

don't forget about your Polish friends!

Pozdr&#65533;wka, Rein

--

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
ISO-8859-2 &#65533;&#65533;dz&#65533;Ö&#65533;&#65533; &#65533;&#65533;&#65533;&#65533;□

4075. Re: Oh no, not another atari webpage!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7qs6po$5sc$2@news1.xs4all.nl>
Source record: 73764

On 4 Sep 1999 20:07:22 +, "Freek Munniksma" wrote:
>http://www.xs4all.nl/~munkie/

Have a go at

http://www.xs4all.nl/~atarist/

and

atari-nederland@egroups.com

send a empty email to atari-nederland-subscribe@egroups.com
and wait for the instructions....

gtx, Rein

>.

4076. Re: MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909041230.a44541@wun.maus.de>
Source record: 73765

Hallo Peter!

PS>GEMJing doesn't work on my Milan most of the time. However I have
PS>found that if I start Newsie beforehand then GEMJing will play some
PS>samples, sometimes. If I then quit Newsie, GEMJing stops working.

Very strange. On my Milan, GEMJing will work most of the time. There have been some problems when it was up to communicating with CAB, but these might have been due to a misconfigured OLGA setup and/or path information in CAB itself. The other thing is that GEMJing won't play rather big samples (say, 40MB), complaining about not enough ram available although the largest free memory block excceds this size.
But other than that, GEMJing works just fine. Testet under both M.AES and MagiC-Milan.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4077. Re: STING setup

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909040815.a44542@wun.maus.de>
Source record: 73766

Hallo Peter!

PS>Many Atari users no longer use plain TOS but prefer Magic or Mint with
PS>N.AES and a replacement dekstop, why then do we still need so many
PS>patches like HS-Modem ? Isn't it time they were consolidated into the
PS>OS?

for N.AES (say: MiNT), this integration is under way. There is a new program
available on Frank Naumanns web site that is supposed to make HSMODEM obsolete.
Sadly, it is not perfect yet :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4078. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37D214BF.A628F6A3@jps.net>
Source record: 73767

As far as I know there's only the TT Unix (AT&T System V ?), Linux 68k,
MinT, and a few older Unix workalikes and multitasking C shells.

satkinson@a-znet.com wrote:
>
> What Unixes (Unices?) ran on the ST/TT/Falcon machines? I've read some
> of the history sites and see that there was a version prepared for the
> TT that had only limited release...
>
> Thanks,
>
> Scott Atkinson
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4079. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909042053.a32155@su2.maus.de>
Source record: 73768

Hallo Martin,

MB>May I ask you why you ask this?
because I wanted to void to harm you.

MB>IDE 0.0 (I boot from here) SCSI 0.0 Zip drive SCSI 1.0 CD-ROM SCSI 2.0
MB>HD
If your SCSI bus is correctly terminated (on or in front of ZIP _and_ on or behind HD) I think there is no mistake you made unless the totalnumber of logical drives (IDE 0.0, SCSI 0.0 and SCSI 2.0) exceeds 14.

Peter

4080. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909042057.a32156@su2.maus.de>
Source record: 73769

Hallo Jï¿½rgen,

JN>(it's a "o" with two dots over it ,dont you have it on a geman
JN>keybord?)
of course we have, but if a mail is going abroad, especially to the
English speaking world, I try to avoid these "umlauts", for they don't
exist on English keyboards...

JN>Here's their URL if you wanna try: http://www.pwp.cz/atack/
Thank you, I'm going to try ther an upload of PARTS with my ftp client
(FIFFI supplied with CAB).

Und TTschï¿½
ps

4081. Re: MilanBlaster Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37d05bee817fd61@ping.be>
Source record: 73839

on Fri 03-09-1999 22:27 Guido Goebertus wrote:

>Peter wrote:
>
>>How do I get GEMJing working normally ?
>
>On a Falcon, I never did. IMHO it is shitware!

On my Hades 060 running freeMiNT/N_AES it works just great.
At first I did had a problem because the 'Liberty' (a system extension
which is needed for the file selector Freedom 2.x) and Gemjing doesn'
cooperate very well together. You see Liberty installs also a sound cookie
(McSn cookie) which causes problems. Following the advis of Jo Even
Skarstein (thanks) I changed all the McSn entries in 'liberty.prg' into
MxSx. This way that sound cookie isn't installed and GEMjing works again.

>
>>Many Atari users no longer use plain TOS but prefer Magic or Mint with
>>N.AES and a replacement dekstop, why then do we still need so many patches
>>like HS-Modem ? Isn't it time they were consolidated into the OS?
>
>I really don't see why. Installing HS-Modem is not a big deal.

It's not a big deal indeed. Anyway when one use MiNT on a Milan, HSMODA
isn't needed anymore. There is a special driver called 'uart.xdd' that
takes over the whole HSMODA stuff. No configuration at all. Just install
the driver on '/multitos' edit 'mint.cnf' (deleting the HSMODA stuff) and
ups one go.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4082. Email..

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxlkrl.1c91q9j1umxblaN@pm-d28.rhein-main.de>
Source record: 73840
Cross-posted to: de.comp.sys.atari,maus.sys.atari.f030,maus.sys.atari.hardware,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.mac.allgemeines,de.comp.sys.mac,fido.ger.mac

Alle die an meine alte Emailadresse im Usenet geschrieben haben und
bisher keine Antwort erhalten haben mi¿½ssten, sofern es wichtig war, ihre
Anfrage erneut an die unten aufgefi¿½hrte Emailadresse richten.

Die alte Emailadresse wird nicht mehr gepflegt.

Robert Schaffner

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4083. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qqo9mmkn1@zingo.tninet.se>
Source record: 73841

On 3 Sep 1999 18:15:00 +, Peter Schneider wrote:
>Hallo Joergen,
>
>(sorry, but the 2nd letter of your christian name apperars here as a question mark, so I don't know> if its ue or oe)
>
>JN>Well if you are using aFTP from Atack then you just connect and use
>JN>Drag&Drop, it's as simple as that.
>sorry again, I'm using CAB...
>
>But I did send it (PARTS with german doc) to guillaume@europe.com hoping his address is not a fake >(e.g. because of spam). So he will be able to spread it to the UK, USA, Scandinavia... (to the whol>e world, I mean) :-)
>
>Peter
>.
Hi Peter

(it's a "o" with two dots over it ,dont you have it on a geman keybord?)

If you are going to use ftp some more, give aFTP a try, it's really easy.
I use it when i upload things to my homepage. I just connect with my ftpserver,
opens up disk d, then i mark whichever files i'm gonna upload and drag them
from disk d:s window to aFTP:s window and away they go.
Here's their URL if you wanna try:
http://www.pwp.cz/atack/

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4084. Re: Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7qqoiemkn2@zingo.tninet.se>
Source record: 73842

On 3 Sep 1999 23:01:24 -, Sage wrote:
>
>
> I'm looking for a test reader that allows searching a given
>directory for files containing a specific test string, then displaying
>those files. Is there anything like this available for the ST?
>
>
>.
Hi Sage

I guess Finder by Holger Weets is what you're looking for. Try Transactions pages. http://www.cix.co.uk/~inactive/TransAction/index.html

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4085. Re: ST+ Fanzine

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DpG21HA0KQ03EwGk@steverosie.demon.co.uk>
Source record: 73843

On Fri, 3 Sep 1999 at 13:22:21 a message from DarkChyld was created on
the subject of ST+ Fanzine.
> Hi Greg! Well (unfortunately), I've not see much of ST+ Fanzine
> lately. I don't know what the problem is, or what to do about it.
> Terry Ross has been our US distributor, but I've not been able to
> contact him in awhile, and I read another message from Hallvard
> that said he couldn't contact him either. With Atari Computing
> closing down after 2000, I'm running out of things (Atari related)
> to give away as incentive to call my BBS. Caller wise, its been
> a very slow summer for DarkForce!...somedays, we see only a couple
> of calls, or even none at all. ;-(
>

Hi

You're not alone, I've not received August's edition and now we're into
September!!!

Time to drop a line to Rich10 I think;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4086. Top 10 Requested software

Newsgroup: comp.sys.atari.st
Date: 1999-09-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <RJrytMACaQ03EwHW@steverosie.demon.co.uk>
Source record: 73844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I am wanting to add a top 20 (maybe more) requested files to my web
site. The type I'm on about are the answers to these type of questions:
How can I get disk read using a PC?... How do I make an .ST image?...
and visa versa..

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4087. Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <7qsnt7$kp3$1@hermes.achilles.net>
Source record: 73695

where can I get these Doom "wads" now that I have downloaded
the port of Doom by Patrice?
Thanks for any help, Mark

4088. Re: Modem init

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909051932.a33158@su2.maus.de>
Source record: 73696

Hi Gene,

B>I know to make it dial is atdt and then the phone number. again im
B>looking to get my modem to answer the phone.
ata

Peter

4089. FS/T Atari ST Games, Components and Magazines (Updated)

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <WKnA3.1283$Y6.145700@news1.telusplanet.net>
Source record: 73770
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 09/04/99
- New items added
- Sold items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST - Boxed with power supply and mouse
- Atari Mega4 ST - Boxed with keyboards/mouse/power supply
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and Laser Printer Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supply
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - 2400 baud modem

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units

- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)

- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Magazines and Specification sheets Please make an offer
==========
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- A working DSS Satellite Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

4090. Sorry about the long post, but this is worth a laugh

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <o5oA3.8002$8B.92577@news2.mia>
Source record: 73771
Body handling: HTML body converted to readable text

I was at netscapes website garage testing my site, and got pissed off
because the code Lycos gave me for my affiliate program had a lot of errors,
so I started checking out the big companies sites. This is what happened
when I put in MSN (microsoft's networks page) The one that insists on being
the default page no matter what u do.

Just though it would be worth a laugh.

WEB SITE GARAGE 1 PAGE TUNE UP
www.WebSiteGarage.com

.....
NOTE: Your free 1-page tune up will expire after 3
months. You will be notified when it is time to renew.
.....

Thank you for using our 1 page tuneup

URL: http://www.msn.com
Report Run on 09/04/1999 at 23:33 PST

NOTE: Please resize your e-mail reader to its maximum
width for best viewing results.

==========
OVERALL PAGE RATING.....FAIR
==========
1. BROWSER COMPATIBILITY CHECK.....POOR
2. !REGISTER-IT! READINESS CHECK.....POOR
3. LOAD TIME CHECK.....GOOD
4. DEAD LINK CHECK.....EXCELLENT
5. LINK POPULARITY CHECK.....EXCELLENT
6. SPELLING CHECK.....FAIR
7. HTML DESIGN CHECK.....POOR

==========
1. BROWSER COMPATIBILITY CHECK.....POOR
==========
This utility checks how well your Web page is
displayed when viewed with different browsers.

Total Warnings : 49
Compatibility Warnings by Browser:

Browsers Warnings
-------------------------------- --------

```
Netscape Navigator 4.0 4
Netscape Navigator 3.0 12
Microsoft Internet Explorer 4.0 1
Microsoft Internet Explorer 3.0 11
America Online 3.0 11
America Online 4.0 0
WebTV 9

Tag Attribute Warning Line #
---------- ------------ ---------------------------------------- ----------
----
area title Attribute "title" of Tag "area" 70, 71,
72,
is not supported by 73, 74
Netscape Navigator 3.0
Microsoft Internet Explorer 3.0
America Online 3.0
WebTV

a class Attribute "class" of Tag "a" 27, 65,
88,
is not supported by 89, 188,
586
WebTV

a title Attribute "title" of Tag "a" 89, 188,
500,
is not supported by 508, 516,
524,
Netscape Navigator 3.0 565, 584
Microsoft Internet Explorer 3.0
America Online 3.0

body alink Attribute "alink" of Tag "body" 14
is not supported by
WebTV

body leftmargin Attribute "leftmargin" of Tag "body" 14
is not supported by
Netscape Navigator 4.0
Netscape Navigator 3.0
WebTV

body topmargin Attribute "topmargin" of Tag "body" 14
is not supported by
Netscape Navigator 4.0
Netscape Navigator 3.0

font class Attribute "class" of Tag "font" 65
is not supported by
WebTV
```

font style Attribute "style" of Tag "font" 295
is not supported by
WebTV

form style Attribute "style" of Tag "form" 189, 359
is not supported by
Netscape Navigator 3.0
Microsoft Internet Explorer 3.0
America Online 3.0

hr color Attribute "color" of Tag "hr" 374
is not supported by
Netscape Navigator 4.0
Microsoft Internet Explorer 3.0
America Online 3.0

img alt Attribute "alt" of Tag "img" 19, 55,
87,
is not supported by 286, 292,
294,
WebTV 308, 410,
439,
583

input class Attribute "class" of Tag "input" 184, 369,
370
is not supported by
WebTV

input width Attribute "width" of Tag "input" 184
is not supported by
Netscape Navigator 4.0
Netscape Navigator 3.0
Microsoft Internet Explorer 4.0
Microsoft Internet Explorer 3.0
America Online 3.0

span Tag "span" is not supported by 30, 94,
101,
Netscape Navigator 3.0 484
Microsoft Internet Explorer 3.0
America Online 3.0

span id Attribute "id" of Tag "span" 94, 484
is not supported by
Netscape Navigator 3.0
Microsoft Internet Explorer 3.0
America Online 3.0
WebTV

span style Attribute "style" of Tag "span" 30, 94,
101
is not supported by
Netscape Navigator 3.0

Microsoft Internet Explorer 3.0
America Online 3.0

style Tag "style" is not supported by 11, 22,
44,
Netscape Navigator 3.0 79, 107,
187,
Microsoft Internet Explorer 3.0 292
America Online 3.0

table style Attribute "style" of Tag "table" 100
is not supported by
Netscape Navigator 3.0
Microsoft Internet Explorer 3.0
America Online 3.0

td style Attribute "style" of Tag "td" 29
is not supported by
Netscape Navigator 3.0
Microsoft Internet Explorer 3.0
America Online 3.0

==========
2. !REGISTER-IT! READINESS CHECK.....POOR
==========
This utility checks whether your Web page is set
up to be indexed correctly by search engines and
directories.

Total Warnings : 4

Tag Type	Tag Data
Title Tag	Welcome to MSN.COM
Meta Description Tag	No Meta Description Tag Found.
Meta Keywords Tag	No Meta Keyword Tag Found.

Tag Type	Word Count	Character Count
Title Tag	3 words	18 characters
Meta Description Tag	0 word	0 character
Meta Keywords Tag	0 phrase	0 character

Warnings

- Your page tag is too short. The <TITLE>
tag should be 5-15 words in length and include
your organization and/or product name along with
a descriptive phrase.

- Your META Description tag is missing. This is
used to provide a description of your page to
search tools.

- Your META Keywords tag is missing. This is used
to provide a description of your page to search
tools.

- Links within imagemaps may not be indexed.
Accordingly, you should have text links available
on the page as well.

Drive traffic to your web site!
http://register-it.netscape.com

==========
3. LOAD TIME CHECK.....GOOD
==========
This diagnostic checks how fast your page loads up
under 6 common modem speeds.

Connect Rate Connect Time
-------------- ---------------
14.4K 28.93 seconds
28.8K 16.17 seconds
33.6K 13.94 seconds
56K 11.04 seconds
ISDN 128K 4.19 seconds
T1 1.44Mpbs 1.34 seconds

Qty Size URL
----- ---------- ----------
1 35636 http://www.msn.com/
1 1811 http://msimg.com/nipimage/burn_1.jpg
1 1356 http://msimg.com/w/tab.gif
1 803 http://msimg.com/w/logo.gif
1 737 http://msimg.com/msn_ie5.gif
1 267 http://msimg.com/nipimage/try_28wide.gif
1 267 http://msimg.com/w/try.gif
1 217 http://msimg.com/w/srch_go.gif
4 93 http://msimg.com/edit.gif
1 35 set/ptnr.asp?ptnr=
----- ---------- ----------
13 41222 TOTALS (in bytes)

Speed up your site by optimizing your images!
http://websitegarage.netscape.com/vir/smartage/turbocharge/gif_lube/?tu

==========
4. DEAD LINK CHECK.....EXCELLENT
==========
This utility checks to see if your page has any dead links.

Total Links : 90
Total Good Links : 33
Total Failed Links : 0
Total Unchecked Links : 57

```
Status Count URL
---------- ----- ----------------------------------------------
Good 1 /0/0/
Good 1 /1/0/
Good 1 /4/0/
Good 1 /5/0/
Good 1 /6/0/
Good 1 /7/0/
Good 1 /8/0/
Good 1 /9/0/
Good 1 /A/0/
Good 1 /B/0/
Good 2 /G/1/
Good 1 /J/0/
Good 1 /K/0/
Good 1 /zzu/1/
Good 1 /zzu/2/
Good 1 /zzu/5/
Good 1 /zzu/6/
Good 1 0/3/
Good 1 B/0/
Good 1
O/0/1.asp?target=http://moneycentral.msn.com/investor/calcs/dalbar/main.asp
Good 1 http://go.msn.com/bsl/backtoschool.asp
Good 4 http://msimg.com/edit.gif
Good 1 http://msimg.com/msn_ie5.gif
Good 1 http://msimg.com/nipimage/burn_1.jpg
Good 1 http://msimg.com/nipimage/try_28wide.gif
Good 1 http://msimg.com/w/logo.gif
Good 1 http://msimg.com/w/srch_go.gif
Good 1 http://msimg.com/w/tab.gif
Good 1 http://msimg.com/w/try.gif
Good 1
http://www.1800flowers.com/cgi-bin/800f/enterstore.pl/msnBhtmlSFT4
Good 1 http://www.msn.com/#TopOfPage
Good 1 set/ptnr.asp?ptnr=
Password 1 /2/0/
Unchecked 1 /2/fsm.asp
Unchecked 1 /2/nws.asp
Unchecked 1
/2/own.asp?target=http://www.msn.com/personalize/editcm.asp%3FCAT%3D388%26CC
MFunc%3D11146%26CMName%3DMSN%2BMoneyCentral%2BStock%2BQuotes
Unchecked 1 /2/rpt.asp
Unchecked 1
/2/snm.asp?target=http://investor.msn.com/external/quotes/iestart/quotes.asp
%3FSymbol%3D$COMPX
Unchecked 1
/2/snm.asp?target=http://investor.msn.com/external/quotes/iestart/quotes.asp
%3FSymbol%3D$INDU
Unchecked 1
/2/snm.asp?target=http://investor.msn.com/external/quotes/iestart/quotes.asp
```

%3FSymbol%3D$INX
Unchecked 1
/2/snm.asp?target=http://investor.msn.com/external/quotes/iestart/quotes.asp
%3FSymbol%3D$XAX.X
Unchecked 1 /2/spc.asp
Unchecked 1 /2/t10.asp
Unchecked 1 /2/trd.asp
Unchecked 1 /D/0/
Unchecked 1 /E/0/
Unchecked 1 /F/0/
Unchecked 1 /I/0/
Unchecked 1
0000/10000/default.asp?target=http://www.msnbc.com/modules/counters/msn_stor
y.asp%3Fu%3D/msn/283424.asp
Unchecked 1
0000/10000/default.asp?target=http://www.msnbc.com/modules/counters/msn_stor
y.asp%3Fu%3D/msn/302747.asp
Unchecked 1
0000/10000/default.asp?target=http://www.msnbc.com/modules/counters/msn_stor
y.asp%3Fu%3D/msn/308266.asp
Unchecked 1
0000/11090/default.asp?target=http://www.slate.com/Code/Culturebox/Culturebo
x.asp%3FShow%3D9/2/99%26idMessage%3D3525
Unchecked 1
0000/11184/default.asp?target=http://communities.msn.com/chat/commchat.asp%3
Fcat%3Dsp%26rm%3D%23baseball%26cnam%3Dsports%26cdir%3Dsports
Unchecked 1
0000/5/1.asp?target=http://insider.msn.com/laborday/default.asp
Unchecked 1
0000/5/10.asp?target=http://compare.net/pmain.p3%3FBRAND%3Dmsn%26cid%3D6%26n
GID%3D173
Unchecked 1
0000/5/11.asp?target=http://women.msn.com/women/fitness/article.asp
Unchecked 1
0000/5/12.asp?target=http://www.msnbc.com/local/WNBC/499572.asp
Unchecked 1
0000/5/13.asp?target=http://computingcentral.msn.com/Topics/Multimedia/DBDet
ails.asp%3FDownloadID%3D53260
Unchecked 1
0000/5/14.asp?target=http://insider.msn.com/laborday/default.asp
Unchecked 1
0000/5/2.asp?target=http://windowsmedia.msn.com/eventpromo/eventpromo.asp%3F
etf%3Depburn
Unchecked 1
0000/5/3.asp?target=http://www.slate.com/Code/chatterbox/chatterbox.asp%3FSh
ow%3D8/31/99%26idMessage%3D3516
Unchecked 1
0000/5/4.asp?target=http://carpoint.msn.com/browse/feature/MostStolen
Unchecked 1
0000/5/5.asp?target=http://shopping.msn.com/msnlink/department.asp%3Fid%3D16

Unchecked 1
0000/5/6.asp?target=http://shopping.msn.com/msnlink/department.asp%3Fid%3D20
Unchecked 1
0000/5/7.asp?target=http://shopping.msn.com/msnlink/guides/eddiebauer.asp
Unchecked 1 0000/5/8.asp?target=http://insider.msn.com/try/default.asp
Unchecked 1 0000/5/9.asp?target=http://www.expediamaps.com/
Unchecked 1 B/1/
Unchecked 1 B/2/
Unchecked 1 B/3/
Unchecked 1 B/5/
Unchecked 1 B/7/default.asp?CAT=2
Unchecked 1 B/7/default.asp?CAT=3
Unchecked 1 B/7/default.asp?CAT=321
Unchecked 1 B/7/default.asp?CAT=388
Unchecked 1 B/9/1.asp
Unchecked 1 B/A/
Unchecked 1 B/B/
Unchecked 1 B/C/
Unchecked 1 B/D/
Unchecked 1 B/E/
Unchecked 1 B/F/
Unchecked 1 B/G/
Unchecked 1 B/H/
Unchecked 1 B/M/
Unchecked 1
http://ads.msn.com/ads/adredir.asp?url=http://ads.msn.com/ads/MSNBTA/DLJ.asp
&image=http://ads.msn.com/ads/MSNBTA/PFWS0036_TR.GIF
Unchecked 1
http://ads.msn.com/ads/adredir.asp?url=http://www.scottrade.com/index.asp%3f
code%3dmsnhptxt&image=http://ads.msn.com/ads/MSNBTA/5DST0025_TR.gif
Unchecked 1
http://ads.msn.com/ads/adredir.asp?url=http://www.waterhouse.com/cgi%2Dbin/r
box/welcome.cgi%3Fadcode%3D402&image=http://ads.msn.com/ads/MSNBTA/W4WS0007_
TR.GIF
Unchecked 1 http://shopping.msn.com/msnlink/education.asp
Unchecked 1
http://www.msn.com/personalize/editcm.asp?CAT=10&CCMFunc=10343&CMName=MSNBC+
Weather

To check your links on up to 50 & 150 pages of your site, go to
http://websitegarage.netscape.com/vir/smartage/tuneup_plus/?tu

==
5. LINK POPULARITY CHECK.....EXCELLENT
==
This utility tells you how many sites have links
to you from around the Internet.

Number of Web sites linking to your page: 11746

To see the Web sites linking to your page, go to
http://websitegarage.netscape.com/wsg/scripts/states/router.cgi?istate=start
&util=num_links&url=http%3A%2F%2Fwww%2Emsn%2Ecom&eflag=mesg&banner=smartage

==========
6. SPELLING CHECK.....FAIR
==========
This utility uses a Web-savvy dictionary to check
spelling on this page.

Total Words : 304
Possible Spelling Errors : 17

Possible Misspelled Words Suggestions
---------- ----------
amex alex, amen, ames, ampex, am ex, am-ex
barak bark
bbq bbl, bbs
chg chi, chug, cog, cug
clintons clinton, clinton's, clint ons, clint-ons
clueless clue less, clue-less
compx comp, compu
indu hindu, indo, indus, indy
inx in, inc, ink, inn, ins, int
logon logan, login, logion, logo, log on, log-on
mideast mid east, mid-east
moneycentral money central, money-central
msnlive msn live, msn-live
scottrade scot trade, scot-trade
shopsports shops ports, shops-ports, shop sports,
shop-sports
unch bunch, hunch, inch, lunch, munch, punch
xax ax, fax, lax, max, sax, tax

To see the spelling errors on your pages, go to
http://websitegarage.netscape.com/wsg/scripts/states/router.cgi?istate=start
&util=spell&url=http%3A%2F%2Fwww%2Emsn%2Ecom&eflag=mesg&banner=smartage

==========
7. HTML DESIGN CHECK.....POOR
==========
This utility checks the accuracy of your HTML design
code on your page.

Total Warnings : 7

Line Errors
------ ----------
88 expected found . was found at line 88.
88 expected found . was found at line 88.
201 invalid attribute 'vcard_name' in <input>
292
needs to be nested in a <dir>,<menu>,

```
or

293
needs to be nested in a <dir>,<menu>,
or

294
needs to be nested in a <dir>,<menu>,
or

380 expected found
. was found at line 318.
380 expected found
. was found at line 106.
380 end tag
does not match any of the start tags
491 expected
found
.
was found at line 486.
503 expected found . was found at line 503.
504 expected found . was found at line 504.
511 expected found . was found at line 511.
512 expected found . was found at line 512.
519 expected found . was found at line 519.
520 expected found . was found at line 520.
527 expected found . was found at line 527.
528 expected found . was found at line 528.
586 expected found . was found at line 586.

Line Warnings
------ ----------------------------------------------------------
86
loads faster with a 'width' attribute.
315
loads faster with a 'width' attribute.
395
loads faster with a 'width' attribute.
417
loads faster with a 'width' attribute.
424
loads faster with a 'width' attribute.
446
loads faster with a 'width' attribute.
590 Good HTML style uses an 'alt' attribute in <img>.

To see the source code for your documents and the
highlighted errors and warnings, go to
http://websitegarage.netscape.com/wsg/scripts/states/router.cgi?istate=start
&util=lint&url=http%3A%2F%2Fwww%2Emsn%2Ecom&eflag=mesg&banner=smartage
```

Do you know from where & when your visitors come? How do they find you?
Get answers: http://hitometer.netscape.com

To Unsubscribe: goto
http://websitegarage.netscape.com/vir/smartage/tuneup/unsubscribe/?tu

For customer support, email support@websitegarage.com

Web Site Garage.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net

4091. Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qt04p$emr2@news.ajou.ac.kr>
Source record: 73772

Apex Media users,

I've been looking for some good clear Fonts and have not been able
to locate any that I can use.

What I need is some Fonts that I can scale down in size to around
8, 9 and 10 in point size. Any that are similar to the Atari system
Font would be good. I could also make use of any Fonts that will
scale down and still be clear and readable below 8 in point size.

I also need some good Fonts that range from 12 to 36 in point size.

I have downloaded alot of Fonts from the Net, but most of them
appear the same and look bad and I have not been able to scale them
down to a small size that is still readable.

If you happen to know where I can download some good Fonts for use
with Apex Media, then pass along the info if you can.

Also, I was looking thru a small Buying Guide that came with ST Format
Issue 51. On page 16 there are 3 programs mentioned from Titan
Designs, IMPRO ANIMATE, IMPRO DESIGN, and IMPRO CAPTURE.
Not sure if these were ever made and released for sell. Anyone know
if these actually were ever produced and sold?

And, does anyone out there in the Atari World have a working or non-
working EXPOSE and or a SCREEN EYE for sale/trade?
If so, e-mail me your asking price.

Any help with this is much appreciated.
phantomm@kih.net
CT2B Atari Falcon • MegaSTE • MegaST4 • 1040STE • 800XL • 130XE

4092. Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qt0gk$emr3@news.ajou.ac.kr>
Source record: 73773

Apex Media users,

I've been looking for some good clear Fonts and have not been able
to locate any that I can use.

What I need is some Fonts that I can scale down in size to around
8, 9 and 10 in point size. Any that are similar to the Atari system
Font would be good. I could also make use of any Fonts that will
scale down and still be clear and readable below 8 in point size.

I also need some good Fonts that range from 12 to 36 in point size.

I have downloaded alot of Fonts from the Net, but most of them
appear the same and look bad and I have not been able to scale them
down to a small size that is still readable.

If you happen to know where I can download some good Fonts for use
with Apex Media, then pass along the info if you can.

Also, I was looking thru a small Buying Guide that came with ST Format
Issue 51. On page 16 there are 3 programs mentioned from Titan
Designs, IMPRO ANIMATE, IMPRO DESIGN, and IMPRO CAPTURE.
Not sure if these were ever made and released for sell. Anyone know
if these actually were ever produced and sold?

And, does anyone out there in the Atari World have a working or non-
working EXPOSE and or a SCREEN EYE for sale/trade?
If so, e-mail me your asking price.

Any help with this is much appreciated.
phantomm@kih.net
CT2B Atari Falcon • MegaSTE • MegaST4 • 1040STE • 800XL • 130XE

4093. FalconSpeed Software

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qt0oe$emr4@news.ajou.ac.kr>
Source record: 73774

Looking to buy or trade for the version of FalconSpeed software
above 6.2.2 that allows larger partitions and etc to be used.
If you have a copy then e-mail me your asking price.
Thanks
phantomm@kih.net

4094. Technical questions about MiNT and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@*.free.fr>
Message-ID: <rToA3.42$wC4.52276@nnrp2.proxad.net>
Source record: 73775

Some technical questions :

I'm looking for the structure of the "physical interface"
drivers for MetaDos (.BOS files)

Can MiNT manage IDE CD-ROM drives ?

Has anyone tried to put MiNT in an EPROM ?
(could be TOS for boot, then MiNT on a ROM-DISK)

Is MiNT able to run without TOS, once booted ?

Please help !

J&#65533;r&#65533;me

4095. Atari 520 ST & Color Monitor FA

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Spud <spudz@home.com>
Message-ID: <P0qA3.9465$vx.80683@news1.rdc1.bc.home.com>
Source record: 73776

I have a boxed 520 ST, Boxed Color Monitor and boxed Disk Drive for auction
at:
Title of item: Atari 520 ST System & Color Monitor *BOXED!*
Your item number is: 156983287
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156983287

Thanks for your time!

--

Spud@biosys.net or spudz@home.com

Wanna trade? Videogames, Computer games, Apps & Hardware, Movies &
Collectibles!
-----
http://www.biosys.net/spud or http://members.xoom.com/Spudz/

4096. lost e-mail

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7qtav3kkm1@news7.svr.pol.co.uk>
Source record: 73777

Guido.....Hopefully you still read this newsgroup?
I have lost your E-mail address....could you please send me the last
message you wrote to me.

Thanks,

Gordy.
E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
Join The Atari users Mailing List
Check http://www.telsa1.freeserve.co.uk/ for details
Oxford,England

4097. Re: Technical questions about MiNT and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7qtgbi$n0r$1@nnrp1.deja.com>
Source record: 73778

In article <rToA3.42$wC4.52276@nnrp2.proxad.net>,
"J�r�me Ginestet" <ginesj@*.free.fr> wrote:
> Some technical questions :
>
> I'm looking for the structure of the "physical interface"
> drivers for MetaDos (.BOS files)

I don't think that there exists public documentation about this format
(mamybe something comes with BetaDOS)?

> Can MiNT manage IDE CD-ROM drives ?

Yes. For instance, you can use SPIN_SD.BOS, MetaXBS and SPIN.XFS
(requires HDDRIVER to supply the lowlevel IDE interface).

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4098. Re: Falcon networking

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37D23FE3.DD795C44@village.uunet.be>
Source record: 73779

Hello,

B.P. wrote:
>
> Hi all,
>
> Is it possible to network my F030 to the PC and use the PC's modem that way,
> my internal modem took a crap and its dependant upon my soundcard to work
> and its all screwed up. I took the ext modem from the F030 to use on the PC
> because I need to maintain my website. And CAB doesn't understand
> javascript.

You can connect your Falcon and PC using an ethernet network. Herefore
you will need to buy an ethernet adaptor for your F030 and make yourself
a small ROM-port device (total cost adaptor + ROM-port device +/- euro
80) and an ethernet card for the PC (+/- euro 40).
Using STinG you can set up your F030 as gateway and STinG also has
drivers for the ethernet adaptor.
More info :
http://gallery.uunet.be/saka/atari/network/projects.htm#vassilis

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4099. Re: NOS 0.50 NOW is a GEM program!

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37D2411A.B5F21AD3@village.uunet.be>
Source record: 73780

THX a lot Mike for the good and hard work you did.

Mike De.Petris wrote:
>
> take it as nos50.lzh or nos50030.lzh for 68030CPU
> at http://www.interware.it/users/mike/pub/
>
> PLEASE TEST IT!
>
> - nntp bug fixed, posting article worked only if nntp trace>=3

[...]

> - new command to test ftp problems of Bruno Kozlowski:
> "tcp precedence [ON|OFF]"
>
> - redesign of the "dir" command, new "-l" option, "Dir" session,
> new help file
>
> - domain suffix setting from host cfg form
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
> --
> The FIRST line will be placed in front of the footline and can be empty.
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4100. Modem init

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7qtrbv$7m9$1@nnrp02.primenet.com>
Source record: 73781

Can anyone tell me how to manually set my modem to answer the phone.
I knot its a small like 4 digit command with a number following which
tells how many times to let it ring before answering.
If anyone can tell me I sure would appreciate it.
I know to make it dial is atdt and then the phone number.
again im looking to get my modem to answer the phone.

Gene

4101. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7qu152bli1@plutonium.compulink.co.uk>
Source record: 73782

In message <37CE21D5.326E@ooc.de>, us@ooc.de said:

>This is wrong. The boot partition is allowed to be a BGM partition and
>can be as large as any other partition. There are no restrictions for
>the boot partition at all.

Hi Uwe! Thanks!

>That is *under* 1 GByte.

I take it that's a *real* Gigabyte, not 1000 MB. So I can have
partitions of up to 1,073,741,799 bytes?

>LFN? What's that? Long filenames? TOS will only see the short filenames.

Yes, long file names. I was wonering what was the disadvantage (if any)
of having all partitions with these. In particular, I want to be able
to use the drive under TOS 4.04 if necessary (for any programs that
don't work with LFNs).

Regards, /Peter/

4102. FS: Mega STE + more for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: Christopher Poole <Christopher.Poole@ukgateway.net>
Message-ID: <7qu1bu$2a1$1@lure.pipex.net>
Source record: 73783

Mega STE 4Mb, 170 Mb HD, SM 124 mono monitor

Also 520 ST 2.5 Mb, TOS 2.06

Hand scanner, External floppy drive, Motorola fax modem 28.8, Canon BJ10ex + auto sheet feeder

Software includes:

Timeworks Publisher 2, That's Write 3, Imagecopy 3, Fontkit, NVDI, Ease, MagiC, Kobold, SpeedoGDOS, Calamus 1.09, Diamond Back 3 and more.

Games:

Elite I & II, Midwinter I & II, Flight simulator II, Carrier Command, Populous, Civilisation, Zork I, Planetfall, Hitch hikers guide, and more

Loads of PD/shareware

Lots of mags with cover disks, ST World, ST User, St Format, Atari Computing, ST Review, ST Applications.

Located NE London/Essex area, buyer collects

Desperately short of space to keep it all, so offers around £350 for the lot.

4103. WTB: 1040ST Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: fwarren574@aol.com
Message-ID: <19990905114441.01302.00005586@ng-ch1.aol.com>
Source record: 73784

I am looking for a hard drive for my Atari 1040 STf. I am in the US and if you have one you would consider selling, please contact me via email.

Thanks,

Fred

4104. For Sale (USA): Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7qu7naqr1@bgtnsc02.worldnet.att.net>
Source record: 73785

DIAMOND BACK 3 - the ultimate backup/restore utility for your Atari computer. Supports all Hard Drives, Removable Drives, Floptical Drives, SS/DD/HD Floppy Disks, and most SCSI Tape Drives. Software still in original shrink-wrapped packaging. Clearance priced at only $5 plus Priority Mail Shipping of $3.20.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4105. For Sale (USA): Data Manager Professional

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7qu7naqr2@bgtnsc02.worldnet.att.net>
Source record: 73786

Timeworks DATA MANAGER PROFESSIONAL -- Powerful, easy to use database program, still in original shrink-wrapped packaging. Clearance priced at only $5 plus Priority Mail Shipping of $4.30.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4106. MagiC Online

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <37d2ba6c40e1400@telsa1.freeserve.co.uk>
Source record: 73787

Hi All,

Is there a problem with the MagiC Online site,http://bengy.atari.org/
All I get is something about an Apache server and can't access it.

Gordy
--
E-mail:tesla1@telsa1.freeserve.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk/ for details
Otagger ss1.22: He's got a magnet!!! Everybody BACKUP!!!!!!!!

4107. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37d2bcb5.169046369@news.secoast.net>
Source record: 73788

On Thu, 02 Sep 1999 16:58:28 GMT, mik9113@my-deja.com wrote:

>Sorry if this question has been asked 400,000 times before, but has
>anyone gotten Sundog to work perfectly with one of the PC emulators.
>I've tried Winston and Pacifist and the best I can do is get it to run
>for 20-30 minutes at a time. I've seen other people refer to the same
>problem on the dejanews archives, but I've seen no reference to any
>workaround.
>
>Oh well, maybe I'll just have to buy an ST:)
>
>Any assistance would be appreciated.
>Thanks

I've played Sundog using Winston for hours with no problems at all, in
fact I'm almost finished. How do you have it set? I'm using TOS
1.00 (I've used 1.62 too), screen res at 16 colors- hi rez, memory
1024K, emulation set at ST speed. It runs perfectly under this setup
(for me anyway).

4108. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: dalelee@dircon.co.uk
Message-ID: <1dxod3f.qqigwtkyt8yaN@th-en138-147.pool.dircon.co.uk>
Source record: 73789

Mr.G <mrg@mrgs.cix.co.uk> wrote:

> Well I've just joined the Team Atari group if you mean that.

So have i aswell.

There is aslo a peice of Mac OS software so that you have a list of how many you have done along with everybody else in a team IYSWIM, check it out at:

http://www-users.rwth-aachen.de/steffen.kamp/earthlingsoft/index_gb.html

ATB
Dale.

4109. Test This Page

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: <>
Message-ID: <37d2c09b.0@news.qnet.com>
Source record: 73790

Iwant to know if thefollowing page is ok on other ataris. It starts out on one that acts like a transfer point sending you to the newer home page.

http://mars.spaceports.com./~starlord/INDEX.HTM

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

4110. Re: Modem init

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d2bd64dd3bbf80@holleman.demon.nl>
Source record: 73791

on Sun 05-09-1999 13:31 broncos@primenet.com wrote:

>Can anyone tell me how to manually set my modem to answer the phone.
>I knot its a small like 4 digit command with a number following which
>tells how many times to let it ring before answering.
>If anyone can tell me I sure would appreciate it.
>I know to make it dial is atdt and then the phone number.
>again im looking to get my modem to answer the phone.

Hi,

you need a setting in the S-registers:

ATS0=000 sets to no autoanswer,
ATS0=001 (or 002) sets to answer after the first/second ring.

If you want that to be a default setting, save it to the active profile by
entering AT&W0 or AT&W1 (depending on what profile is used at startup).
Default for a modem is AT&Y or AT&Y0 which means profile 0 is used at
startup.

HTH,

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4111. Re: MagiC Online

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <7qujphnnc1@news1.xs4all.nl>
Source record: 73792

Gordy heeft geschreven in bericht
<37d2ba6c40e1400@telsa1.freeserve.co.uk>...
>Hi All,
>
>Is there a problem with the MagiC Online site,http://bengy.atari.org/
>All I get is something about an Apache server and can't access it.

Hello, go to http://www.milan-computer.de , there is a link to the backup page of Magic Online.(Klick on "hier'') (Something went wrong with their server or so).

Dan

4112. Re: Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qun72jdt1@news.campuscwix.net>
Source record: 73793

On 4 Sep 1999 09:45:12 -, "B.P." wrote:
->They made DM for the PC. How does it compare to the atari version.
->
->B.P.

Hi. They did make DM for the PC, and it was odd. IIRC, they used some kind of custom sound setup that plugged into your serial or printer port. Some kind of sound chip. My brother d/l'ed a demo of it for his PC, and TBH, neither of us thought it had the same look and feel as the original ST version.

I'm not sure about Chaos Strikes Back for the PC. Haven't seen it.

DungeonMaster II was released for the PC, Amiga, and Mac. I think it did use 256 colors/sound card support etc,... Note that every review I read of it canned it. ;-(

Sure wish we could have seen a 256 color DM2 port for the Falcon. That would have been way cool... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4113. Re: ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.st
Date: 1999-09-05 00:00:00 UTC
From: jahalpin@aol.com
Message-ID: <19990905183656.24168.00004988@ng-fy1.aol.com>
Source record: 73794

Not sure when my next trip to Portland will be,but could bring up some STs and equipment to sell if there are takers? Lots of disc stuff too. Anyone interested?
Stan

4114. Apex and etc

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qvceq$fku1@news.ajou.ac.kr>
Source record: 73697

Sorry if this is a repeat post, but not sure the original one
went out.

Apex Media users,

I've been looking for some good clear Fonts and have not been able
to locate any that I can use.

What I need is some Fonts that I can scale down in size to around
8, 9 and 10 in point size. Any that are similar to the Atari system
Font would be good. I could also make use of any Fonts that will
scale down and still be clear and readable below 8 in point size.

I also need some good Fonts that range from 12 to 36 in point size.

I have downloaded alot of Fonts from the Net, but most of them
appear the same and look bad and I have not been able to scale them
down to a small size that is still readable.

If you happen to know where I can download some good Fonts for use
with Apex Media, then pass along the info if you can.

Also, I was looking thru a small Buying Guide that came with ST Format
Issue 51. On page 16 there are 3 programs mentioned from Titan
Designs, IMPRO ANIMATE, IMPRO DESIGN, and IMPRO CAPTURE.
Not sure if these were ever made and released for sell. Anyone know
if these actually were ever produced and sold?

And, does anyone out there in the Atari World have a working or non-
working EXPOSE and or a SCREEN EYE for sale/trade?
If so, e-mail me your asking price.

Any help with this is much appreciated.
phantomm@kih.net
CT2B Atari Falcon • MegaSTE • MegaST4 • 1040STE • 800XL • 130XE

4115. Migraph

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qvcrc$fku2@news.ajou.ac.kr>
Source record: 73698

Not sure but I think Migraph is out of the Atari business now.
I have bought some of there nice Scanners and software in the
past and was wondering if anyone knows what the last version
of the TouchUp scanning software was?
I have version 2.5.2 and would like the last version if another
was made after this one.

Also, did Migraph ever release the MonoChrome Scanner Interface
that was to allow the Falcon to use the Black and White Scanners?

phantomm@kih.net

4116. WTB/Trade For Falcon Shareware software

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7qvd8h$fku3@news.ajou.ac.kr>
Source record: 73699

Anyone have a collection of registered Falcon software for sale
or trade?
If so, I'd probably be interested.

It seems that alot of the older Falcon software can't be registered
anymore, Especially if you live in the USA like me.

I try to register any new stuff that comes out, but would like to
get some of the older software. Especially any thing related to
Graphics and Audio. Games and Utilites would be fine too. ;)

I'm especially interested in stuff from Europe and anyone overseas
that has a collection for sale/trade can contact me at:
phantomm@kih.net

4117. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37D36798.6D72@ooc.de>
Source record: 73700

xlator@cix.compulink.co.uk wrote:

> I take it that's a *real* Gigabyte, not 1000 MB. So I can have

Yes, a real GByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4118. Re: TT-Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37D36705.7AD2@ooc.de>
Source record: 73701

Stichting ST wrote:

> Yes it was. I remember a visit to Atari Benelux in Vianen Netherlands
> special organised to bring the TT with Unix on the market.
> But the demo was a disaster: no network, no X11, only basics, no
> knowledge. Real info on paper came later especially about VME-bus.

The final version worked fine regarding network and X11. It didn't
simply feature X11R5 but also Motif 1.1. I used this version for several
years and it worked fine. Today Linux is a better choice, of course.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4119. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37D3674F.694C@ooc.de>
Source record: 73702

Nicholas Bales wrote:

> True. You'd be lucky if you found a copy of it. It was supposed to be sold
> with the vapourware TT/Unix workstation.

This workstation isn't vapourware since it's nothing but a TT running in
TT high.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4120. WTD: MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob F <BobF@techsoftware.demon.co.uk>
Message-ID: <01bef849$3e270c00$02c809c0@purple>
Source record: 73703

Hi,

Looking for MagiC v5 or later. Also
MagiC for the Mac and/or PC. Offers please to

BobF@techsoftware.freeserve.co.uk

Cheers

Bob.

4121. WTD: CDROM software for ATARI

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob F <BobF@techsoftware.demon.co.uk>
Message-ID: <01bef849$5ae65c60$02c809c0@purple>
Source record: 73704

Hi,

Looking for any Atari software on CD-ROM. Anything
considered.

Offers please to BobF@techsoftware.demon.co.uk

Thanks

Bob.

4122. Re: [update] CAB.OVL 5.55

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D38946.F6B9B03B@patent.gov.uk>
Source record: 73705

Hi

If you are refering to my message (on 01 Sep 1999),
It was my office set-up, its a Compaq Deskpro with a Pentium II at I
think 200MHz. The main difference is in the link, its LAN with an optic
fibre loop. I have to be able to access the world, like yesterday!!!!
That's why I said the test was pointless.

Bob.

Jos Vlietstra wrote:
>
> On 30 Aug 1999 22:07:14 , Olivier Booklage wrote:
> hi Bob,
> 11 sec. ????????
> What gear do you use , man ?
> Same as mine ???
> Cannot believe this !
> Jos

4123. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D38A10.A17A3086@patent.gov.uk>
Source record: 73706

Hi,

Will send as requested,

Bob.

Schoengarth wrote:
>
> Using LHA it says" Broken Archive". But the version that I downloaded from
> Funet works fine(wensuite 3.20b). It bombs on my TT but works on my PC under
> MagiC PC. Just wish I could get it to use my PCs internal modem.
>
> Don
> P.S.
> If you could please send me the 3.20c via email dons@qnet.com
>
> Thanks
>
> Bob King wrote:
>
> > What do you mean by 'errors in the compression', I downloaded using CAB
> > 2.7 and decompressed using ARCSHELL with LHA310. No problem. If you want
> > this version of LHA, very much like STZIP, then yell, also yell if you
> > want Wensuite 3.20c. Works straight from desktop, without having to have
> > HSModem activated.
> >
> > Bob King.
> >
> > Schoengarth wrote:
> > >
> > > I just downloaded the newest wensuite 3.20c and like all the other
> > > versions that I have downloaded from OXO its has errors in the
> > > compression. I have tried many different ways to download it with the
> > > same results. I got 3.20b from a FTP site and it decompressed great.
> > > Anyone have any clues to why this happens or does this happen to
> > > everyone. And one more thing I wish I knew FRENCH. I guess Ill have to
> > > buy a French to English dictionary. Hopefully it will have tech
> > > terms(dreaming).
> > >
> > > Thanks Don

4124. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D38B66.6FEBE2BF@patent.gov.uk>
Source record: 73707

Hi.

I have now gotten full version of StormTracker. Not so versatile as
Graoumf, but it uses standard music score notation, which is good!!!
Will still register with Graoumf, when I have the dosh.

Bob King.

James Smith wrote:
>
> On 1 Sep 1999 10:56:48 +, Bob King wrote:
> >I think this has been covered here before, but can any one recommend a
> >good tracker. I'm going to register with Graoumf
> >
> Disappointingly, Graoumf has now moved to the PC and the Atari version will
> not be updated anymore.....
> There are few trackers that support multi-format mods on the Atari now - in
> fact, DBE Tracker seems to be the only one that is still being developped !
> (This is available from STGhost/Sector One and the registration fee is very
> reasonable.)
> I was speaking to Denis at PMP and, despite his MP3 player project taking
> up a lot of his time at the moment, he has already found a way to increase
> the speed of his DBE re-play routines and will be releasing an update
> shortly.
>
> I hope someone else can give you info on StormTracker as it is not one I
> ever used.
>
> Jim

4125. Re: Tracker for Falcon, StormTracker.

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D38C03.CDB2CAC@patent.gov.uk>
Source record: 73708

Hi. from the top of my head, a cold an airy place! Graoumf does accept
XM and I think S3M, but I haven't seen .IT

Bob King

"Guillaume Dï¿½flache" wrote:
>
> In article <37ce18d4$0$16958@news.zetnet.co.uk>,
> jimsmith@zetnet.co.uk (James Smith) wrote:
> > There are few trackers that support multi-format mods on the Atari
> Does any of these trackers (or better the associated players or
> replay-routines) support XM (the latest format, unknown for example to
> the MegaTracker/MegaPlayer) and/or .IT (AFAIK an extension of S3M)? It
> seems the Atari platform lacks of a decent player for these widely used
> formats (if you think this is provocation for soundtracker coders then
> you are so right :)...).
>
> > now - in fact, DBE Tracker seems to be the only one that is still
> > being developped !
> Perhaps FlexTrax (http://newbeat.atari.org/projects.html) will
> handle this one day (at least there should be some kind of converter to
> its own format)...
>
> > (This is available from STGhost/Sector One and the registration fee
> > is very reasonable.)
> > I was speaking to Denis at PMP and, despite his MP3 player project
> > taking up a lot of his time at the moment, he has already found a way
> > to increase the speed of his DBE re-play routines and will be
> > releasing an update shortly.
> Despite? I would say because of this project ;)...
>
> > I hope someone else can give you info on StormTracker as it is not
> > one I ever used.
> Not me I am afraid.
> --
> Guillaume Dï¿½flache (mailto:guillaumed@europe.com)
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4126. Atari Sc1224 Monitor <--- Pinouts help..

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: ronan111@aol.comm.port00
Message-ID: <19990906055951.16333.00002201@ng-fh1.aol.com>
Source record: 73709

Hello all I found an Atari Sc1224 the other day and am looking for info on the pinouts on the connector. Anyone have or know where I can get the info..

Thanx..

Hack Away Junk to reply....

4127. What is the PARX System?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r06en$fsj2@news.ajou.ac.kr>
Source record: 73710

I have seen a program called the PARX SYSTEM for download as a
Demo or Shareware software program.
But I have never fully understood exactly what this is for.
It looks interesting with all the Modules and etc.
Is it shareware, Commercial, or Freeware?

Can someone who is fimilar with this software explain what it
is for and what it can do?
Also, what Atari systems does it work on and where can one
download the latest version at?
Future Thanks,

 phantomm@kih.net

4128. FS: STE and MegaFile 30

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r06tj$fsj3@news.ajou.ac.kr>
Source record: 73711

I have for sale a very nice 1040 STE with 4megs TOS 1.62
that has a composite video output modification.
Also comes with a Atari MegaFile 30 hard drive.
And various software and hardware.
Priced reduced to $200 USD.
Misc. software added to package.
Buyer pays shipping charges, Overseas Buyer is welcome.
If serious about purchasing, e-mail me for complete list of
what comes with the system.
phantomm@kih.net

4129. For Sale (USA): CALAMUS Desktop Publishing

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r0ag5$73s$1@bgtnsc02.worldnet.att.net>
Source record: 73712

For Sale (USA): CALAMUS Desktop Publishing

CALAMUS Desktop Publishing, ver. 1.09N --- powerful, professional desktop publishing software for your Atari computer. Original program and owner's manual still in original shrink-wrapped packaging. Clearance priced at only $10 plus Priority Mail Shipping of $3.20.

Also available: 4 diskettes full of Public Domain Calamus Fonts containing over 40 different text fonts -- Add $5 if you also would like these additional P/D fonts.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4130. Re: What is the PARX System?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7r0fuo$ll0$1@nnrp1.deja.com>
Source record: 73713

>
> Can someone who is fimilar with this software explain what it
> is for and what it can do?

The Parx system is a set of drivers made for reading/writing images.
Applications using the Parx system can load a wide variety of file
formats and it doesn't make a great difference for the software if the
image is a TIFF or XIMG. There were even drivers for digital cameras.
The system comes from France so most applications using it come from
there, too.
You can't do anything with the Parx system alone - you need
applications supporting it.

have a look at:
http://www.epita.fr:8000/~da-cun_e/DOWNGB.HTM

The Parx system itself is freeware.

> Also, what Atari systems does it work on and where can one
> download the latest version at?
The modules should work on any TOS computer. I don't know where you can
obtain the latest version - Parx doesn't exist anymore.

Greetings,
Matt.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4131. NEC Multisync 2A monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D3BF9D.6DB40504@patent.gov.uk>
Source record: 73714

HI,

I have just got, free, an NEC Multisync 2A. The 15 pin plug plugged straight into a PC and displayed Windows etc, with ease, albeit initially letterbox aspect ratio.

I clipped of the plug, noting the colours and pin outs and loose wired to a spare Falcon 19 pin video plug - booted up and nought, just a very rough raster with wavey edges. I did not have the M1 M0 detector pins pulled, as I use the plug for my RGB monitor, but surely I should have got a raster, even rolling. The previous owner used it on his ST.

Any help would be very useful.

Bob King.

4132. Re: What is the PARX System?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D3CFDA.7590C3CB@patent.gov.uk>
Source record: 73715

Bayle himself seems to have gone, at least for now, but you can still
get the parx sys files at:

ftp://193.190.204.128/atari/utilities/parx sys.zip

and the various demos using it at:

ftp://193.190.204.128/atari/graph-tools/

You will find that the first thing one of the parx sys using progs needs
is the path to the parx sys files.

Bob King.

mjaap@atari-computer.de wrote:
>
> >
> > Can someone who is fimilar with this software explain what it
> > is for and what it can do?
>
> The Parx system is a set of drivers made for reading/writing images.
> Applications using the Parx system can load a wide variety of file
> formats and it doesn't make a great difference for the software if the
> image is a TIFF or XIMG. There were even drivers for digital cameras.
> The system comes from France so most applications using it come from
> there, too.
> You can't do anything with the Parx system alone - you need
> applications supporting it.
>
> have a look at:
> http://www.epita.fr:8000/~da-cun_e/DOWNGB.HTM
>
> The Parx system itself is freeware.
>
> > Also, what Atari systems does it work on and where can one
> > download the latest version at?
> The modules should work on any TOS computer. I don't know where you can
> obtain the latest version - Parx doesn't exist anymore.
>
> Greetings,
> Matt.
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4133. FS: Atari TTs, to the technically minded

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.net>
Message-ID: <37D3D87B.38161BB0@gte.net>
Source record: 73716
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

I have two Atari TT computers, and one PTC-1426 color monitor, which I have decided to sell. Both computers have 4 megs TT RAM and internal hard drives. (Well, last time I fired up one of them, the RAM test only went through 2 megs, something is wrong there.)

These machines do need some technical assistance. Both TTs came from Data Stitch. They modified these machines in a couple ways. One was to boost the printer port to transmit something like 100 yards. I think this mod may have affected the speed of the serial ports, but I have no idea how. I just know that in Flash II, the higher speeds which should have been available on a TT were not. The other was to modify the floppy controller as a form of copy protection, this mod interfered with floppy operations. I tried to remove the floppy mod (appeared to be just a wire soldered to one leg of the chip) but I was not successful - I suspect there may be cut traces on the motherboard as well.

I used to work around the floppy problems by networking these machines with an Atari 1040 STe and using it's floppy drive. Both machines have a copy of MIDI-Net installed.

I have recently heard of TTs selling in the $250 range. I was quoted $100 by a local tech it would cost $100 to de-mod each machine (he has done several of these for members of AUNT). So considering these numbers, I would be willing to sell these for $100 each, plus shipping. This is negotiable, especially if you have some cool game stuff to trade. I'm also looking for B&W photo developing gear (I'm selling these to raise money for a darkroom for my wife).

Oh, I almost forgot the monitor. It has a problem too. It seems the blue gun doesn't get a signal. sometimes it will kick on and all the colors look good, but most of the time it is off and everything looks wrong. A friend of mine who knows what he's doing thinks it will be an easy fix, but he hasn't opend it yet so he doesn't actually know what is wrong. I'd like to get $40 for this, or if you're also buying a TT then I'll charge only $25. Plus shipping, of course! As above, this price is negotiable.

Since I'm willing to accept partial trade offers, I'll be looking at offers over the next few days. I'll let all prospective buyers know my final decision on the 9th (Thursday).

Dan

4134. Re: What is the PARX System?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D3DCC5.2996F767@patent.gov.uk>
Source record: 73717

The space between parx and sys.zip, although part of the file name,
causes the link to end at parx. Look in:

ftp://193.190.204.128/atari/utilities/

for file parx sys.zip

Sorry for the glitch

Bob King.

Bob King wrote:
>
> Bayle himself seems to have gone, at least for now, but you can still
> get the parx sys files at:
>
> ftp://193.190.204.128/atari/utilities/parx sys.zip
>
> and the various demos using it at:
>
> ftp://193.190.204.128/atari/graph-tools/
>
> You will find that the first thing one of the parx sys using progs needs
> is the path to the parx sys files.
>
> Bob King.
>
> mjaap@atari-computer.de wrote:
> >
> > >
> > > Can someone who is fimilar with this software explain what it
> > > is for and what it can do?
> >
> > The Parx system is a set of drivers made for reading/writing images.
> > Applications using the Parx system can load a wide variety of file
> > formats and it doesn't make a great difference for the software if the
> > image is a TIFF or XIMG. There were even drivers for digital cameras.
> > The system comes from France so most applications using it come from
> > there, too.
> > You can't do anything with the Parx system alone - you need
> > applications supporting it.
> >
> > have a look at:
> > http://www.epita.fr:8000/~da-cun_e/DOWNGB.HTM
> >
> > The Parx system itself is freeware.

> >
> > > Also, what Atari systems does it work on and where can one
> > > download the latest version at?
> > The modules should work on any TOS computer. I don't know where you can
> > obtain the latest version - Parx doesn't exist anymore.
> >
> > Greetings,
> > Matt.
> >
> > Sent via Deja.com http://www.deja.com/
> > Share what you know. Learn what you don't.

4135. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0609991132070001@ts7-75t-19.idirect.com>
Source record: 73718

In article <7qsnt7$kp3$1@hermes.achilles.net>, fried@dragon.achilles.net (Mark Friedman) wrote:

> where can I get these Doom "wads" now that I have downloaded
> the port of Doom by Patrice?
> Thanks for any help, Mark

you may want to try over at www.doomworld.com, this is where news of new WADS and where to download them are.

And now a question - will the new Batman Doom WAD work with this? It sounds like it may require a Milan or Hades, or at least an accelerated Falcon to try this one...

4136. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7r0ogs$2rq$1@news5.svr.pol.co.uk>
Source record: 73719

Hi all,

Nope, 6ms on its own WON'T do the job the ST won't boot with that alone, if you set the step to 6ms also (assuming 16mhz) it will boot but the ST has real problems reading the disc at 6ms. Either 6ms just does not work , OR, the ST is altering something else other than just the seek rate ???????

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

4137. Re: Wensuite 3.20c

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37D3F472.87BFF299@jps.net>
Source record: 73720

Hi Bob,

I wouldn't mind trying 3.20c myself if you don't mind sending it over
here too. My 3.20b worked fine until it bombed out one day, and ever
since, it only bombs out when I click on it.

As for Don's remark below about the French language, I keep an older
copy of the English version for comparison. Most of the menu options are
still the same for comparison.

Thanks,

John

Bob King wrote:
>
> Hi,
>
> Will send as requested,
>
> Bob.
>
> Schoengarth wrote:
> >
> > Using LHA it says" Broken Archive". But the version that I downloaded from
> > Funet works fine(wensuite 3.20b). It bombs on my TT but works on my PC under
> > MagiC PC. Just wish I could get it to use my PCs internal modem.
> >
> > Don
> > P.S.
> > If you could please send me the 3.20c via email dons@qnet.com
> >
> > Thanks
> >
> > Bob King wrote:
> >
> > > What do you mean by 'errors in the compression', I downloaded using CAB
> > > 2.7 and decompressed using ARCSHELL with LHA310. No problem. If you want
> > > this version of LHA, very much like STZIP, then yell, also yell if you
> > > want Wensuite 3.20c. Works straight from desktop, without having to have
> > > HSModem activated.
> > >
> > > Bob King.
> > >
> > > Schoengarth wrote:
> > > >

> > > > I just downloaded the newest wensuite 3.20c and like all the other
> > > > versions that I have downloaded from OXO its has errors in the
> > > > compression. I have tried many different ways to download it with the
> > > > same results. I got 3.20b from a FTP site and it decompressed great.
> > > > Anyone have any clues to why this happens or does this happen to
> > > > everyone. And one more thing I wish I knew FRENCH. I guess Ill have to
> > > > buy a French to English dictionary. Hopefully it will have tech
> > > > terms(dreaming).
> > > >
> > > > Thanks Don

4138. Re: NEC Multisync 2A monitor for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxq196.671enc1huzjslN@pm-d16.rhein-main.de>
Source record: 73721

Bob King <robert.king@patent.gov.uk> wrote:

> HI,
>
> I have just got, free, an NEC Multisync 2A. The 15 pin plug plugged
> straight into a PC and displayed Windows etc, with ease, albeit
> initially letterbox aspect ratio.
>
> I clipped of the plug, noting the colours and pin outs and loose wired
> to a spare Falcon 19 pin video plug - booted up and nought, just a very
> rough raster with wavey edges. I did not have the M1 M0 detector pins
> pulled, as I use the plug for my RGB monitor, but surely I should have
> got a raster, even rolling. The previous owner used it on his ST.
>
> Any help would be very useful.

DOITF030 contains all kind of falcon video connection methodes, the 19 pin connector pinout and the "how to repair" for anybody how forgot to connect display mode pin M0 and M1 in the right way. No any display synconise video signal with 15.5KHz referesh (falcon r,g,b / TV) or 71Hz for monochrome. DOITF030 also contain a table of allowed video modes, switchabel by M0 and M1.

Colorised schematics for video adaptors.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4139. Re: Atari Sc1224 Monitor <--- Pinouts help..

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxq154.woayzlt3squN@pm-d16.rhein-main.de>
Source record: 73722

Storm Webster Davidson <ronan111@aol.comm.port00> wrote:

> Hello all I found an Atari Sc1224 the other day and am looking for info on the
> pinouts on the connector. Anyone have or know where I can get the info..
>

DOIT_ST contain all relevant connection methodes for sc1224 display.
Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4140. Re: What is the PARX System?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37d4188c1f1e5e0@ping.be>
Source record: 73723

on Mon 06-09-1999 16:24 Bob King wrote:

>The space between parx and sys.zip, although part of the file name,
>causes the link to end at parx. Look in:

He, afaik, there isn't any space between parx and sys.zip

-rw-rw-r-- 261499 May 5 11:06 parx_sys.zip

Problem with your setup maybe?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4141. Pagestream 2.2 for sale at Ebay

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D415DB.D7CA027B@earthlink.net>
Source record: 73724

Complete SoftLogik Pagestream 2.2E desktop publisher with extra fonts
for sale at ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=158039577

4142. FS - Dr. Ts Omega II sequencer/notator at Ebay

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D417E3.6745AAA0@earthlink.net>
Source record: 73725

Doctor T's Omega II sequencer for the Atari ST, with 300 page owners manual at Ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=158014460

4143. Re: Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7r18shmtc1@plutonium.compulink.co.uk>
Source record: 73726

In message <Pine.BSI.4.05L.9909032258500.4823-100000@moose.erie.net>, sagedm@erie.net said:

> I'm looking for a test reader that allows searching a given
>directory for files containing a specific test string, then displaying
>those files. Is there anything like this available for the ST?

You can do this in two parts: "Parafin", or the more detailed "SuJi" will locate text strings in files on one or more logical drives and allow you to specify a directory (Parafin via the fileselector, SuJi in a command line or a dialog). There is also Holger Weets' "Finder" (PRG or ACC) but there you can only specify drive letter(s), not a directory to search.

All these list the file(s) contaning the string. With multitasking you can drag the entry from Parafin and SuJi output lists to a viewer. With single-TOS you will need something like "Master Browse", "Look'n See" or a text editor to display the files. Use "Find" to locate the string.

Regards, /Peter/

4144. Re: Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37D42B04.57BC48A6@cable.A2000.nl>
Source record: 73727

Hi

> > I'm looking for a test reader that allows searching a given
> >directory for files containing a specific test string, then displaying
> >those files. Is there anything like this available for the ST?
>

AHCX can do this.
It displays the occurrences in its journal, if you then right click the word 'Found'
the file is opened and the line which contains the occurrence is selected.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

4145. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37d42d32$0$450@news.zetnet.co.uk>
Source record: 73728

On 6 Sep 1999 11:32:06 -, Daniel L. Dreibelbis wrote:
>In article <7qsnt7$kp3$1@hermes.achilles.net>, fried@dragon.achilles.net
>(Mark Friedman) wrote:
>
>> where can I get these Doom "wads" now that I have downloaded
>> the port of Doom by Patrice?
>> Thanks for any help, Mark
>
> you may want to try over at www.doomworld.com, this is where news of
>new WADS and where to download them are.
>
> And now a question - will the new Batman Doom WAD work with this? It
>sounds like it may require a Milan or Hades, or at least an accelerated
>Falcon to try this one...

Hi Daniel and Mark!

As far as I'm aware only a few WADs work, basically (for Doom at least)
the original id Software WADs such as the shareware and registered
versions. I think there's a list of them in the documentation.

I got hold of the shareware WAD for Doom on the official id Software site,
it's an FTP archive of them.

The address is: http://www.idsoftware.com/

Cheers!

James


```
___________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

4146. FS - collection of 22 Atari ST magazine cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D43334.31B6A572@earthlink.net>
Source record: 73729

For Sale - collection of 22 Atari ST magazine cover disks.

Visit this Ebay link

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159149644

10-ST Format; 2-STart; 4-ST Review; 5-ST Action; and 1-ST Plug. Over 75 programs, including: Talespin - the interactive adventure creation to make your own games; Easy Text Professional desktop publishing program with WYSIWYG display and GDOS w/fonts; STOS - create your own games; Animaster - design and add sprites to your programs; Spectrum 512 - complete graphics & painting; Grafiek - create graphs and charts; Kaos Desk - advanced desktop; MIDIgrid Pro - sequencer; Personal Pascal - programming language and compiler; Vector Pro - 3D art package; James - desk accessory; Wordquiz 4 - create your own wordsearch puzzles; and full games such as Aaron, Smash Hit Tennis, Starball Pinball; Endurance VR, Stardust, Jetpac, Interphase, Well'ard, Bullfrog, Flood, Thunderstrike, Rotox, Huckleberry Hound, Dungeon Lord, Rebound, Wormhole, Colorado, Robin Hood, and Steg.

4147. Re: FREE MAGS

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: PSF <psf@fletcher001.freeserve.co.uk>
Message-ID: <7r1cke$op7$1@news4.svr.pol.co.uk>
Source record: 73730

Sorry they're promised to someone, just waiting for them to collect now.
psf

Proverb192 <proverb192@aol.com> wrote in message
news:19990822162414.24671.00001360@ng-ch1.aol.com...
> I am intrested... i collect old pcs and such. Will you ship
internationally
> if i pay shipping.
>
> >I have a large selection of Atari mags FREE to whoever wants to collect
> >them.[Nottingham, England]. They include ST World, St User(some binders
> >available), ST Format (some binders available) & ST Applications. All are
in
> >A1 condition but I no longer have any of the cover disks.
> >Drop me a line if you require further details.
> >
> >psf
> >
> >
>
>

4148. FS: Calamus Font Collection (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r1krgdav1@bgtnsc01.worldnet.att.net>
Source record: 73731

For Sale: Calamus Public Domain/Shareware Font Collection

Over the years, I've collected a large library of PD/Shareware Fonts for my Calamus Desktop Publishing software. In all, I have over 150 fonts in the collection, contained on 7 diskettes. Also included on an 8th diskette is the excellent Cherry FontViewer program which enables you to view and print a page of ALL the characters in any font set. If anyone would like the set of 8 diskettes, they're yours for only $10 to cover the cost of the diskettes, packaging and shipping via Priority Mail (within the continental USA only). If interested, please respond in Email to: s.winick@worldnet.att.net

Sheldon

4149. Re: For Sale (USA): CALAMUS Desktop Publishing

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r1kvrdnf1@bgtnsc01.worldnet.att.net>
Source record: 73732

The above Calamus Desktop Publishing program has been tentatively sold.
Thanks to those who responded.

Sheldon

4150. Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: fried@dragon.achilles.net
Message-ID: <7r164b$9sp$1@hermes.achilles.net>
Source record: 73733

Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?
I did and it seems buggy, the printer configurator CPX does not seem to work
nor does the IMG displayer.
It might have something to do with the settings for the various drivers,
I have a Nova video card.
In any case I must re-install Nvdi 5.01 because I can't change the
printer settings.
If you are "freshing up" make a back up first I think!
Mark

4151. Re: Harddrive in Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936722474-894324AEicMi@NOSPAMcix.co.uk>
Source record: 73734

>>LFN? What's that? Long filenames? TOS will only see the short filenames.
>
>Yes, long file names. I was wonering what was the disadvantage (if any) of having all
>partitions with these. In particular, I want to be able to use the drive under TOS 4.04 if
>necessary (for any programs that don't work with LFNs).

You shouldn't have any problems in most cases (and in any case you can turn LFN's off on a temporary or permanent basis on a drive-by-drive basis).

Programs that only understand the standard 8+3 filenames will offer you a filename that is based on the LFN, this filename is saved to the drive directory at the time of saving the
file in the first place (I've put that badly but ITYKWIM).

You'll probably find that it's an advantage to have a LFN partition for your CAB offline cache.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4152. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1999-09-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936722476-894804AEicMi@NOSPAMcix.co.uk>
Source record: 73735

>Also, did Migraph ever release the MonoChrome Scanner Interface that was to allow the
>Falcon to use the Black and White Scanners?

If you're trying to use a cartridge port based scanner on your Falcon without success, it might pay you to experiment with the cache setting (I can't recall how you get to this now, probably via an NVRAM setting utility or CPX). Since you have a Centurbo it might be worth experimenting with the Fgeneral.CPX that Centek supply.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4153. SAM

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7r2tfl$4c6$1@news8.svr.pol.co.uk>
Source record: 73545

Hello.

Just wondering if anybody has a copy of SAM they could send me.

It was supplied with the Falcon to provide sampled effects after
certain AES events on the desktop (program start , window close)

thanks for any help ..

Paul Mac

4154. Re: SAM

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7r2tsq$lp4$1@uranium.btinternet.com>
Source record: 73546

Hi

> Just wondering if anybody has a copy of SAM they could send me.

Here ya go, SAM version 1.3 (my patched version) is on this page:
http://www.btinternet.com/~AnthonyJ/kpp/kp_sack.html

Anthony
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

4155. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7r2ue4$lt2$1@uranium.btinternet.com>
Source record: 73547

> There are lots of PWADs out there - I'm sure there are still lots on
> ftp.cdrom.com and I'm sure they will work with the Atari ports as long as

Oh, and I forgot to mention that Atari users who would like to make their
own PWADs can use GEM-DEU to edit levels, and FWT is available for general
wad maintenance/viewing.

GEM-DEU can be found here: http://www.btinternet.com/~AnthonyJ/gem-deu.html
FWT can be found here: http://www.users.zetnet.co.uk/dmurphy/

The Bad Mood homepage at http://rand.thn.htu.se/ is also worth a visit for
those who havent seen what BM was like.

Anthony

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

4156. WTD: Accelerator and/or Graphics expansion for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Bob F <BobF@techsoftware.demon.co.uk>
Message-ID: <01bef929$5ebbe4a0$02c809c0@purple>
Source record: 73548

Hi,

Anyone with an accelerator and/or graphics card for the Falcon.
Anything considered.

Thanks

Bob
(BobF@techsoftware.freeserve.co.uk)

4157. Falcon memory expansion board.

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37D50092.C70D3D09@patent.gov.uk>
Source record: 73549

Can any one tell me about a 16 Meg Falcon memory expansion board, made by Actionsoft 1993. It uses a 72 pin SIMM, numbered P10004B764001/B7640/REV.B, with 2 banks of 4 chips either side of a pad for a surface mounted chip, 1cm square, not there.

Bob King.

4158. Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Justin Scott <jmscott42zzz@earthlink.net>
Message-ID: <37D519FA.1319DE8F@earthlink.net>
Source record: 73550

Hi,

I'm wondering what the best way to transfer my Atari ST's hard drive's completely over from the ST to my PC? (keeping all files and directories and such intact) The only thing I can think of "easily" to do is hook up a null modem cable and hand-transfer all the files (i.e., create directory X on the PC, transfer the files, create directory Y, transfer the files)

Is there an easier way to do this? I'd love to be able to back up all the data this way, as I really don't have any backup setup on the ST... I know there was a program a few years ago I tried that was supposed to let the PC see the ST as a new drive letter, but I never could get that to work...

Thanks for any help!

(remove the zzz in my email address to send me email!)

4159. Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d50e90fa2ccc50@holleman.demon.nl>
Source record: 73551

Yup! Still got it (3 actually) and still love it (them).

So now I've got this super-duper-PC machine sitting here for about a forthnight and I'm asking myself: Is it fun? I'm answering myself: yes and no. Next Q: was the Atari fun? A: yes and sometimes no.

You see, I got this 1040 STf way back, and learned about computers and software with it. I know I had several questions, but then again: who doesn't?

Later came the TT with all sorts of problems related to s/w, and tks to a lot of helpful people I always managed to get it done, sort of...

So the Atari grew with MagiC (still love it) and I experimented with Mint incl. the whole Minix bunch and for a short time with Debian Linux.

People asking me: you're Internetting with that thing? Yessir, and hardly any problems at all. Setting up Sting was the worst part. It ran after one day (remember the sick route.tab and cache.dns files from the beginning?).

I used Newsie, FireNews, aMail, MyMail, Okami all without major problems.

The probs with my Atari's are: they're bloody slow. Got a nice jpg, wanna look at it and it takes 40 secs to 1 minute to display in TC (and yes, going back to a lower rez takes even more).

The Net: no probs. It's just that the surfing is slow with CAB.

I also wanted to try out Linux complete. Not really much fun on an Atari.

So now I've got an Intelbox, with a MS OS on it. Wowie-zowie!

With an Atari, you don't have a complete OS: I have MagiC, I know where the files are and what they are for. The whole Internet stuff: install separate packages and you know where they sit and what they do. Same with the TCP-stack. All the other plug ins: Gemjing and all the s/w packages, I know where they are, what they are for, how to change configs. I love the Thing desktop, use it for years now and I'm anxiously waiting for the next upgrade.

Back to the PC: mine came with Win-98 (no choice). It's said to be complete. Yup, got the IE and Outlook too. All wizard s/w, wizard-installers, wizard-uninstallers, etc. etc. etc. B. Gates knows all about it, go ask him!

Day-1: got the box, did the final W-98 installation-finish and I was up and running. Had to install some extra stuff from the dozen CD's I got with it and that was about it.

Day-2: Internet won't run any longer... No matter what I change, rechange, set up again: no connection.
Day-3: Back to square-1: wipe out the C-drive and do a recovery install from the back up I have on my D-drive. Internet works again. I strongly suspected one piece of shitty s/w to be the culprit, so I re-installed most of the CD s/w and the suspect one was to become a shooting-target. Internet-kit still OK.
Day-4: change the bloody MS s/w for email to Pegasus Mail. At least it's pretty self-explaining, no stupid gimmicks and it works. Only thing is it somehow now refuses to add my sig to a msg. Gotta check that one out.
Day-5: the way Outlook handles news is miserable: no decent offline working (yes it does handle it but not very userfriendly). Replying to msgs is a pain-in-the-neck, since you start writing at the top, below is your sig inserted and at the bottom follows the quoted text. Probably "Gates-thinking"... How the hell can you decently "maintain" your news groups with it??
People suggest Turnpike for news. OK, I fetched the basic file (7.5 megs) and installed. It's supposed to work with Demon accounts. Well, not with mine, since I keep getting messages like "you need to BUY a site-key for other accounts than Demon" and next the connection is terminated. Strange, I seem to remember I work with Demon over here. (BTW, if anyone knows of another decent news handler, offline that is, my ears are all open...)

Tried to remove Turnpike to give it another try with a fresh installation. Next the Gates-wizard tells me it cannot delete some files and dirs from the package. So I do that myself and install again.
Somehow the stupid Turnpike stuff changes my default external dial-up connection making it think I'm dialing from the UK. No I'm not, I'm dialing from Holland and after Turnpike's start I have to change that first before I can dial in. Next start: same shit.

I told you all before, I wanted to give Linux a try. So I bought the latest SuSE dist, I had to rearrange my hd to shrink the C-partition and create two new ones for Linux. Did just that without any trouble, installed the Linux bunch and finally wrote Lilo to my MBR (another tricky operation but it went perfectly).
The problem now is that the Xwindow stuff won't run at all here. All I can do is work in the textscreen. So much for the SuSE distribution...

To cut a long story short: I'm sitting now in front of my stupid old TT, typing this stuff and at least I can say: it works, does what I want it to do and that's it.

The PC: well, it's probably a long road to a nice working Internet stuff, and maybe another long road to get Linux working with Xwindow and the KDE desktop.
Thank God there is at least one piece of s/w that works flawless on that machine and I don't have the feeling I bought it for nothing. But the last few days it literally gave me headaches and that's NOT what it was bought for.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4160. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37D51EAA.F197744F@online.TAKE.THIS.OUT.fr>
Source record: 73552

Justin Scott a ï¿½crit :
>
> Hi,
>
> I'm wondering what the best way to transfer my Atari ST's hard drive's
> completely over from the ST to my PC? (keeping all files and directories
> and such intact) The only thing I can think of "easily" to do is hook up
> a null modem cable and hand-transfer all the files (i.e., create
> directory X on the PC, transfer the files, create directory Y, transfer
> the files)

Well, you can copy a directory.

> Is there an easier way to do this? I'd love to be able to back up all
> the data this way, as I really don't have any backup setup on the ST...
> I know there was a program a few years ago I tried that was supposed to
> let the PC see the ST as a new drive letter, but I never could get that
> to work...

That's Ghostlink, and it's actually the other way round (The ST adds the
PC as a new drive letter). This needs a null modem cable, and the PC
part should run under real DOS, not in a DOS window. The problem with
serial is it's SLOW!

You can try PARCP or Paralink. These use a special parallel cable that
you have to build because it is not available off the shelf anywhere.
Parcp can run in either 'text FTP mode' or a 'Norton commander type
mode' which is crippled in the unregistered. Paralink I've never been
able to get running.

Both should be available from the Quick FAQ:
http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4161. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37D54A29.890ADC13@mrgs.cix.co.uk>
Source record: 73553

Dale Lee Wright wrote:

> So have i aswell.
>
> There is aslo a peice of Mac OS software so that you have a list of how
> many you have done along with everybody else in a team IYSWIM, check it
> out at:
>
> http://www-users.rwth-aachen.de/steffen.kamp/earthlingsoft/index_gb.html
>
> ATB
> Dale.

I've downloaded this and I'll have a go :-)

Chris
--
Mr.G on his G3

4162. server test (ignore)

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@megacom.net>
Message-ID: <Pine.MNT.4.10.9909072109400.149-100000@rakastaja>
Source record: 73554
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For some stupid reason, I cannot seem fo find any posts for the
comp.sys.atari.st, comp.sys.atari.st.tech newsgroups. Let's see
if this one gets through and if I can read mysefl back tomorrow.

--

Martin-i¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4163. converter

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Spook <Joris-Gerritsen@usa.net>
Message-ID: <936728336.19603.0.pluto.c3adff0d@news.demon.nl>
Source record: 73555

Hi,
I'm looking for a program to download witch converts atari st files to
windows or dos.
Thanx

4164. Re: VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37D55978.2FBBDDE8@cfc.dnd.ca>
Source record: 73556

Glenn Bruner wrote:
> Philip Taylor wrote:
> > In anticipation of my Atari monochrome monitor giving up the ghost
> > someday, I'm looking at an old monochrome PC monitor.
> > It's VGA, I think. It has a D-connector with three rows of pins
> > populated as follows
> > x o x x o
> > o o x x o x
> > x o o o x
> > where o is a pin and x is blank.
> > Can someone please tell me what these pins are, and how to connect
> > to the Atari pins/signals?
>
> I just recently went through this problem with connecting a SVGA monitor
> to a Atari 1040STF so I can use the monochrome high rez mode. Visit the
> following web page for information on making a cable:
> http://columbia.digiweb.com/kiffer/ATW/ST-VGA.html
> You'll have to be careful on the type of monitor you choose. Like, I
> first tried a Gateway 2000 Crystal Scan 1024NI monitor. This monitor
> only does 640x480 mode and would not sync to the ST's video. But my CTX
> 5468 monitor works. The screen is off center, but viewable.
> Hope this helps,
> Glenn Bruner
> brunergs@pcisys.net

another option is Mario Becrofts S/VGA adaptor
http://www.ak.planet.gen.nz/~mario/hardware/
ken

4165. Re: vfat and STZIP v2.6

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7r3mit$70t$1@news1.xs4all.nl>
Source record: 73557

On 4 Sep 1999 12:10:40 , Dennis Vermeire wrote:
>Ronald Anderson <dlanor@oden.se> wrote on 03-09-99
>
>Hi Ronald,
>
>>>Sometimes, ZIP20 is even capable to extract archives that STZIP
>>>refuses to extract or where it complains about chechsum errors.

[...]

>
>Has anyone else here encountered problems with STZIP?
>
Yes I have. I use it a lot when compiling PD-disks and it goes ok but
on some days (no correlation found with phase of the moon) all
packing goes wrong. I find that out the next day always when i test
the PD-disks for integrety: unpacking them and check programs for
functionality.

Never found out why things went wrong for a few hours.
Once I thought I found it: nameless folders. But NO.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4166. [FS] with prices this time ...

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37D55FE0.BE81F8B6@ping.be>
Source record: 73558

```
HARDWARE:
-----------------
- Monitor switch box for TT - UKP 12
- 1040 STF 16MHz - UKP 100
- SM125, monochrome screen - UKP 40
- SC1224, color screen - UKP 50
- Monitor switch box for above - UKP 8
- SPECTRE GCR with user manual and OS - UKP 40
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter. - UKP 50.
- Power Computing handy scanner with genuine soft and RIM driver - UKP
25

SOFTWARE:
----------------
- New Pro 24 with key - UKP 10
- Sherlook, professionnal caracter recognition - UKP 25
- STF/STE games in box and manual:
- Ishar I (+ whole solution) - UKP 10
- Ishar II (idem) - UKP 10
- Ishar III (idem) - UKP 12
- Bat II with sound card - UKP 15
- Super Space Invaders - UKP 10
- Lotus I, II, III - UKP 10
- Frontier Elite II - UKP 10
- Hook - UKP 8
- Le bureau magique : - UKP 8 each or UKP 50 for all
- Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax - UKP 8
- Les mille et un voyages - UKP 5
- Indiana Jones and the last crusade - UKP 10
- Elemental - UKP 8
- Super cauldron - UKP 8
- Le manoir de Mortevielle - UKP 10
- Le livre de la jungle - UKP 6.5
- Zool - UKP 8
- Tiny sweeks - UKP 10
- The ancient art of war in the sky - UKP 12
```

- CD-ROM My series "spï¿½cial TT" - UKP 10

Any interest ? Join me by email please ...

Jo

4167. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: mherzig@indiana.edu
Message-ID: <mherzig-0709991501500001@dial-126-34.dial.indiana.edu>
Source record: 73559

But where can I get Sundog? I have three STs in my house and two Macs (and ST emulators) but my Sundog original disk is worn out (poor thing).

Peter

> Sorry if this question has been asked 400,000 times before, but has
> anyone gotten Sundog to work perfectly with one of the PC emulators.
> I've tried Winston and Pacifist and the best I can do is get it to run
> for 20-30 minutes at a time. I've seen other people refer to the same
> problem on the dejanews archives, but I've seen no reference to any
> workaround.
>
> Oh well, maybe I'll just have to buy an ST:)
>
> Any assistance would be appreciated.
> Thanks
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

4168. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37d5714a.7550141@news.wxs.nl>
Source record: 73560

On Tue, 07 Sep 1999 06:58:18 -0700, Justin Scott
<jmscott42zzz@earthlink.net> wrote:

>Hi,
>
>I'm wondering what the best way to transfer my Atari ST's hard drive's
>completely over from the ST to my PC? (keeping all files and directories
>and such intact) The only thing I can think of "easily" to do is hook up
>a null modem cable and hand-transfer all the files (i.e., create
>directory X on the PC, transfer the files, create directory Y, transfer
>the files)
>
>Is there an easier way to do this? I'd love to be able to back up all
>the data this way, as I really don't have any backup setup on the ST...
>I know there was a program a few years ago I tried that was supposed to
>let the PC see the ST as a new drive letter, but I never could get that
>to work...
>
>Thanks for any help!
>
>(remove the zzz in my email address to send me email!)
>
If you have the ICD utilities, you can hook up a SCSI drive to the ST
and copy the files to that drive. You can then unplug it and hook it
up to the PC and it will be able to read it. I copied a bunch of
syquest 44 meg cartridges to a hard disk and moved them to the PC that
way. I then made a backup on CD. The only problem is that you cannot
create very large partitions, otherwise the ST will not understand it.

If you do not have SCSI in your PC, you can try to use the STTRANS
program. It is intended to copy things from one ST to another, with
either a parralel cable or a serial null modem cable. But there is
also a program called PCTRANS that will communicate with the STTRANS
program. Of course, PCTRANS is the PC version of it, and it only
works with the serial port. It can copy directories though. At 19200
it is not very fast, but if you are not in a hurry, it works sort of
unattended. You could first ZIP all the files to reduce the time it
takes to transfer it all.

I use PCTRANS all the time to copy stuff from my STbook to the PC.
Keep those ST's humming.
Ernest.

4169. Re: Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7r3tjhmap1@SOLAIR2.EUnet.yu>
Source record: 73561

On 3 Sep 1999 23:01:24 -, Sage wrote:
>
>
> I'm looking for a test reader that allows searching a given
>directory for files containing a specific test string, then displaying
>those files. Is there anything like this available for the ST?
>

I found FSEARCH (version 7.4) very useful and reliable.

It can search for files, and/or strings in files. It has a number of options
for file-selection criteria (by size, date, type, etc.); it displays filenames
and lines containing the wanted string, and stores the results in a file.
It can be a .PRG or an .ACC, etc. etc.

It can be found on ftp.cs.tu-berlin.de ... pub/atari/Utils/Disk/fsearch74.lzh

cu.

4170. WTB: ICD SCSI host adapter

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: themrfreeze@my-deja.com
Message-ID: <7r45vjalq1@nnrp1.deja.com>
Source record: 73562

Hey all.

I'm getting back into Atari STs after being away for 7 years, and I want to put together a hard drive system for it.

Would anybody know where I can score an ICD host adapter (preferably one of the internal models like the AdSCSI ST or AdSCSI Plus ST)? I know that ICD still sells 'em, but I'd like to avoid paying as much for a hard drive interface as I did for the entire 1040ST/monitor setup. :^)

Much obliged!

Chris

==========
Chris Freemesser themrfreeze@my-dejanews.com
==========

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4171. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxq53n.vajry56ta1xuN@tnt-10-94.easynet.co.uk>
Source record: 73563

Daniel L. Dreibelbis <dreibel@idirect.com> wrote:

> > where can I get these Doom "wads" now that I have downloaded
> > the port of Doom by Patrice?
> > Thanks for any help, Mark
>
> you may want to try over at www.doomworld.com, this is where news of
> new WADS and where to download them are.
>
> And now a question - will the new Batman Doom WAD work with this? It
> sounds like it may require a Milan or Hades, or at least an accelerated
> Falcon to try this one...

I used the Mac's Doom wad files and performance is quite good
considering I'm on an unaccelerated Falcon. I need to shrink the screen
like, but I'm happy with what I'm getting out of this old 16mhz bird :)
Nice one Patrice!

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4172. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D5EC9C.AAAC2B1F@earthlink.net>
Source record: 73564

There's a shareware program for this transfer

ghostlin.lzh ;GhostLink 1.02b, a Network between a PC and a
ST

look for it in the archives.

Duane

Justin Scott wrote:

> Hi,
>
> I'm wondering what the best way to transfer my Atari ST's hard drive's
> completely over from the ST to my PC? (keeping all files and directories
> and such intact) The only thing I can think of "easily" to do is hook up
> a null modem cable and hand-transfer all the files (i.e., create
> directory X on the PC, transfer the files, create directory Y, transfer
> the files)
>
> Is there an easier way to do this? I'd love to be able to back up all
> the data this way, as I really don't have any backup setup on the ST...
> I know there was a program a few years ago I tried that was supposed to
> let the PC see the ST as a new drive letter, but I never could get that
> to work...
>
> Thanks for any help!
>
> (remove the zzz in my email address to send me email!)

4173. Re: Wanted: File search software

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936859862-37195AEicMi@NOSPAMcix.co.uk>
Source record: 73565

>In message <Pine.BSI.4.05L.9909032258500.4823-100000@moose.erie.net>,
>sagedm@erie.net said:
>
>> I'm looking for a test reader that allows searching a given directory for files You
>can do this in two parts: "Parafin", or the more detailed "SuJi" will locate text
>strings in files on one or more logical drives and allow you to specify a directory
>(Parafin via the fileselector, SuJi in a command line or a dialog). There is also Holger
>Weets' "Finder" (PRG or ACC) but there you can only specify drive letter(s), not a
>directory to search.

If you specify a search string in Finder but not a drive(s) to search in, the fileselector that appears allows you to specify a directory in which to search.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4174. Re: Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37D418DF.596706CA@ihug.co.nz>
Source record: 73736

Hi there,

Phantomm wrote:
>
> Apex Media users,
>
> I've been looking for some good clear Fonts and have not been able
> to locate any that I can use.
>
> What I need is some Fonts that I can scale down in size to around
> 8, 9 and 10 in point size. Any that are similar to the Atari system
> Font would be good. I could also make use of any Fonts that will
> scale down and still be clear and readable below 8 in point size.

Sorry, but I haven't got any Calamus fonts currently. I do know that
none of the hundreds I used to have would show clearly at small sizes.
I would spend ages using the dejag and also interpolative box to alias
them. Sometimes it took ages!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4175. SV: Software for CD writing?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <z7YA3.4761$K33.9132@nntpserver.swip.net>
Source record: 73737

Hi,

> >if you have a SCSI CDROM besides your burner, you can make copies of
> >foreign format CD's too - however, if it's a mixed mode CD, the audio
> >tracks won't be audio tracks on the destination... :(
>
> You can use the supplied CD COPY.PRG to do this. CD COPY can also
extract
> data tracks not only audio.

I actually haven't needed the function, but thanks for the tip :)
However, the CD copy program can only handle Atari formats if I've
understood correctly, and I was mainly thinking of mixed mode sampler
CD's, with both audio and data tracks and the data tracks aren't
readable by the Falcon...

> >CDRecorder is the only burner program that does everything a burning
> >program is supposed to do. It's more expensive - but you'll get great
> >functionality for the extra money :)
>
> I've been shouting this here for months!! finally there's someone here
who
> agrees :-))

CDRecorder is worth every penny it costs since it's complete and the
audio part is actually better than most PC programs... It's nothing but
great - and it has a complete functionality, without any low-budget aims
which forces the programmers to make a less capable program...
Besides - it's one of the few professional Atari programs that are still
supported and developed. Hooray for SoundPool!!!

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4176. tons of atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: eradioplay@aol.com
Message-ID: <19990907005600.07527.00004646@ng-cj1.aol.com>
Source record: 73738

emailme for list!

4177. atari slm605 laser new in box on eBay

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: eradioplay@aol.com
Message-ID: <19990907010034.07527.00004648@ng-cj1.aol.com>
Source record: 73739

```
<a href=http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156843013>eBay
Link!</a>
```

4178. hand scanner for atari on eBay

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: eradioplay@aol.com
Message-ID: <19990907010204.07527.00004649@ng-cj1.aol.com>
Source record: 73740

```
<a href=http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156829774>eBay
Link!</a>
```

4179. Re: VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <37D4AF92.4B526F85@pcisys.net>
Source record: 73741

Philip Taylor wrote:

> In anticipation of my Atari monochrome monitor giving up the ghost
> someday, I'm looking at an old monochrome PC monitor.
> It's VGA, I think. It has a D-connector with three rows of pins
> populated as follows
>
> x o x x o
> o o x x o x
> x o o o x
>
> where o is a pin and x is blank.
>
> Can someone please tell me what these pins are, and how to connect
> to the Atari pins/signals?

I just recently went through this problem with connecting a SVGA monitor to a Atari 1040STF so I can use the monochrome high rez mode. Visit the following web page for information on making a cable:

http://columbia.digiweb.com/kiffer/ATW/ST-VGA.html

You'll have to be careful on the type of monitor you choose. Like, I first tried a Gateway 2000 Crystal Scan 1024NI monitor. This monitor only does 640x480 mode and would not sync to the ST's video. But my CTX 5468 monitor works. The screen is off center, but viewable.

Hope this helps,
Glenn Bruner
brunergs@pcisys.net

4180. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7r2q3lmci1@cubacola.tninet.se>
Source record: 73742

Chris Swinson skrev i meddelandet <7r0ogs$2rq$1@news5.svr.pol.co.uk>...
>Hi all,
>
>Nope, 6ms on its own WON'T do the job the ST won't boot with that alone, if
>you set the step to 6ms also (assuming 16mhz) it will boot but the ST has
>real problems reading the disc at 6ms. Either 6ms just does not work , OR,
>the ST is altering something else other than just the seek rate ???????

Come again?

If you mean that 6ms steprate alone won't give you access to the 1.44Mb HD
floppies, you're right. You need to feed the FDC with 16MHz and you need a
HD capable diskdrive. And HD diskettes.

MG

4181. Re: Atari Sc1224 Monitor <--- Pinouts help..

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: ronan111@aol.comm.port00
Message-ID: <19990907064858.05921.00004736@ng-fv1.aol.com>
Source record: 73743

>DOIT_ST contain all relevant connection methodes for sc1224 display.
>Regards, Robert

Thanx!

Hack Away Junk to reply....

4182. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-07 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7r2te6ljd1@uranium.btinternet.com>
Source record: 73744

> As far as I'm aware only a few WADs work, basically (for Doom at least)
> the original id Software WADs such as the shareware and registered
> versions. I think there's a list of them in the documentation.

Doom et al were designed to be extended. There are two types of WAD - IWAD and PWAD. IWADs are the "ID" wads which are the ones you mention, while PWADS (patch wads) are "addons" which include new levels and maybe a few other extra new things... To play, you must have an IWAD, and may have multiple PWADs (these are specified on the commandline with -file IIRC).

doom.wad doom2.wad plutonia.wad heretic.wad and all the rest (there are actually quite a few of these) are IWADs. I dont see why these shouldnt work, as the doom sourcecode does include support for Final Doom, Ultimate Doom, etc.The Heretic and Hexen ones need the heretic modified binaries of course, but thats not a problem as they are released as well. Doom detects which wad its using (cannot remember the search order) so unless PM has modified this functionality, you'll have to move the wads in and out of the doom directory to play the different games.

There are lots of PWADs out there - I'm sure there are still lots on ftp.cdrom.com and I'm sure they will work with the Atari ports as long as nothing has been broken... oh... and in some releases of Doom you needed a "registered" IWAD for the -file command line to work, not sure whether that check is in the pmdoom version.Even if the check has been removed, they may require textures from the registered wads, so its best to get those if you can.

The "new" wads mentioned earlier in the thread may only work with modified versions of Doom like Zdoom (PC people are adding lots of things to it which will not work on our "old" ports).

HTH

Anthony
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
-----------------------------------+-----------------------------------

4183. Take Me: Atari TT030, SLM605, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: ksoohoo@my-deja.com
Message-ID: <7r4jg9$k53$1@nnrp1.deja.com>
Source record: 73566

I've got a used Atari TT030, SLM605 (the smaller
laser printer that's essentially an Epson
engine), and a VGA PTC1426 color monitor, plus
plenty of old developer documentation and
software that may or may not work...
I'm in the San Francisco Bay Area, and if you
want to come by and take this off of my hands,
simply make me an offer -- trade or cash is fine
by me, not expecting anything much beyond getting
more closet space ;-)
Please email me at
mailto:soohoo@ix.netcom.com
Thanks,
Ken S.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4184. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37d5d1d7.21864330@news.secoast.net>
Source record: 73567

On Tue, 07 Sep 1999 15:01:50 -0600, mherzig@indiana.edu (Peter Kienle) wrote:

>But where can I get Sundog? I have three STs in my house and two Macs (and
>ST emulators) but my Sundog original disk is worn out (poor thing).
>
>Peter
>

http://www.lukin.com/sundog/index2.html

4185. Re: converter

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37D617A7.72A0C34E@online.TAKE.THIS.OUT.fr>
Source record: 73568

Spook a ï¿½crit :
>
> Hi,
> I'm looking for a program to download witch converts atari st files to
> windows or dos.

I'm sorry but your question doesn't make sense. Please be more specific.
What kinds of files exactly ? Do you mean disks instead of files ? Are
you after an emulator ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4186. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199909080000.a63761@lu.maus.de>
Source record: 73569

Hello Justin,

j> I'm wondering what the best way to transfer my Atari ST's hard drive's
j> completely over from the ST to my PC? (keeping all files and
directories
Maybe it is much more easy, maybe not: You have SCSI drives at your Atari
(at
least internally - not the old "shoe box" with 30(?) MB)? If you don't
know,
ask the "newsgroup experts" (maybe at comp.sys.atari.st.tech) whether your

hard discs are SCSI or not.

If so they are SCSI:
1. Get a SCSI adaptor for your PC (always nice to have ;-)) and plug your
ST
drives to it, or, if the drive boxes have only external ASCI connectors,
open
the boxes and put the drives themselves into your PC.
2. Download/buy GEM-Exchange at http:/www.emulators.com and just copy the

files. Afterwards, you can partition the hard drives for usage with your
PC
(if you want to). And if you download Gemulator too, you can even use your

Atari programs and data within your PC ...

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

4187. Signum to html convertor

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: coolens@kahosl.be
Message-ID: <7r59ji$3f5$1@nnrp1.deja.com>
Source record: 73570

I'm looking for a program which converts my Signum III documents to
html.
Does anyone on the list know of the existence of such a program?

regards,
Hugo

e-mail: coolens@kahosl.be

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4188. Pictures in Signum III documents

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: hugocoolens@my-deja.com
Message-ID: <7r5a8l$3ri$1@nnrp1.deja.com>
Source record: 73571

In the past, I made a lot of documents using Signum III and Picolo. I would like to use the pictures I put in these documents in another program. Is it possible to "pull" these pictures out of the Signum documents in a standard graphic format (like GIF or Tiff ..)
I have been trying this using Picolo, but when you start Picolo from within Signum (using F6), the "save file as" option in Picolo is unaccessible.

regards,
HUgo

Sent via Deja.com http://www.deja.com/
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4189. FS: F030/4 MB RAM/68882/HDD 2,5" 130 MB

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Tomy <montom@kki.net.pl>
Message-ID: <37D62115.648C81BA@kki.net.pl>
Source record: 73572

Hi!

FOR SALE:
ATARI FALCON 030 with FPU 68882, 4 MB RAM (possibly 16 MB kit without SIMM), internal 2,5" hard drive (IDE), atari mouse, VGA converter, included a lot of software.

Buyer pays shipping charges, Overseas Buyer is welcome.

Please send offer to: montom@kki.net.pl

---
beST regards

Tomy
(montom@kki.net.pl)

Atari Falcon 030 / 68882

4190. FS Software (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7r5o67ggv1@news4.svr.pol.co.uk>
Source record: 73573

A recent sort out revealed lots of duplicates, heres a list
of items for sale:

NVDI 3 (15 UKP)
Manual+Disk

MagiC 2 (15 UKP)
Manual+Disk

Prospro C Compiler (30 UKP)
Boxed set of 4 manuals(!) + Disks

Prospro Developers Toolkit (10UKP)
Manual + Disk

Prices include UK post&packing, will ship overseas
but postage extra.

Regards

BobF@techsoftware.freeserve.co.uk

4191. For Auction: Atari TT030

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: dmann99@my-deja.com
Message-ID: <7r5ruvgoh1@nnrp1.deja.com>
Source record: 73574
Cross-posted to: alt.atari,comp.sys.atari.st

I've had this sitting in the closet for years, time to let it go. Its
got 8 megs of ram and 50 meg hard drive, along with some extras I never
got to putting in (360 meg SCSI HD, 4x SCSI CD-Rom)

check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159707721

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4192. FS: Atari ST Games (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37D66F2C.6D927811@usa.net>
Source record: 73575
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Any offers for these?

Microprose Formula 1 Grand Prix
Super Grid Runner
Pipe Mania
Skweek
Trivial Pursuit: A New Beginning
Rick Dangerous
Conflict
Kick Off & Extra Time
Leaderboard
Populous
Populous II (1Mb)
Utopia & Utopia: New Worlds (Double Pack)
Steel Empire
9 Lives
Stunt Car Racer
Action Service (No Box)
Championship Water-Ski Challenge (No Box)
Final Fight (No box / instructions)

Konix/Codemasters Compilation: Mig 29,
Treasure Island Dizzy,
Pro Tennis,
BMX Simulator

Operation Stealth (No Box)
Powerdrome (No Box)

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail agauton@usa.net

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4193. FS: Atari ST Applications (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37D66F69.3F444938@usa.net>
Source record: 73576
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Any offers for the following?

Canvas (Art Package)
GFA Basic 2 (BASIC Interpreter and Compiler)
Diamond Back II (Backup tool)
Lattice C 5.52

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail agauton@usa.net

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4194. Re: Looking for Terry Ross

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37D684A7.956A27DA@cfc.dnd.ca>
Source record: 73577

Hallvard Tangeraas wrote:
>
> I little while back I received an email from Terry Ross
> (tkross@oio.net), where he appointed me and my "Atari Launchpad" website
> (URL below, in signature) with his Atari "Service Star" award.
-snip-
> Does anyone know this person and/or anything about the Atari Service
> Star site? I'd like to get the link working of course, so if anyone can
> help, please let me hear about it.
> Thanks.
> Hallvard

Terry Ross is on the ST+Fanzine list, perhaps someone on the list knows?
go to the ST+ pages Hallvard, I am sure you know where they are,
or the link to them!
:-0
ken
the TAF guy

4195. FA: Atari TT030 on eBay...

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: "James M. Finnegan" <jimf@nema.com>
Message-ID: <7r61plrfl1@ash.prod.itd.earthlink.net>
Source record: 73578

To all that are interested, I'm auctioning off my (nearly new) Atari TT at
the following link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=160059264

I had great plans of using this system, and never found myself with the time
to do so :-(

Best of luck to all!

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

4196. ST Floppy Seek rate

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7r683c$oi9$1@news7.svr.pol.co.uk>
Source record: 73579

It has been apparent that simply altering the floppy seek rate will allow the adaption to HD Discs using 16mhz Clock. I've tried hardwireing 6ms into the floppy controller and my findings are that this does not work. The floppy won't boot with seek rate at 6ms, if you wire 6ms also into the step rate the floppy will work, though the ST will have really bit problems reading from the disc.

Firstly can someone point me in the direction of a possible boot program where I can boot to 6ms ? According to all the info on the net this should allow the workings of 1.44 discs when running at 6ms, this I would like to see. This will prove if the ST is programming something else other than the Seek rate. As it stands 6ms for seek rate does not work, though others say setting 6ms will work fine for both 720 and 1.44 discs...

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

4197. For Sale Manchester UK latest update - PRICE UPDATE

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <t0ZL1DAdbq13EwKr@bertste.demon.co.uk>
Source record: 73580

ATARI SALE

FOR DETAILS:
Contact Robert D Stead: 0161 7183020 Mobile: 07971 421 777

All items are priced separately:

HARDWARE:

1. Atari 520 STe 4 meg + FM-Clock II incl manual, atari mouse, 2nd manual, RF lead & mouse + mat and joystick extender cable ï¿½50
2. Harddrive 40mg Gasteiner + SD manage ï¿½25
3. SOLD
4. SM124 Atari mono monitor ï¿½25
5. Philips CM8833 II colour monitor
(No electric lead, but easily obtainable
from most electrical shops) ï¿½50
6. SOLD
7. Trust 14400 fax/modem ï¿½20
8. Matador hand scanner incl Touch-up
and OCR software, scanning mat, manuals ï¿½30
9. SOLD
10. Canon BJ-10sx printer with 30 sheet feed,
plus two cartridges, manual incl.
plus printer cable ï¿½80

Magazines & books:

11. ST Format, Atari World,
Atari computing mags, plus discs over 100 in
disc box ï¿½20
12. Protext 4.3 manual ï¿½2
13. Atari ST explored ï¿½2
14. The best of ST Format incl 2 discs ï¿½5

Software:

15. Hyperchart ï¿½2
16.Hyperdraw ï¿½2
17. LDW Power ï¿½5
18. ThatsWrite3 ï¿½20
19. Time Works 2 boxed
plus Atari world upgrade discs plus mag ï¿½10
20. St Basis and GFA Basic, discs + books ï¿½5
21. SOLD
22. Strip cartoon ï¿¼4
23. Image Copy 4 + scan art, and TextStyle ï¿½10

24. Civilisation ï¿½6
25. The secret of Monkey island ï¿½5
26. Xenon ï¿½2
27. Archipeligo ï¿½2
28. Cruise for a corpse ï¿½5
29. Indiana Jones and the last crusade ï¿½5
30. Borodino ï¿½2
31. Bismark ï¿½2
32. Brian Cloughs football ï¿½2
33. K-Graph 3 ï¿½5

Miscellaneous:

Joy Stick ï¿½2

Please contact me if you are interested in any item.
Robert D Stead
Slider@bertste.demon.co.uk
http//www.bertste.demon.co.uk

--
Other World

Robert D Stead

--
Other World

4198. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <7r6a41$12f$1@panix3.panix.com>
Source record: 73581

In article <7qpfuj$3hr$1@nnrp1.deja.com>, <satkinson@a-znet.com> wrote:
>What Unixes (Unices?) ran on the ST/TT/Falcon machines? I've read some
>of the history sites and see that there was a version prepared for the
>TT that had only limited release...
>

Besides those already mentioned there was Minix version 1.5 for the 68000 based ST's from Prentice Hall (based on the book "Operating Systems: Design and Implementation" by Andrew Tanenbaum). I think there were some people who got it running on the Falcon/TT, but Linux and the *BSD's for the 680x0 (x > 1 with MMU) came out around that time, so I'm not sure how much work was put into getting Minix on the Falcon/TT stable and distributing the patches. I ran Minix on a Mega ST4 for several years with no problems. The virtual memory system was a little screwy (shadow memory due to a limitation of the 68000), but not as limited as the 8086 version of Minix.

There was also the ATW (Atari Transputer Workstation). This was sort of a Mega ST (used for I/O) interfaced to a transputer system running System V. Atari originally claimed that it would be an upgrade for the Mega ST (so I bought a Mega ST4), and later said that changes to the motherboard menat that the system had to be sold as a unit. Like the TT-Unix system (which replaced it), the ATW saw very limited distribution.

--
Brian Reynolds | "Dee Dee! Don't touch that button!"
reynolds@panix.com | "Oooh!"
http://www.panix.com/~reynolds | -- Dexter and Dee Dee
NAR# 54438 | "Dexter's Laboratory"

4199. Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: clegg_reginald@my-deja.com
Message-ID: <7r6ice$2ou$1@nnrp1.deja.com>
Source record: 73582

Has anyone ever heard of Matrix BBS software?

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4200. Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: clegg_reginald@my-deja.com
Message-ID: <7r6inn$2u0$1@nnrp1.deja.com>
Source record: 73583

Has anyone ever heard of Matrix BBS software?

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4201. Re: Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37d6c0f7$0$448@news.zetnet.co.uk>
Source record: 73584

On 6 Sep 1999 19:53:47 G, Mark Friedman wrote:
>Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?

Isn't the freshup program only workable from v5.02? It seems to me that you should first get the freshup program that upgrades v5.01 to v5.02, and then run the new one.

>I did and it seems buggy, the printer configurator CPX does not seem to work
>nor does the IMG displayer.
>It might have something to do with the settings for the various drivers,
>I have a Nova video card.
>In any case I must re-install Nvdi 5.01 because I can't change the
>printer settings.
>If you are "freshing up" make a back up first I think!

It seems to me that you should first get the freshup program that upgrades v5.01 to v5.02, and then run the new one.

Cheers!

James


```
_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

4202. Centurbo II memory board

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rtdjp0u41iv55@corp.supernews.com>
Source record: 73585

I've a falcon on the work bench..
My atari 14meg board apparently isn't fast enough.
Any idea where I can obtain a board that would work?

Centek does not have any in stock, and they don't know if/when another
production run of their own will be made.

Am I out a wad of cash?

If you can help me, please do...

Thanks,
Brian

4203. Re: Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: "Mike Szewczyk"
Message-ID: <rtdkks6n1iv57@corp.supernews.com>
Source record: 73586

I recall something written in GFA 3.0 is that it?

clegg_reginald@my-deja.com wrote in message <7r6ice$2ou$1@nnrp1.deja.com>...
>Has anyone ever heard of Matrix BBS software?
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

4204. Re: Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: "Mike Szewczyk"
Message-ID: <rtdko0l41iv29@corp.supernews.com>
Source record: 73587

In GFA Basic 3.0?

clegg_reginald@my-deja.com wrote in message <7r6ice$2ou$1@nnrp1.deja.com>...
>Has anyone ever heard of Matrix BBS software?
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

4205. Re: Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Jim Foley <clegg_reginald@hotmail.com>
Message-ID: <rtdlc5ni1iv39@corp.supernews.com>
Source record: 73588

I only know of Forum. There was some other Multi-line bbs software but I
don't remember the name. It was one of the first ones available on the ST.

clegg_reginald@my-deja.com wrote in message <7r6ice$2ou$1@nnrp1.deja.com>...
>Has anyone ever heard of Matrix BBS software?
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

4206. SV: Centurbo II memory board

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <yGAB3.1338$Gh6.1557@nntpserver.swip.net>
Source record: 73589

Brian Roland <bjr@localink4.com> wrote:

> I've a falcon on the work bench..
> My atari 14meg board apparently isn't fast enough.
> Any idea where I can obtain a board that would work?
>
> Centek does not have any in stock, and they don't know if/when another
> production run of their own will be made.

Try this link:
http://www.wbsystemtechnik.de/atari/
They manufacture a memory card with place for one 72-pin SIMM, which
works very well.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4207. Alternate ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Jim Foley <clegg_reginald@hotmail.com>
Message-ID: <rtdlpp421iv82@corp.supernews.com>
Source record: 73590

Any ideas on what I can use for a power supply on an Atari 520 ST? I mean as a replacement for the Atari one?

4208. Re: Alternate ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r6nlj$2vr$1@bgtnsc01.worldnet.att.net>
Source record: 73591

Jim,

Do you have the original design 520ST with the EXTERNAL power supply or the
newer design with the INTERNAL power supply?

Jim Foley wrote in message ...
>Any ideas on what I can use for a power supply on an Atari 520 ST? I mean
>as a replacement for the Atari one?
>
>

4209. Re: Alternate ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Z3jQiCAmRu13EwNY@steverosie.demon.co.uk>
Source record: 73592

On Wed, 8 Sep 1999 at 16:36:06 a message from Jim Foley was created on
the subject of Alternate ST power supplies.
>Any ideas on what I can use for a power supply on an Atari 520 ST? I mean
>as a replacement for the Atari one?
>
>

If you really want to get down to business it's possible to use a PC's
PSU. Or get a replacement Atari one.

Where about's in the world are you as I may have a spare one around
somewhere.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4210. Re: Alternate ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Jim Foley <clegg_reginald@hotmail.com>
Message-ID: <rtdpa8oh1iv62@corp.supernews.com>
Source record: 73593

It's the external power supply.

Sheldon H. Winick wrote in message
<7r6nlj$2vr$1@bgtnsc01.worldnet.att.net>...
>Jim,
>
>Do you have the original design 520ST with the EXTERNAL power supply or the
>newer design with the INTERNAL power supply?
>
>
>Jim Foley wrote in message ...
>>Any ideas on what I can use for a power supply on an Atari 520 ST? I mean
>>as a replacement for the Atari one?
>>
>>
>
>

4211. WTB/Trade for Wand Scanner

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r6sbe$ivq3@news.ajou.ac.kr>
Source record: 73594

I'm interested in buying a Wand Scanner with Sheet Feeder
that is compatible with TouchUp and a ST/MegaST/STE.
Must be in very good working condition and capable of scanning
a full page in one scan.
I think MiGraph made some MonoChrome Wand Scanners and one
of those would be what I'm looking for.
Any others will be considered also.
Not sure if a Color Wand Scanner was ever produced for the
ST line. If so, I'd be interested in one of those.

Also want to buy or trade for a Hand Scanner Scanning Tray.

I think MiGraph may have also sold some COLOR FlatBed Scanners
with Software for the TT/Falcon.
If you happen to have one of those for sale/trade then do let
me know.

If interested in trading, I do have some Atari software/hardware.
You can e-mail me your asking price with info on the Scanner/Tray
to me at,
phantomm@kih.net

4212. Re: Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r6sae$ivq1@news.ajou.ac.kr>
Source record: 73595

On 7 Sep 1999 08:41:20 +, J WILKINSON wrote:
>Hi there,
>
>Phantomm wrote:
>>
>> Apex Media users,
>>
>> I've been looking for some good clear Fonts and have not been able
>> to locate any that I can use.

>
>Sorry, but I haven't got any Calamus fonts currently. I do know that
>none of the hundreds I used to have would show clearly at small sizes.
>I would spend ages using the dejag and also interpolative box to alias
>them. Sometimes it took ages!
>
>Kind regards,

Hi Chris,

I was wondering if anyone else had that problem as well.
I think Apex is excellent, but the Font System needs some improvement.
Thats the only fault I have with the software.
I'd sure enjoy the ability to load VideoMaster Falcon video files
directly into Apex. That would be a nice update.

One work around would be to use another Graphics/Paint program with
a good Font system like TruePaint to do the Text stuff and save it out
in a Apex compatible graphics format, then load/paste it into Apex.
That's probably what I'll end up doing. I like to use nice Fonts
in my Video/Graphics stuff.
I'll keep looking for a Font set that will display small sizes.
phantomm@kih.net

4213. Any USA ST/Falcon PD Software Dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r6sbm$ivq4@news.ajou.ac.kr>
Source record: 73596

Are there any ST-Falcon PD, Shareware software dealers left
in the USA?
Anyone that handles and supplies full versions of Shareware software
after sending the registration fee?

If so, do let me know about them,
Future Thanks,
phantomm@kih.net

4214. Re: Matrix

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9909082312370.8323-100000@moose.erie.net>
Source record: 73597

On Wed, 8 Sep 1999, Jim Foley wrote:

> I only know of Forum. There was some other Multi-line bbs software but I
> don't remember the name. It was one of the first ones available on the ST.

That was the Michtron BBS. And the correct name for Matt Singer's
BBS program was FoReM ST.

>
> clegg_reginald@my-deja.com wrote in message <7r6ice$2ou$1@nnrp1.deja.com>...
> >Has anyone ever heard of Matrix BBS software?
> >
> >
> >Sent via Deja.com http://www.deja.com/
> >Share what you know. Learn what you don't.
>
>
>
>

4215. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-08 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7r5vimdji1@news.campuscwix.net>
Source record: 73598

On 7 Sep 1999 14:09:30 G, Louis wrote:

Hi Louis!

->The probs with my Atari's are: they're bloody slow. Got a nice jpg, wanna
->look at it and it takes 40 secs to 1 minute to display in TC (and yes,
->going back to a lower rez takes even more).

Hmm, what size are those JPG's? I've been using Aniplayer to view JPG's
and it really is fast. I know you are a long-term Atari user so you have
probably tried this, as well as the Black Scorpion viewers (with the
JPG'ed program). They both seem pretty fast on my Nemesized Falcon here.

->The Net: no probs. It's just that the surfing is slow with CAB.

I have to agree here. ;-(

->With an Atari, you don't have a complete OS: I have MagiC, I know where
->the files are and what they are for. The whole Internet stuff: install
->separate packages and you know where they sit and what they do. Same with
->the TCP-stack. All the other plug ins: Gemjing and all the s/w packages, I
->know where they are, what they are for, how to change configs. I love the
->Thing desktop, use it for years now and I'm anxiously waiting for the next
->upgrade.

Me too! Picture backgrounds in windows, more! ;-)

->To cut a long story short: I'm sitting now in front of my stupid old TT,
->typing this stuff and at least I can say: it works, does what I want it to
->do and that's it.

There ya go... ;-)

See ya!

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4216. Re: What's going on at "atari.org"?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37D764E5.8E07C3F5@online.TAKE.THIS.OUT.fr>
Source record: 73599

```
Hallvard Tangeraas a ï¿½crit :
>
> As most of us know, the "Atari.org" site has had problems for a very
> long time. Fortunately, things have started working again, but there are
> still problems, and although having mailed them I haven't had any
> response, so perhaps someone reading this can tell me/us what the
> current status is...
>

Rich Davieys has written down basically what's up with the server.

http://www.atari.org/news/index.php3?id=article&number=220

It seems they have had problems with aging hardware and power surges.
The server died and all the disks blew up, so they had to reinstall
everything by hand on backup hardware. They are still in need of a new
server, but don't have the finances to get one.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4217. Re: ST Floppy Seek rate

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37D7674B.ECC91F3E@online.TAKE.THIS.OUT.fr>
Source record: 73600

Chris Swinson a ï¿½crit :
>
> It has been apparent that simply altering the floppy seek rate will allow
> the adaption to HD Discs using 16mhz Clock.

No no no!!!!

To read 1.44 Mb floppies, you need:
- To feed a 16MHz signal into the WD1772 instead of 8MHz. To do this,
you need to add either a 16MHz oscillator, or to get 16MHz from the
Shifter, and some sort of switch to be able to select the mode.
- To set the TOS step rate to 6ms instead of 3ms. This can be done by
software.

Just changing the step rate on it's own will not work.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4218. Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <g0KB3.6125$Dj2.358435@monger.newsread.com>
Source record: 73601

I'm planning on buying a new printer for my FALCON.I would appreciate
any suggestions on what brands I should consider and the ones I should
avoid.
Thanks
Mike

4219. Re: What's going on at "atari.org"?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <FuoHUMAKO313Ew$l@steverosie.demon.co.uk>
Source record: 73602

On Thu, 9 Sep 1999 at 08:50:00 a message from Hallvard Tangeraas was
created on the subject of What's going on at "atari.org"?.
>
>In my case, I have 2 redirectional addresses for my "Atari launchpad"
>site (check out my signature for the URL) and one actual site with them
>as a mirror. The latter just shows an Apache server wecome screen, and
>not my site at all. The other redirectional sites work fine.

I got the same last night when I tried to access either of my addresses
using CAB!!! I have dropped a note in the support forum about it. Using
IE everything works fine and I get where I was suppose too.

>
>I'm not able to access their server for uploading files either, via FTP.
>
>Anyone know what is going on and what their plans are? Do I need to
>upload my site once again? Do they have backups which will restore all
>pages with them?

I think the redirection of the mail and URL's were suppose to be
working, but those that are on the Atari.org server may not be up and
running yet.

Try this address for further info:

http:??www.atari.org/news/index.php3?id=article&number=220

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4220. Falcon --> Apple

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7r7vehtji1@news7.svr.pol.co.uk>
Source record: 73603

Hi all, just wondered if anyone has experience in exchanging data/connecting together a Falcon and Apple Duo 250 notebook. Using the Apple's serial (printer) port would seem favourite without further addons. Can Ataris and Apples share SCSI drives? Has anyone run MagiMac on a Duo? All info wellcome, email off group if too boring or Apple specific. Ta, Steve.

-
steve@greenies81.freeserve.co.uk
Falcon030

4221. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d776d011843ad80@holleman.demon.nl>
Source record: 73604

on Wed 08-09-1999 15:32 DarkChyld wrote:

> Hi Louis!
>
>->The probs with my Atari's are: they're bloody slow. Got a nice jpg, wanna
>->look at it and it takes 40 secs to 1 minute to display in TC (and yes,
>->going back to a lower rez takes even more).
>
> Hmm, what size are those JPG's? I've been using Aniplayer to view JPG's
> and it really is fast. I know you are a long-term Atari user so you have
> probably tried this, as well as the Black Scorpion viewers (with the
> JPG'ed program). They both seem pretty fast on my Nemesized Falcon here.

Hi Ron,

well, Aniplayer ain't faster than Graftool over here. Remember, I've got
no DSP in this TT :-) But displaying the same pics on my Intelbox is hit
CTL-O, select, and zip, it's on the screen :-)

For the rest, well, you got the picture! I won't dump my Atari's...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4222. What's it worth.. ST 1040/SC 1224

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: ronan111@aol.comm.port00
Message-ID: <19990909055519.05918.00005807@ng-fv1.aol.com>
Source record: 73605

I have a atari st 1040 and sc 1224 mointor what could I get if I wanted to sell them. They both work well..

Thanx

Hack Away Junk to reply....

4223. Re: Alternate ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r84do$47k$1@bgtnsc02.worldnet.att.net>
Source record: 73606

Jim,

I have several used external power supplies still lying around. You can have one for $5 plus shipping if interested. I may also have a new one left in the parts cabinet if you're interested -- will have to check availability and price if you'd prefer that.

Sheldon

Jim Foley wrote in message ...
>It's the external power supply.
>
>Sheldon H. Winick wrote in message
><7r6nlj$2vr$1@bgtnsc01.worldnet.att.net>...
>>Jim,
>>
>>Do you have the original design 520ST with the EXTERNAL power supply or the
>>newer design with the INTERNAL power supply?
>>
>>
>>Jim Foley wrote in message ...
>>>Any ideas on what I can use for a power supply on an Atari 520 ST? I mean
>>>as a replacement for the Atari one?
>>>
>>>
>>
>>
>
>

4224. FS: Atari Lattice C 5.52

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37D7B403.A101BCCD@usa.net>
Source record: 73607
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Any offers for this? Full package including manuals. Quite bulky, so
would also need to add a couple of #s for postage.

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail agauton@usa.net

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4225. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7r8e6r$j9h$1@news.campuscwix.net>
Source record: 73608

On 9 Sep 1999 09:58:52 G, Louis wrote:
x
->Hi Ron,
->
->well, Aniplayer ain't faster than Graftool over here. Remember, I've got
->no DSP in this TT :-) But displaying the same pics on my Intelbox is hit
->CTL-O, select, and zip, it's on the screen :-)

Hmm, just for curiosity's sake, lets do some experimenting. Mail a
typical JPG that you have to me, with viewing times, and I'll try it
out here and post my results. Might be interesting! ;-)

->For the rest, well, you got the picture! I won't dump my Atari's...

The thought never occurred to me... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4226. Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7r8b0h$k2k1@news.ajou.ac.kr>
Source record: 73609

Recently downloaded what supposed to be a text file from a small
Atari ran FTP site.

Now I cannot delete, rename or even view the file.
I also have a few folders and files like this one on a 540meg
SCSI drive but not concerned about those as I'm getting ready to
re-partition it and hooked it up on a MegaSTE. But I would like
to get rid of this latest one.

The file happens to be on a 800+ partition on a IDE drive.
I don't have a version of Diamond Edge that will work on these
large partitions, been using ZORG which works fine.

BTW, I think the file I downloaded had a long filename scheme.
Anyone know a utility or way to get rid of this file?
I'm using HD Driver or Cecile.

Also, what causes this to happen?

And, anyone have the lastest version of Diamond Edge for sale?
phantomm@kih.net

4227. Re: SAM

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7r8hgr$964$1@news4.svr.pol.co.uk>
Source record: 73610

On 7 Sep 1999 12:41:24 +, "Anthony Jacques" wrote:
>Hi
>
>> Just wondering if anybody has a copy of SAM they could send me.
>
>Here ya go, SAM version 1.3 (my patched version) is on this page:
>http://www.btinternet.com/~AnthonyJ/kpp/kp_sack.html 0
>
>Anthony

Thanks for the Anthony ,

only trouble is it doesn't work fully with MagiC (5.11) ,
only the system startup.. and the 68000 exception calls play the
samples.

Is there a such a program which works with the MagiC calls?

thanks

Paul Mac

4228. Re: SAM

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7r8mktjjc1@nnrp1.deja.com>
Source record: 73611

Hi,

You could try GBELL, shareware (http://www.scriba.org/labs/bin/)
or Rational Sounds, commercial (http://www.talknet.de/~hornsk/)

Hope that helps!

Best regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4229. Re: ST Floppy Seek rate

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7r8lfs$8bc$1@news5.svr.pol.co.uk>
Source record: 73612

> > It has been apparent that simply altering the floppy seek rate will
allow
> > the adaption to HD Discs using 16mhz Clock.
>
> No no no!!!!
>
> To read 1.44 Mb floppies, you need:
> - To feed a 16MHz signal into the WD1772 instead of 8MHz. To do this,
> you need to add either a 16MHz oscillator, or to get 16MHz from the
> Shifter, and some sort of switch to be able to select the mode.
> - To set the TOS step rate to 6ms instead of 3ms. This can be done by
> software.
>
> Just changing the step rate on it's own will not work.
>
> Nick

I always thought it would just need Seek rate to be 6ms not step rate,
though I tried altering step and seek to 6ms and that worked a lot better,
perhaps I should just alter the step rate to 6ms and leave seek rate at 3ms,
are you saying this will work ??

Chris

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

4230. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Katherine Ellis <kellis@leading.net>
Message-ID: <Pine.BSI.4.05L.9909091215370.11362-100000@users.southeast.net>
Source record: 73613

I used to have that (long time ago, for some reasons i won't explain), but
anyway, the only solution I know of that worked, was to load kobold. And
erase the file from there.
Good luck.

On 9 Sep 1999, Phantomm wrote:

> Recently downloaded what supposed to be a text file from a small
> Atari ran FTP site.
>
> Now I cannot delete, rename or even view the file.
> I also have a few folders and files like this one on a 540meg
> SCSI drive but not concerned about those as I'm getting ready to
> re-partition it and hooked it up on a MegaSTE. But I would like
> to get rid of this latest one.
>
> The file happens to be on a 800+ partition on a IDE drive.
> I don't have a version of Diamond Edge that will work on these
> large partitions, been using ZORG which works fine.
>
> BTW, I think the file I downloaded had a long filename scheme.
> Anyone know a utility or way to get rid of this file?
> I'm using HD Driver or Cecile.
>
> Also, what causes this to happen?
>
> And, anyone have the lastest version of Diamond Edge for sale?
> phantomm@kih.net
>
>

```
-----------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

4231. [Shear] SST 030

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: nspirit <nspirit@wanadoo.fr>
Message-ID: <7r8o70ggm1@wanadoo.fr>
Source record: 73614

I shear the mail of DAVE SMALL, one of the creator of SST 030.
I want to known if GADGET By SMALL made a version of the card for
MEGA STE.

NSPIRIT

4232. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: claytone@aa.net
Message-ID: <936897948.854326@cacheraq001>
Source record: 73615

Hi Phantomm,

First, check to see that the file is not "read only" (instead of "read/write"). That would prevent erasing or renaming. I think the file name would have a triangle infront of it if it is read only. Next try some sort of hard drive editor to find out if there is a blank contained within the file name - that can cause problems. Change the blank to any other normal character.

Good luck,

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 9 Sep 1999 13:00:01 G, Phantomm wrote:
>Recently downloaded what supposed to be a text file from a small
>Atari ran FTP site.
>
>Now I cannot delete, rename or even view the file.
>I also have a few folders and files like this one on a 540meg
>SCSI drive but not concerned about those as I'm getting ready to
>re-partition it and hooked it up on a MegaSTE. But I would like
>to get rid of this latest one.
>
>The file happens to be on a 800+ partition on a IDE drive.
>I don't have a version of Diamond Edge that will work on these
>large partitions, been using ZORG which works fine.
>
>BTW, I think the file I downloaded had a long filename scheme.
>Anyone know a utility or way to get rid of this file?
>I'm using HD Driver or Cecile.
>
>Also, what causes this to happen?
>
>And, anyone have the lastest version of Diamond Edge for sale?
>phantomm@kih.net
>.

4233. atari ->win

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Christian Niebuhr <niebuhr@stud.uni-hannover.de>
Message-ID: <7r8q7p$88r$1@newsserver.rrzn.uni-hannover.de>
Source record: 73616

hi and hallo,

ich have some textfiles made on an atari with the extensions sdo and sbk.

Is there a program to convert such files into an ASCII or Winword-Format?

ciao, christian

4234. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <ltSB3.37$VX3.58323@news1.atlantic.net>
Source record: 73617

Hi,
I believe a program called Cleanup (from ICD which came with my
packaged Falcon) worked for me. Not sure what else it runs on! (been a
while).
John

On 9 Sep 1999 12:16:31 -, Katherine Ellis wrote:
>I used to have that (long time ago, for some reasons i won't explain), but
>anyway, the only solution I know of that worked, was to load kobold. And
>erase the file from there.
>Good luck.
>
>
>On 9 Sep 1999, Phantomm wrote:
>
>> Recently downloaded what supposed to be a text file from a small
>> Atari ran FTP site.
>>
>> Now I cannot delete, rename or even view the file.
>> I also have a few folders and files like this one on a 540meg
>> SCSI drive but not concerned about those as I'm getting ready to
>> re-partition it and hooked it up on a MegaSTE. But I would like
>> to get rid of this latest one.
>>
>> The file happens to be on a 800+ partition on a IDE drive.
>> I don't have a version of Diamond Edge that will work on these
>> large partitions, been using ZORG which works fine.
>>
>> BTW, I think the file I downloaded had a long filename scheme.
>> Anyone know a utility or way to get rid of this file?
>> I'm using HD Driver or Cecile.
>>
>> Also, what causes this to happen?
>>
>> And, anyone have the lastest version of Diamond Edge for sale?
>> phantomm@kih.net
>>
>>
>
>---
> /
>MiNT Is Now TOS, let's move on, shall we? /
> /
>--

>
>.

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

4235. ma-ST-o-don't new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <UCSB3.2005$ac2.28759@news.tpnet.pl>
Source record: 73618

[this is unique info about site updating]

Next 18 files:
http://www.atarist.w.pl
And please: click banner! Thank you.

Next updating: maybe sunday :)

--
nosty

4236. Re: atari ->win

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7r8slmrdi1@news1.xs4all.nl>
Source record: 73619

On 9 Sep 1999 19:21:16 +, "Christian Niebuhr" wrote:
>hi and hallo,
>
>ich have some textfiles made on an atari with the extensions sdo and sbk.
>
>Is there a program to convert such files into an ASCII or Winword-Format?
>
>ciao, christian
>
>
>.

Signum! for Signum documents and its backup

gtx, Rein

4237. Re: Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7r8sau$j1v$1@snipp.uninett.no>
Source record: 73620

James F. Haslam <jfhaslam@zetnet.co.uk> wrote:
> On 6 Sep 1999 19:53:47 G, Mark Friedman wrote:
>>Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?

> Isn't the freshup program only workable from v5.02? It seems to me that
> you should first get the freshup program that upgrades v5.01 to v5.02, and
> then run the new one.

I upgraded directly from 5.00 to 5.03. I haven't noticed any improvements
though.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4238. 56k/33.6???

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <5ESB3.38$VX3.58811@news1.atlantic.net>
Source record: 73621

Hi all,
I was useing a Supra 56k (Express) untill a lightning ZAP! I'm now useing an older SupraFax 28.8 (flashed up to 33.6). I don't see much difference in download speed (as reported by CAB 2.7). My max is around 6k (27k if the file is under about 1k). The older modem is configurable via a terminal program and the newer is'nt.
I guess my question is: how to get a faster download speed with the 56k (before I go get another one)?
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

4239. Re: Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7r8sifvqt1@news6.svr.pol.co.uk>
Source record: 73622

On 6 Sep 1999 19:53:47 G, Mark Friedman wrote:

:>Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?

I went fromm 5.02 to 5.03

:> I did and it seems buggy, the printer configurator CPX does not
:> seem to work

Works for me, although i put back the english printer drivers..

:>nor does the IMG displayer.

I dont use that.

:>It might have something to do with the settings for the various
:> drivers,I have a Nova video card.

Installation with my MV300 card is transparent, nothing but the NVDI
installation is requried

:>In any case I must re-install Nvdi 5.01 because I can't change the
:>printer settings.

Dont do that yet, try replacing the CPX and then the drivers before
you do a back step.

:>If you are "freshing up" make a back up first I think!

Where's your sense of adventure. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4240. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <936901010.12228.0.pluto.c3adfca1@news.demon.nl>
Source record: 73623

Hi Ron once more,

just a little side note: I've got this SETI program running on my Intelbox.
On average it crunches a block in 10-12 hrs, if I won't let it display the graphics.
If I do that, it goes up to around 20 hrs. Now there is no port for the program to run on Atari, but I wonder what my TT would take IF it were available.
TT's CPU cycles at 32 MHz, this Intelbox cycles at over 14 times that fast. I know you can't exactly say: therefore it is more than 14 times that fast, but it wouldn't surprise me if the TT would need more than 100 hrs for the same stuff. This is pure data processing, nothing else. On this Intelbox I can use the Net in the meantime, run Word or something else without it affecting the processing time much. If I run ProPilot-99 on it, the time about doubles.
I wonder what would happen if I ran that SETI on my TT, while meantime doing surfing, textprocessing or displaying graphics just to view another Jpeg.
OTOH: I've seen reports from people who need 106 hrs on their machine to crunch a block. They're probably running 8088 processors :-)

--
CU NeXT msg,

LOUIS

4241. Re: Falcon --> Apple

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0909991548280001@ts7-52t-6.idirect.com>
Source record: 73624

In article <7r7vehtji1@news7.svr.pol.co.uk>,
steve@greenies81.freeserve.co.uk (steve green) wrote:

> Hi all, just wondered if anyone has experience in
> exchanging data/connecting together a Falcon and Apple Duo
> 250 notebook. Using the Apple's serial (printer) port would
> seem favourite without further addons. Can Ataris and
> Apples share SCSI drives? Has anyone run MagiMac on a Duo?
> All info wellcome, email off group if too boring or Apple
> specific. Ta, Steve.
>

if you format the drive on the Apple with PC Exchange as a DOS drive,
and use HD Driver as the boot driver on the Atari it should work.

MagiCMac certainly does work on the Duo: I've seen Joe Connor laying
out Atari Computing on his DuoDock system running MagiCMac and Papyrus.

4242. Re: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-0909991606420001@ts7-52t-6.idirect.com>
Source record: 73625

In article <g0KB3.6125$Dj2.358435@monger.newsread.com>,
michael.robillard@the-spa.com (Michael Robillard) wrote:

> I'm planning on buying a new printer for my FALCON.I would appreciate
> any suggestions on what brands I should consider and the ones I should
> avoid.

I just purchased an Epson PhotoStylus for both my Falcon and my Quadra,
and I must say I am VERY impressed with the results I'm getting from it.
You'll have to get NVDI 5 to make full use of an Epson, but it'll be worth
it.

Note - I'd suggest getting ahold of something like the 740 or 740i if
you have more than one system at home, as it uses parallel, Apple serial
and USB. (this will be important if you own an iMac or want to get the
USB-equipped Centek or Milan 500).

You might also want to check out http://www.epson.com, as the company
makes refurbs available from time to time at good prices. If you only want
to use it with the Falcon, you could go for a 440 or 640 for excellent
results.

4243. Re: Falcon Gaming..

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Daniel Hedberg <d.hedberg@swipnet.se>
Message-ID: <9xUB3.2042$Gh6.3541@nntpserver.swip.net>
Source record: 73626

Hi Paul,

>Just wondering if there were many commercialy released Falcon games ,
>and where they can be obtained from?
>
>The excellent Willies adventures.. was that ever released? And also
>the same question for Bad mood.. the doom clone.

Thank you! 8-)
Actually we're still working on Willie's Adventures. It feels like we've been working on this game for ages, and indeed we have. It was 3 and a half years since the first preview was released. Things went really smooth in the beginning as me and Thomas had plenty of time working on game. Nowadays, we're both attending to universities and well... you know what happens to spare time then.
But as I said, we're still working on the game along with some other projects, a demo called Dream Or Reality, FlexTrax (a soundtracker), etc.

Even though this probably sounds like bad news, the game has progressed VERY much since the second preview released in the first quarter of 1997. The game engine and programming is about 100% ready really. What's missing is graphics and some music, and an intro part, end part, etc.

Read more about Willie's Adventures and our other projects at our homepage!
http://home.swipnet.se/newbeat/

Take care,
Daniel Hedberg
New Beat

4244. SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: "MAIER, JACOB" <jacob.maier@cgi.ca>
Message-ID: <37D8119C.B9D95A4A@cgi.ca>
Source record: 73627

Hi Everyone
I just found a SLM804 which appears to be in good repair. However I am now running a PC. So I want find a cable or set of adapters that would allow me to plug into a regular printer port. I will also need to run some sort of driver. Any help would be appreciated.
Thanks
--
Always Give Thanks
Jacob Maier 613-781-0134 jacob.maier@cgi.ca

4245. Re: Migraph

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37d825fc$0$450@news.zetnet.co.uk>
Source record: 73628

On 6 Sep 1999 03:36:12 G, Phantomm wrote:
|Not sure but I think Migraph is out of the Atari business now.
|I have bought some of there nice Scanners and software in the
|past and was wondering if anyone knows what the last version
|of the TouchUp scanning software was?
|I have version 2.5.2 and would like the last version if another
|was made after this one.

That is the version I have. I have not heard of a later.

John Logan

4246. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37D82C88.79E97F0E@qnet.com>
Source record: 73629

Hi,

Its not possible to plug the SLM804 into your PC.

Sorry, Don

"MAIER, JACOB" wrote:

> Hi Everyone
> I just found a SLM804 which appears to be in good repair. However I am
> now running a PC. So I want find a cable or set of adapters that would
> allow me to plug into a regular printer port. I will also need to run
> some sort of driver. Any help would be appreciated.
> Thanks
> --
> Always Give Thanks
> Jacob Maier 613-781-0134 jacob.maier@cgi.ca

4247. Re: Signum to html convertor

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37d82adc$0$453@news.zetnet.co.uk>
Source record: 73630

On 8 Sep 1999 09:17:45 G, coolens@kahosl.be wrote:
|I'm looking for a program which converts my Signum III documents to
|html.
|Does anyone on the list know of the existence of such a program?

Papyrus 7 might. It can certainly read Script *.STX files via a
separate program and I think it can save in html mode. I only have
the demo version of Papyrus 7 and this probably does not come with
the converter program.

John Logan

4248. Re: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37d82add$0$453@news.zetnet.co.uk>
Source record: 73631

On 9 Sep 1999 08:15:08 G, Michael Robillard wrote:
|I'm planning on buying a new printer for my FALCON.I would appreciate
|any suggestions on what brands I should consider and the ones I should
|avoid.

Depends what you want it for. I use my set-up for word processing
only and have a 600 dpi HP LaserJet 5P.

John Logan

4249. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37D8403D.D00FF0C3@portone.com>
Source record: 73632

Hi Louis. Don't worry, it's not just you. Over the weekend there were a combination of things that caused the problems you've detailed. It hit all of us.

First of all, they had a server go down and the routine that was supposed to boot it up again simply didn't work. Second, they had a hard drive go bad. Third, there was a campus-wide network problem.

According to the folks at SETI@home, those problems have now been resolved. The reason you've gotten incomplete work units is that they are still dealing with the backlog.

I agree that it is an inconvenience and, in the case of users in the UK, more costly than need be. I hope that you decide to stay on and remain a member of Team Atari. I'm hoping that as time goes on these glitches will get smoothed out and disappear.

Hang in there,

Joe Mirando

Louis Holleman wrote:

> Hi,
>
> just wondering what the other participants on SETI/Team Atari are
> experiencing:
>
> When I started, the first 2 or 3 days I could connect after completing a
> block, send the data and get a new block pretty fast.
> After that, I experienced more and more troubles to hook up to these SETI
> servers. Very often the program quits on a time-out, sometimes it starts
> fetching data, then after somany kB's it times-out too, leaving me with an
> incomplete block so I need another connection to get the block completely
> again.
> The other day I haven't been able to connect for around 36 hrs, getting
> messages like "there is a problem with the servers".
> So after completing block nr. 18 just an hour ago, I connected again and
> needed 15 minutes to get my results back and a new block (340 k) in. Thank
> God it didn't time out, because it would have been just for nothing.
> Are others experiencing the same stuff???
>
> Look, I don't mind the program running on my machine all the time, since
> it's simply switched on all the time. I don't mind calling SETI once or
> twice a day.
> But if for a bloody 340 k of data I need 15 minutes phoneline time, I'm

> pretty soon backing out here... I don't need SETI to get a skyhigh phonebill
> again :-(

4250. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9909091941340.126-100000@tampa1-050.fdn.com>
Source record: 73633

On Thu, 9 Sep 1999, Louis Holleman wrote:

> Hi Ron once more,
>
> just a little side note: I've got this SETI program running on my Intelbox.
> On average it crunches a block in 10-12 hrs, if I won't let it display the
> graphics.
> If I do that, it goes up to around 20 hrs. Now there is no port for the
> program to run on Atari, but I wonder what my TT would take IF it were
> available.
> TT's CPU cycles at 32 MHz, this Intelbox cycles at over 14 times that fast.
> I know you can't exactly say: therefore it is more than 14 times that fast,
> but it wouldn't surprise me if the TT would need more than 100 hrs for the
> same stuff. This is pure data processing, nothing else. On this Intelbox I

Well, considering it takes average 20 hours on your FAST Brand new PC. for
a 300kb block. You are allowed to laugh at the TT performances.
But what? then all SUN owner can laugh at your brand new machine, Not even
remotely thinking would spend 20 hours processing a packet when they can
do the same in 2 hours time. Yes. 2 versus 20. They laugh at you, then you
laugh at the TT, then the TT laugh at the amstrad 464, then what?

point 2: Actually as odd as it may seem, a standard 16Mhz falcon for SETI
would be faster than a 32Mhz TT. (not confirmed, but from my
understanding).
The processor if optimized DSP would be WAY faster because all it is is
FFT, which the DSP, basically was designed for.

Could be wrong. and wouldn't suprise me if I was. But well.

4251. Re: Any USA ST/Falcon PD Software Dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: rob@fastdial.net
Message-ID: <rtgmefrp1iv35@corp.supernews.com>
Source record: 73634

I don't think any here in the USA does it.. or Canada.
Anyone up for it? ? ?
Phantomm <phantomm@kih.net> wrote in message
news:7r6sbm$ivq4@news.ajou.ac.kr...
> Are there any ST-Falcon PD, Shareware software dealers left
> in the USA?
> Anyone that handles and supplies full versions of Shareware software
> after sending the registration fee?
>
> If so, do let me know about them,
> Future Thanks,
> phantomm@kih.net
>

4252. For Sale (USA): TruePaint

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7r9q59keg1@bgtnsc02.worldnet.att.net>
Source record: 73635

For Sale: HiSoft's TruePaint Software. Never used - still in original shrink wrapped box. Excellent Painting and Annimation software package supports all resolutions, from monochrome to true color. Package contains 3 double-sided diskettes and a comprehensive 170-page ovner's manual. Only $10 (plus $4.30 for Priority Mail Shipping). Reply in Email to: s.winick@worldnet.att.net

Sheldon

4253. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7r9v5a$bh0$1@user2.teleport.com>
Source record: 73636
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4254. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7r9urpjmv1@user2.teleport.com>
Source record: 73637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you cant come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4255. Re: Centurbo II memory board

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936947262-33417AEicMi@NOSPAMcix.co.uk>
Source record: 73638

>My atari 14meg board apparently isn't fast enough. Any idea where I can obtain a board
>that would work?

You don't mention whether you want a FastRAM or STRAM board. I bought a 32Mb SIMM from a computer fair which works great as FastRAM, and one of System Solutions' last remaining CentRAM boards for STRAM, fitted with a Panasonic SIMM that I already have.

I had a problem with the previously existing ActionSoft board with some flockering pixels in the higher colour modes.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4256. Re: Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936947264-33833AEicMi@NOSPAMcix.co.uk>
Source record: 73639

>>Sorry, but I haven't got any Calamus fonts currently. I do know that
>>none of the hundreds I used to have would show clearly at small sizes.

It's known that Calamus fonts don't render at lower point sizes as well as other font systems such as Postscript because of the lack of "hinting".

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4257. Re: WTB/Trade for Wand Scanner

Newsgroup: comp.sys.atari.st
Date: 1999-09-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <936947266-34249AEicMi@NOSPAMcix.co.uk>
Source record: 73640

>I think MiGraph may have also sold some COLOR FlatBed Scanners with Software for the
>TT/Falcon.
>If you happen to have one of those for sale/trade then do let me know.

I'd suggest going to Nima Montaser's web site http://www.magma.ca/~nima and taking a look at the scanner driver he sells - one of these with a SCSI flatbed scanner (see the docs for supported ones) is a far better bet in the long term IMHO.

You can scan directly into programs that support GDPS drivers, such as Alexander Klauss' OCR software, PixArt and the latest version of Calamus SL has a GDPS module.

Rgds, Derryck

/-------------------------/
/ Cheshunt Computer Club /
/ Atari support in Herts /
/ http://www.cix.co.uk /

4258. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <936916356.25086.0.pluto.c3adfca1@news.demon.nl>
Source record: 73641

Hi,

just wondering what the other participants on SETI/Team Atari are experiencing:

When I started, the first 2 or 3 days I could connect after completing a block, send the data and get a new block pretty fast.
After that, I experienced more and more troubles to hook up to these SETI servers. Very often the program quits on a time-out, sometimes it starts fetching data, then after somany kB's it times-out too, leaving me with an incomplete block so I need another connection to get the block completely again.
The other day I haven't been able to connect for around 36 hrs, getting messages like "there is a problem with the servers".
So after completing block nr. 18 just an hour ago, I connected again and needed 15 minutes to get my results back and a new block (340 k) in. Thank God it didn't time out, because it would have been just for nothing.
Are others experiencing the same stuff???

Look, I don't mind the program running on my machine all the time, since it's simply switched on all the time. I don't mind calling SETI once or twice a day.
But if for a bloody 340 k of data I need 15 minutes phoneline time, I'm pretty soon backing out here... I don't need SETI to get a skyhigh phonebill again :-(

--
CU NeXT msg,

LOUIS

4259. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Stephen Maclagan <stephen@maclagan2.freeserve.co.uk>
Message-ID: <7r9fgj$28h$1@news7.svr.pol.co.uk>
Source record: 73642

If you had gone to the Seti web site over the labourday weekend
(I think that what it was in the U.S) and had a look around at the Stats
you might have found that half the stats were in minus figures and
no-one had downloaded completed units in the previous 24hrs, as the
Servers were down and/or were having Hardware Problems, By
Wednesday I think it was all fixed, but every one and his dog would
have been trying to download new units.
I run one copy of the Win 9x Seti client and two of the WinNT Seti client
which means I can run them one after the other, which limits any
problems if the server goes down for a day or so.

Claggy

ICQ 13403076.

Louis Holleman <louis@holleman.demon.nl> wrote in message
news:936916356.25086.0.pluto.c3adfca1@news.demon.nl...
> Hi,
>
> just wondering what the other participants on SETI/Team Atari are
> experiencing:
>
> When I started, the first 2 or 3 days I could connect after completing a
> block, send the data and get a new block pretty fast.
> After that, I experienced more and more troubles to hook up to these SETI
> servers. Very often the program quits on a time-out, sometimes it starts
> fetching data, then after somany kB's it times-out too, leaving me with an
> incomplete block so I need another connection to get the block completely
> again.
> The other day I haven't been able to connect for around 36 hrs, getting
> messages like "there is a problem with the servers".
> So after completing block nr. 18 just an hour ago, I connected again and
> needed 15 minutes to get my results back and a new block (340 k) in. Thank
> God it didn't time out, because it would have been just for nothing.
> Are others experiencing the same stuff???
>
> Look, I don't mind the program running on my machine all the time, since
> it's simply switched on all the time. I don't mind calling SETI once or
> twice a day.
> But if for a bloody 340 k of data I need 15 minutes phoneline time, I'm
> pretty soon backing out here... I don't need SETI to get a skyhigh
phonebill
> again :-(
>
> --

> CU NeXT msg,
>
> LOUIS
>
>

4260. SV: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <6w%B3.2187$Gh6.3967@nntpserver.swip.net>
Source record: 73643

Michael Robillard wrote:

> I'm planning on buying a new printer for my FALCON.I would appreciate
> any suggestions on what brands I should consider and the ones I should
> avoid.

If you're planning on using it with Cubase Audio, get a laserprinter
that's HP laserjet compatible and there won't be any problems. You need
a printer that can print in DOS, so don't get the cheaper
Windows-printers as they won't work.
Many inkjets use special commands to enable the graphics, which means
you have to get special drivers for them. If you use "normal" programs,
you can probably use NVDI-drivers and use some inkjets fully, but NVDI
doesn't work with Cubase (other than the screen speedup) - so don't
count on getting the best performance out of a new inkjet - if it works
at all... :(

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4261. Legal size from calamus /Hp5 laser?

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FHtuow.3yz.0.bloor@torfree.net>
Source record: 73644

Somehow it doesn't want to do it. Then a friendly voice up in MGI suggested I try using the Outburst drivers. Copied them over and loaded and it even says LEGAL in the dialogue box. The lttle outline in the layout widow shows the theoretical printed area all the way top the bottom of the page.

But the last 3 inches of the paper is still blank, as if it were using a Letter-size driver.

What am I missing here?

John S. Gray
Isolated out in Atlantic Canada

4262. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7raav3$5d6$1@nyheter.chalmers.se>
Source record: 73645

In article <936901010.12228.0.pluto.c3adfca1@news.demon.nl>,
Louis Holleman <louis@holleman.demon.nl> wrote:
>Hi Ron once more,
>
>just a little side note: I've got this SETI program running on my Intelbox.
>On average it crunches a block in 10-12 hrs, if I won't let it display the
>graphics.
>If I do that, it goes up to around 20 hrs. Now there is no port for the
>program to run on Atari, but I wonder what my TT would take IF it were
>available.
>TT's CPU cycles at 32 MHz, this Intelbox cycles at over 14 times that fast.
>I know you can't exactly say: therefore it is more than 14 times that fast,

Actually, it should be significantly more than that.

The '030 in a TT can at best execute one integer instruction every two
cycles, and many take much longer than that. A modern x86 processor can
often execute two or more instructions per cycle.
That is, the PC can do perhaps five or more times as much work -
at the same clock speed!

For floating point, the PC can execute the most imortant instructions
(add, multiply) 5-20 times as fast as the '881 in your TT.
Again at the same clock speed!

Naturally, the memory system gets involved in this too.
I'd guess the '030 needs one or possibly two cycles to access its 256
byte data and instruction caches. The PC probably does it in a single
cycle and those caches are somewhere in the 8-32kbyte range depending
on which processor you have. The PC also has a second level cache
which is 128kbyte-2Mbyte depending on your machine.
When the caches aren't enough, you have to go to real memory, where
a modern PC should have a bandwidth of 400-800Mbyte/s. I'm not sure
about the TT, but an AfterBurner can handle about 40Mbyte/s.

So, as you can see, the only thing that may not be at least 14 times
faster on PC is the memory interface and even there it's close (and
the TT most likely isn't as fast as an AB040).
That is, 14 times speed up is a very conservative estimate.
For just about everything that isn't I/O bound, the speedup should be
significantly higher than that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4263. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7racjv$v0g$1@news8.svr.pol.co.uk>
Source record: 73646

MAIER, JACOB <jacob.maier@cgi.ca> wrote in message
news:37D8119C.B9D95A4A@cgi.ca...
> Hi Everyone
> I just found a SLM804 which appears to be in good repair. However I am
> now running a PC. So I want find a cable or set of adapters that would
> allow me to plug into a regular printer port. I will also need to run
> some sort of driver. Any help would be appreciated.

Sorry, Jacob, the SLM804 uses the ST RAM as a page buffer. You can't get a
PC to behave in this way.

Roger

4264. Re: What's going on at "atari.org"?

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Blq22IANLM23Ew3+@steverosie.demon.co.uk>
Source record: 73647

On Thu, 9 Sep 1999 at 23:15:46 a message from Hallvard Tangeraas was
created on the subject of What's going on at "atari.org"?.
>Sure about that? I would think it's the web cache you've been looking
>at, and with CAB, the cache had been cleared or something.
>Try to reload it with "exploder" ;-) and see what happens.
>I use Netscape and have only gotten the "Apache" screen.

Hi

CAB's cache was totally cleared as I reinstalled all my Atari internet
clients.

Using IE 5 (Internet Explorer) I have no problem, and it can't be the
cache. IIRC when using the cache, the time and date of my homepage
DOESN'T get updated and it's bang on....

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4265. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d8b68e127e046b0@holleman.demon.nl>
Source record: 73648

on Thu 09-09-1999 19:18 Joe Mirando wrote:

>Hi Louis. Don't worry, it's not just you. Over the weekend there were a
>combination of things that caused the problems you've detailed. It hit all of
>us.
>
>First of all, they had a server go down and the routine that was supposed to
>boot it up again simply didn't work. Second, they had a hard drive go bad.
>Third, there was a campus-wide network problem.
>
>According to the folks at SETI@home, those problems have now been resolved. The
>reason you've gotten incomplete work units is that they are still dealing with
>the backlog.
>
>I agree that it is an inconvenience and, in the case of users in the UK, more
>costly than need be. I hope that you decide to stay on and remain a member of
>Team Atari. I'm hoping that as time goes on these glitches will get smoothed out
>and disappear.
>

Hi Joe,

I've been thinking they got into trouble. Erm, how many participants do
they have now, was it 3 million or 10? Anyways, after completion of block
nr. 19 in this machine's record time of 9.34 overnight, I connected
without much trouble this morning and got a fresh one. Let's just hope
troubles are over :-)

>Hang in there,

Don't worry, I will (as long as the connections stay pretty OK)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4266. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d8b68e127e046b1@holleman.demon.nl>
Source record: 73649

on Fri 10-09-1999 07:11 Johan Klockars wrote:

>Actually, it should be significantly more than that.

-- snipped --

>So, as you can see, the only thing that may not be at least 14 times
>faster on PC is the memory interface and even there it's close (and
>the TT most likely isn't as fast as an AB040).
>That is, 14 times speed up is a very conservative estimate.
>For just about everything that isn't I/O bound, the speedup should be
>significantly higher than that.

Hej Johan,

interesting... makes me wonder how an 80 MHz 68060 would fit in here?

Or, saying it different: would the latest h/w developments for Atari
clones come even close to a nowadays cheapo Intelbox? While with AMD
developing their Athlon/Biathlon/Triathlon range of CPU's, the Intelstuff
will soon drop fast in price.
Makes you also wonder what the sales-chances are for a Milan 060 or the
Phenix box...?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4267. Re: Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dxw6zu.1m49vkg10ulap0N@srry01m03-194.bctel.ca>
Source record: 73650

Phantomm <phantomm@kih.net> wrote:

> One work around would be to use another Graphics/Paint program with
> a good Font system like TruePaint to do the Text stuff and save it out
> in a Apex compatible graphics format, then load/paste it into Apex.
> That's probably what I'll end up doing. I like to use nice Fonts
> in my Video/Graphics stuff.

If you have Calamus, create your text and then export it as a monochrome image. With some rudimentary math and a good paint program, this image can be converted and scaled to match the exact point size as originally viewed in Calamus, except with the benefits of anti-aliasing.

Essentially it's a way to dump what's displayed in Calamus at 1-1 (100%) with greater clarity. By zooming in on the Calamus vector text at, let's say, 400% and then exporting as a monochrome image, a paint program -- one that has good scaling algorithms -- can turn that bit-image into an anti-aliased version equivalent to Calamus' 1-1 display. For really small point sizes, 800% can be used instead (going any higher will be redundant). Whatever the case, conversion in the paint program is based on the percentage used during the Calamus export.

It's far easier to do than to explain :-)

The benefits are that you have excellent typographical control before beginning the graphic conversions, and there are so many good Calamus fonts to choose from. The Calamus documents (CDKs or CVGs) make good backups, too, in case you need to redo an image (e.g. adjusting the kerning so that serifs don't blend into adjoining characters when scaling to small point sizes).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

4268. Re: Centurbo II memory board

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rthqugi41iv29@corp.supernews.com>
Source record: 73651

On 9 Sep 1999 09:15:26 G, Derryck Croker wrote:
>>My atari 14meg board apparently isn't fast enough. Any idea where I can obtain a board
>>that would work?
>
>You don't mention whether you want a FastRAM or STRAM board. I bought a 32Mb SIMM from a
>computer fair which works great as FastRAM, and one of System Solutions' last remaining
>CentRAM boards for STRAM, fitted with a Panasonic SIMM that I already have.
>
>I had a problem with the previously existing ActionSoft board with some flockering
>pixels in the higher colour modes.

Yes, I do mean ST RAM.

Brian

4269. Re: For Sale Manchester UK latest update - PRICE UPDATE

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <MwDDUFA77O23EwWE@bertste.demon.co.uk>
Source record: 73652

In article <t0ZL1DAdbq13EwKr@bertste.demon.co.uk>, Other World
<slider@bertste.demon.co.uk> writes
> ATARI SALE
>
>
>FOR DETAILS:
>Contact Robert D Stead: 0161 7183020 Mobile: 07971 421 777
>
>All items are priced separately:
>
>HARDWARE:
>
>5. Philips CM8833 II colour monitor
>(No electric lead, but easily obtainable
>from most electrical shops) ï¿½50
>
NB electric lead found, also supplied with connector for Amiga and stereo
sound leads. also with connector for the Atari. A very versatile set of
connectors for an excellent monitor.

Hurry if wanted as this item is under consideration.

>
>Please contact me if you are interested in any item.
>Robert D Stead
>Slider@bertste.demon.co.uk
>http//www.bertste.demon.co.uk
>
>--
>Other World
>
>
>
>
>
>
>
>Robert D Stead
>

--
Other World

4270. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7rb66p$8q2$1@nyheter.chalmers.se>
Source record: 73653

In article <37d8b68e127e046b1@holleman.demon.nl>,
Louis <louis@holleman.demon.nl> wrote:
>on Fri 10-09-1999 07:11 Johan Klockars wrote:
...
>>So, as you can see, the only thing that may not be at least 14 times
>>faster on PC is the memory interface and even there it's close (and
>>the TT most likely isn't as fast as an AB040).
>>That is, 14 times speed up is a very conservative estimate.
>>For just about everything that isn't I/O bound, the speedup should be
>>significantly higher than that.
...
>interesting... makes me wonder how an 80 MHz 68060 would fit in here?

The '060 is similar to the original Pentium for integer operations.
The newer x86 processors with RISC cores should be somewhat better
with regards to work per clock cycle, but probably not all that much.

I don't think the '060 FPU is pipelined, unlike the Intel and AMD Athlon
ones, so those processors might have a 2-5 times (best case) advantage
per clock cycle there. For specific things, MMX/3DNow!/SSE can also make
a huge difference.

I'm not sure about the memory interface on the '060, but if it can
deal well with SDRAM, an 80MHz (I thought 60MHz was the top speed
available) one shouldn't be all that far behind the x86 processors.
The second level caches on the x86's help a lot, though, especially
when it's full speed like on the Celeron/Xeon/K6-III or half speed
as on PII/PIII/Athlon.

For some things the speed difference will be higher than the 5-6 times
the clock frequency indicates (assuming an 80MHz '060), and for others
it will be lower because of the (probably) much less pronounced memory
bandwidth gap.

>Or, saying it different: would the latest h/w developments for Atari
>clones come even close to a nowadays cheapo Intelbox? While with AMD

Not really.

>developing their Athlon/Biathlon/Triathlon range of CPU's, the Intelstuff
>will soon drop fast in price.

That remains to be seen. I certainly wouldn't mind an Athlon for my
next processor upgrade, but I may have to settle for a K6-III/450 for
cost reasons (together with an nVIDIA GeForce256 that shouldn't be
too bad ;-).

>Makes you also wonder what the sales-chances are for a Milan 060 or the
>Phenix box...?

I don't think anyone has bought an Atari machine because of the speed
for a very long time. Some people have a lot of software they want to
continue using without the hassle of emulators, though, may not wish
to learn a new GUI, etc.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4271. Re: Any USA ST/Falcon PD Software Deale

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rbbkh$1i31@news.ajou.ac.kr>
Source record: 73654

On 9 Sep 1999 21:06:46 -, <rob@fastdial.net> wrote:
>I don't think any here in the USA does it.. or Canada.
>Anyone up for it? ? ?

Well the thought had crossed my mind to do this if there is
enough demand for it. I'd like to be the USA distributor for
some of the good software made overseas. But if I decided to do this
I would want to start out with a few good titles and see how it
goes from there.
phantomm@kih.net

4272. Re: Centurbo II memory board

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rbbkm$1i32@news.ajou.ac.kr>
Source record: 73655

On 10 Sep 1999 11:30:24 , Brian Roland wrote:
>On 9 Sep 1999 09:15:26 G, Derryck Croker wrote:
>>>My atari 14meg board apparently isn't fast enough. Any idea where I can obtain a board
>>>that would work?
>>
>>You don't mention whether you want a FastRAM or STRAM board. I bought a 32Mb SIMM from a
>>computer fair which works great as FastRAM, and one of System Solutions' last remaining
>>CentRAM boards for STRAM, fitted with a Panasonic SIMM that I already have.
>>
>>I had a problem with the previously existing ActionSoft board with some flockering
>>pixels in the higher colour modes.
>
>Yes, I do mean ST RAM.
>
>Brian

Brian, I am using a RAM KARTE board with my CT2B with no problems at
all. Not one bit of noise or flicker in higher resolutions.
It uses a single 72pin Simm and I bought a cheap Generic 16meg 70ns
Ram Module from Radio Shack. Works fine.
I got the Ram Karte board from Systems For Tomorrow here in the USA.
You might want to try and find one of those.
One thing that you might want to watch out for with this kind of
memory board and others like it is, The Ram Karte board has a foam
cover that protects the soldering joints and etc from making contact
with the Falcons Metal Shielding. If you use the standard Falcon case
with a CT2, the shielding may press down on the foam and make contact
with the soldering points which could cause trouble. I just used
normal black electrical tape on the shielding and on top of the foam
just in case.
phantomm@kih.net

4273. Re: converter

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37d94075$0$450@news.zetnet.co.uk>
Source record: 73656

Spook <Joris-Gerritsen@usa.net> wrote in message
news:936728336.19603.0.pluto.c3adff0d@news.demon.nl...
> Hi,
> I'm looking for a program to download witch converts atari st files to
> windows or dos.
> Thanx
>
could you furnish us with the extensions you wish to convert as there is
no one program to do all
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4274. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rbhuadqh1@epos.tesco.net>
Source record: 73657

9 Hrs and 34 mins, wow what are you running it on?

Mark

Louis <louis@holleman.demon.nl> wrote in message
news:37d8b68e127e046b0@holleman.demon.nl...
>I've been thinking they got into trouble. Erm, how many participants do
>they have now, was it 3 million or 10? Anyways, after completion of block
>nr. 19 in this machine's record time of 9.34 overnight, I connected
>without much trouble this morning and got a fresh one. Let's just hope
>troubles are over :-)

4275. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7rbl7k$i4$1@news1.xs4all.nl>
Source record: 73658

On 9 Sep 1999 12:24:59 , "Louis Holleman" wrote:
[...]
>TT's CPU cycles at 32 MHz, this Intelbox cycles at over 14 times that fast.
>I know you can't exactly say: therefore it is more than 14 times that fast,
>but it wouldn't surprise me if the TT would need more than 100 hrs for the
>same stuff. This is pure data processing, nothing else. On this Intelbox I

I do think an Atari is a no-go.
yesterday I looked at benchmarks for PovRay.
I found a mention of a Falcon that took 4 hours to render the
benchmark picture.
A super-Intel-box on 550 Mhz did the same job in 51 seconds.
My deadcheap Celeron 400 box took 65 seconds.

Maybe it is not a fair comparision because of heavy Floating Point
and strongly localised activity of the code.
But I do think that SETI-activity has about te same characteristics
as PovRay in this.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4276. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7rbl7n$i4$2@news1.xs4all.nl>
Source record: 73659

Yes that is a point to consider:

[...]
>point 2: Actually as odd as it may seem, a standard 16Mhz falcon for
SETI
>would be faster than a 32Mhz TT. (not confirmed, but from my
>understanding).
>The processor if optimized DSP would be WAY faster because all it is is
>FFT, which the DSP, basically was designed for.
>
>Could be wrong. and wouldn't suprise me if I was. But well.
>
No, a lot of time is taken by the SETi to do typically functions
where a DSP is specially created for: digital signal processing.
And the throughput of a 32 MHZ DSP is I think comparable with a 400
MHZ Intel.
I seem to remember:
the difference between a software floating point and a hardware
floating point is about a factor of 10, the same as a hardware
floating point against a DSP.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4277. Re: atari ->win

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Chris Emmitt <chris@emmitt.freeserve.co.uk>
Message-ID: <7rbp33$2oq$1@news7.svr.pol.co.uk>
Source record: 73660

You should be able to open them in Windows Notepad

Christian Niebuhr <niebuhr@stud.uni-hannover.de> wrote in message
news:7r8q7p$88r$1@newsserver.rrzn.uni-hannover.de...
> hi and hallo,
>
> ich have some textfiles made on an atari with the extensions sdo and sbk.
>
> Is there a program to convert such files into an ASCII or Winword-Format?
>
> ciao, christian
>
>

4278. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37d95dd81300b7a30@holleman.demon.nl>
Source record: 73661

on Fri 10-09-1999 19:16 Mark Davies wrote:

>9 Hrs and 34 mins, wow what are you running it on?

Hi Mark,

nothing special, a 450 MHz P-III...

It must have been an easy block :-)

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

4279. Re: For Sale (USA): TruePaint

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: atari@bright.net
Message-ID: <RRgC3.132$O63.4666@cletus.bright.net>
Source record: 73662

On 9 Sep 1999 22:25:50 -, "Sheldon H. Winick" wrote:
>For Sale: HiSoft's TruePaint Software. Never used - still in original
>shrink wrapped box. Excellent Painting and Annimation software package
>supports all resolutions, from monochrome to true color. Package contains 3
>double-sided diskettes and a comprehensive 170-page ovner's manual. Only
>$10 (plus $4.30 for Priority Mail Shipping). Reply in Email to:
>s.winick@worldnet.att.net

I have 2 original packages of TruePaint. I'll go as low as $5 USD +
s&h to any location in the US. ;)

4280. Re: Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: atari@bright.net
Message-ID: <WKgC3.129$O63.4666@cletus.bright.net>
Source record: 73663

On 9 Sep 1999 17:55:42 G, Jo Even Skarstein wrote:
>James F. Haslam <jfhaslam@zetnet.co.uk> wrote:
>> On 6 Sep 1999 19:53:47 G, Mark Friedman wrote:
>>>Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?
>
>> Isn't the freshup program only workable from v5.02? It seems to me that
>> you should first get the freshup program that upgrades v5.01 to v5.02, and
>> then run the new one.
>
>I upgraded directly from 5.00 to 5.03. I haven't noticed any improvements
>though.

Same here, no where did it say what was improved and I not notice
any thing better or worse.

4281. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37D9A760.575CBA11@jps.net>
Source record: 73664

> Maybe it is not a fair comparision because of heavy Floating Point
> and strongly localised activity of the code.
> But I do think that SETI-activity has about te same characteristics
> as PovRay in this.
>
In Current Notes, David Barkin reports favorable POV speeds against PC's in Falcons and TT's equipped with Math coprocessors. Not sure if this is entirely due to the FPU or the comparison to older PC's.

I've been closing the gap since I've equipped my Falcon with the FX board at 40 MHz running CAB in FastRAM. Still a little slower than the AMD K6-2 at 300MHz running Netscape, but I've only got a 28.8 modem for the Falcon. Will check it again when I receive a 56K.

John

4282. Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <37d9a873$0$11116@news.execpc.com>
Source record: 73665

Hey all, i did something stupid tonight.....i was playing with my atari and it's new megafile 30......just boogering about with some programs off of the atari launchpad.....when i came across a program(i don't think the name is really rellavant, err it's called menu info) and at the time i was investigating these ACCessory things....and this program was suppose to be one but there was no ACC file with it....but there was an ASC file......so what did i do??? I renamed it of course and copyed it to the main directory on my hard drive rebooted......now heres the problem....if i try to boot up the hardrive it gets as far as loading a few programs(the few that i figured out how to make work) and then it reboots itself and continues doing so till infinity.......now as it stands i can not access the drive at all........there's nothing on the drive that i don't have on floppy considering i just got it the other day, so losing it all isn't a worry.......is there something i can do to get access to the drive, format it or bypass the acc files and that particular one that is the cause of this problem somehow??? please help

-christian

4283. FS - 22 ST Cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D9BB29.C6D54D2@earthlink.net>
Source record: 73666

For Sale - collection of 22 Atari ST magazine cover disks.

Visit this Ebay link

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159149644

10-ST Format; 2-STart; 4-ST Review; 5-ST Action; and 1-ST Plug. Over 75 programs, including: Talespin - the interactive adventure creation to make your own games; Easy Text Professional desktop publishing program with WYSIWYG display and GDOS w/fonts; STOS - create your own games; Animaster - design and add sprites to your programs; Spectrum 512 - complete graphics & painting; Grafiek - create graphs and charts; Kaos Desk - advanced desktop; MIDIgrid Pro - sequencer; Personal Pascal - programming language and compiler; Vector Pro - 3D art package; James - desk accessory; Wordquiz 4 - create your own wordsearch puzzles; and full games such as Aaron, Smash Hit Tennis, Starball Pinball; Endurance VR, Stardust, Jetpac, Interphase, Well'ard, Bullfrog, Flood, Thunderstrike, Rotox, Huckleberry Hound, Dungeon Lord, Rebound, Wormhole, Colorado, Robin Hood, and Steg.

4284. FS - SoftLogik Pagestream 2.2E Desktop Publisher

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D9BAE2.E7E0374F@earthlink.net>
Source record: 73667

SoftLogik Pagestream 2.2E Desktop Publisher for the ST for sale at Ebay. Extra disks for a total of 67 fonts.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=158039577

4285. Omega II for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37D9B9DA.EE4786D0@earthlink.net>
Source record: 73668

For Sale - Doctor T's Omega II sequencer/notator program for the Atari ST computer. 300 page manual.

visit my Ebay link at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=158014460

4286. icons

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37d9b5a0@skylite.connect.ab.ca>
Source record: 73669

Hi all,
For test purposes, I compiled a set of ..hmm, maybe around 40 256 color
icons. They feature icons from TV shows such as "Friends", "X-Files",
"Austin Powers 2" aswell as 5 flavor iMac icons and some "color book icons"

For the next few days you can grab it off MagiC Online, but in the future
they should be in the Atari Icon Lib at gokmase.atari.org

PS; You can now use http://bengy.atari.org to access the site again! BUT
the download bay is still offline. You see, MagiC Online is hosted on
GEM.ATARI.ORG which is still unoperational. In the mean time,
bengy.atari.org redirects you to a back up page where I only have 15megs of
space (thus no room for downloads)
When gem.atari.org goes back you, bengy.atari.org will no longer redirect
you to the backup server but to the original unlimited space gem server. I
did this because trying to remember 2 addresses to one page is bad..

Bengy

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

4287. MGC 99 Announcement

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37d9b676@skylite.connect.ab.ca>
Source record: 73670

Hello all,
In the rules of the MagiC Game Contest, anyone who wanted to enter the contest must have registered by September 15th, 1999.
However, we did not plan on Atari.org going down, but because it has we have cancelled this registration date as it is unfair to many. We will announce a new entry deadline later this month.

(This change came last night when a programmer who wanted to enter the contest informed me that the registration form on the contest pages does not work - a result of the gem.atari.org server being offline.)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

4288. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909101956.a38182@su2.maus.de>
Source record: 73671

Hallo Jacob,

MJ>However I am now running a PC. So I want find a cable or set of
MJ>adapters that would allow me to plug into a regular printer port. I
MJ>will also need to run some sort of driver. Any help would be
MJ>appreciated.
impossible! The only chance you have is to install a small network
with an Atari as printer server...

Sorry, Peter

4289. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37da08802ecef0@ping.be>
Source record: 73495
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**www**
atari/www/sting/tcp_121.lzh (TCP.STX, latest version) (11952 bytes)

**mint**
atari/mint/filesys/fnramfs-0.60.lzh (28.090 bytes)
atari/mint/filesys/fnramfs-0.60.tar.gz (26.846 bytes)

atari/mint/filesys/ext2/e2fsprogs-1.14-mint-4.tgz (526.258 bytes)

atari/mint/www/mgw-0.21b.lzh (Draconis to MiNT-net gateway) (52.520 bytes)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4290. Re: [Shear] SST 030

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: nspirit <nspirit@wanadoo.fr>
Message-ID: <7rgh17lqk1@wanadoo.fr>
Source record: 73496

I'm sorry of heard that GADGET by SMALL had closed. :-<<<<

4291. Re: [Shear] SST 030

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37d9a6b3.98113313@news.jax.bellsouth.net>
Source record: 73672

On Thu, 9 Sep 1999 19:13:45 +0200, "nspirit" <nspirit@wanadoo.fr>
wrote:

>I shear the mail of DAVE SMALL, one of the creator of SST 030.
> I want to known if GADGET By SMALL made a version of the card for
>MEGA STE.
>
>NSPIRIT
>
>

Sorry to say, I don't think so. They closed up shop after loosing a
lawsuit they had brought against a couple of there parts suppliers
and ended up loosing alot of there capital for these great products
and closed if I recall right, before the Mega STe was ever released.
I knew one of the Beta testers for them who use to bring this
prototype to our user group meeting. Was a fast machine on
a Mega ST4.. The fast ram on the board allowed it to load and start
printing a page before a Stacy w/ 4 megs had even booted up
pagestream. The good old Atari days..

4292. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37d9a7b9.98375651@news.jax.bellsouth.net>
Source record: 73673

On Thu, 09 Sep 1999 15:59:24 -0400, "MAIER, JACOB"
<jacob.maier@cgi.ca> wrote:

>Hi Everyone
>I just found a SLM804 which appears to be in good repair. However I am
>now running a PC. So I want find a cable or set of adapters that would
>allow me to plug into a regular printer port. I will also need to run
>some sort of driver. Any help would be appreciated.
>Thanks
>--
>Always Give Thanks
>Jacob Maier 613-781-0134 jacob.maier@cgi.ca

The SLM-804 and SLM-605 created were so cheap because
the ST was used for the memory and the brain of the printer.
The DMA interface was the fastest thing at getting the data out
to these printers and vastly faster than the standard parallel port on
PC's at that time. But, the Atari lasers won't work on a PC.

4293. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37DA06C3.FC699BD5@student.canterbury.ac.nz>
Source record: 73674

Martin Nightowl Byttebier wrote:
>
> My setup is like this:
>
> IDE 0.0 (I boot from here)
> SCSI 0.0 Zip drive
> SCSI 1.0 CD-ROM
> SCSI 2.0 HD

I thought that ZIP drives had only two possible SCSI id locations, that being 5 & 6, so unless you have some new model ZIP drive, the above settings can't be correct.

Later,
Karl.

4294. Re: Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37da1fd41cc2240@tripnet.se>
Source record: 73675

On Fri 10-09-1999 19:59 (-0500) amfreq wrote:

>other day, so losing it all isn't a worry.......is there something i can
>do to get access to the drive, format it or bypass the acc files and
>that particular one that is the cause of this problem somehow??? please
>help

Either turn on the computer first and when desktop is up turn on the
megafile. Or, Simply reboot (with all power on) and keep the
[Alternate] key down. This will bypass the harddisk.

Next run AHDI.PRG from floppy and create a harddisk (C:\) icon on the
desktop. Double click on the icon and rename the offending file.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4295. 720k bare 3.5 Epson SMD-286 floppy drives for sale.

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37d980c4.20076902@news.easynet.co.uk>
Source record: 73676

They look identical to the Falcon's internal Epson drive as
they have the same front but they are only Double Density.

Instead of beige the front is a charcoal colour. They're
almost as new.

All tested.

Price each is £6 plus £2 postage.

Always consider swops.

Also I still have a few spare Floptical disks. £3.50 each or
5 for £15.

Lastly a plain 520STFM with joysticks and lots of games plus
colour monitor £55 including postage.

Amiga 500 1MEG plus colour monitor, printer, slow modem and
lots of games £90 inclusive.

Again always consider swops.

4296. Convert PC MIDI files to ATARI format?

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Jon Erik Martinsen <je.martinsen@c2i.net>
Message-ID: <ocqC3.427$TZ3.43116@juliett.dax.net>
Source record: 73677

Hello!

I wonder i there is any way of converting my friends PC Cubase V.2,8
MIDI files to ATARI format (i'm using Cubase V.2,0 for the ATARI),
so that we can work with his files on my ATARI STE 1040.

Yours sincerely,

J.E.Martinsen.

4297. looking for portfolio ram-card

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7rdc4f$6vv$1@front1.grolier.fr>
Source record: 73678

That's all folk's

I live in France
But, mail is quite efficient

cordialement,

Christian

4298. Re: HD floppy step ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7rdc61lgv1@news6.svr.pol.co.uk>
Source record: 73679

>
> If you mean that 6ms steprate alone won't give you access to the 1.44Mb HD
> floppies, you're right. You need to feed the FDC with 16MHz and you need a
> HD capable diskdrive. And HD diskettes.
>
>
> MG
>

I've treid 16mhz altering the step and seek rate to 6ms, I've not tried just altering the steprate to 6ms so the could possibley where I'm going wrong. I'll try altering the steprate only to 6ms and using 16mhz clock, this will settle the matter.

Thanks,
Chris

4299. Re: Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7rdhcs$4mg$1@cubacola.tninet.se>
Source record: 73680

On 10 Sep 1999 19:59:46 , amfreq wrote:
> Hey all, i did something stupid tonight.....i was playing with my
>atari and it's new megafile 30......just boogering about with some
>programs off of the atari launchpad.....when i came across a program(i
>don't think the name is really rellavant, err it's called menu info)
>and at the time i was investigating these ACCessory things....and this
>program was suppose to be one but there was no ACC file with it....but
>there was an ASC file......so what did i do??? I renamed it of course
>and copyed it to the main directory on my hard drive rebooted......now
>heres the problem....if i try to boot up the hardrive it gets as far as
>loading a few programs(the few that i figured out how to make work) and
>then it reboots itself and continues doing so till infinity.......now as
>it stands i can not access the drive at all........there's nothing on
>the drive that i don't have on floppy considering i just got it the
>other day, so losing it all isn't a worry.......is there something i can
>do to get access to the drive, format it or bypass the acc files and
>that particular one that is the cause of this problem somehow??? please
>help
>
>-christian
>
>.
Hi Christian

It depends on what harddisk driver your using but i think all drivers
have a bypass key. Try holding down the Control or Alternate key.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4300. Gem desktop icons

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dxz4s1.1cbkv3vgli3nqN@tnt-10-370.easynet.co.uk>
Source record: 73681

When I originally got my Falcon the Gem desktop had colourful icons and looked pretty amazing. Now I'm repartitioned the HD and installed everything I need again from zip drive.. but the icons are all white! I'm in 16 colour mode using a 16mhz Falcon030 with TOS v4.04. Anyone know why? :-}

Thanks
Steve

4301. Re: server test (ignore)

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rdst7$28f$2@news6.svr.pol.co.uk>
Source record: 73682

On 7 Sep 1999 18:11:02 G, Martin-Eric Racine wrote:

RE:> Subject: Re: server test (ignore)

Ignore, now there's a challenge.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4302. Re: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rdst9$28f$3@news6.svr.pol.co.uk>
Source record: 73683

On 9 Sep 1999 08:15:08 G, Michael Robillard wrote:
:>Newsgroups: comp.sys.atari.st
:>From: michael.robillard@the-spa.com (Michael Robillard)
:>Subject: Printer Suggestion?
:>X-Newsreader: NEWSie Version 0.94 (Atari)
:>Message-ID: <g0KB3.6125$Dj2.358435@monger.newsread.com>
:>Date: Thu, 09 Sep 1999 08:15:08 GMT
:>NNTP-Posting-Host: 207.41.113.158
:>X-Complaints-To: Abuse Role <abuse@the-spa.com>, We Care <abuse@newsread.com>
:>X-Trace: monger.newsread.com 936864908 207.41.113.158 (Thu, 09 Sep 1999 04:15:08 EDT)
:>NNTP-Posting-Date: Thu, 09 Sep 1999 04:15:08 EDT
:>Organization: The Spa! (the-spa.com)
:>Lines: 5
:>Xref: news.theplanet.net comp.sys.atari.st:96730
:>
:>I'm planning on buying a new printer for my FALCON.I would appreciate
:>any suggestions on what brands I should consider and the ones I should
:>avoid.

My personal choice was an Hewlett Packard LaserJet 5L.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4303. Milan II Special Report

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <37da5ec0@skylite.connect.ab.ca>
Source record: 73684

Hello all!
In the last issue of the German Magazine , ST-Computer, they had a 5 page special report on the upcoming Milan II (Also know as the Milan 060 USB or the Milan 500)

Topics covered in this report include:

* The latest facts about the home workstation
* Division of tasks
* What the new Milan will be able to achieve
* Software packages
* Software prospect
* Operating systems
* Distribution concepts
* Dates and future

Jens Hatlak, (jhatlak.atari.org) translated this article for MagiC online, as we, as well as ST-Computer <who granted permission> both felt it would be of interest to many atari users.
The article is now online, all in easy to understand english :-)

Read it at MagiC Online: http://bengy.atari.org

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

4304. FS: atari 1040st keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: NNoiseux@tiac.net
Message-ID: <37da7d1f.1735344@news.tiac.net>
Source record: 73685

$12 including shipping on continent.

4305. Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37da8656$0$448@news.zetnet.co.uk>
Source record: 73686

Hi All,

I have just been to a local Computer Show and picked up a Seagate Barracuda
4.1 gig hd real cheap ;-)

When I got home and opened the box I got a couple of surprises:
1. The drive is double height
and
2 the scsi connector is unlike any of the ones on my current hds
i.e. not 'normal' and not scsi2 (like the connector on the Falcon.
(I suspect the connector must be one of these 'wide' or 'ultra-wide'
types I have heard about ?)
Can I get an adaptor to be able to use it in my tower ?

Finally, there is a sticker on the drive which says 'Single End'.
Can anyone explain what this means ?

If anyone there had been selling SyJet carts I would not have these
problems......

TIA

Jim

4306. Re: Convert PC MIDI files to ATARI format?

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37da8ed7$0$452@news.zetnet.co.uk>
Source record: 73687

Jon Erik Martinsen <je.martinsen@c2i.net> wrote in message
news:ocqC3.427$TZ3.43116@juliett.dax.net...
> Hello!
>
> I wonder i there is any way of converting my friends PC Cubase V.2,8
> MIDI files to ATARI format (i'm using Cubase V.2,0 for the ATARI),
> so that we can work with his files on my ATARI STE 1040.
>
> Yours sincerely,
>
> J.E.Martinsen.
>
>
no conversion needed mid files are the same on all Platforms the only
thing you will need to do is save them to 720 disks to be read on an
unmodified Atari
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4307. SLM 804 via MiNT-Net?

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Martin-Eric Racine <q-funk@megacom.net>
Message-ID: <Pine.MNT.4.10.9909112056550.106-100000@rakastaja>
Source record: 73688

Has anybody ever succeeded in using an SLM 804 via MiNT-Net, to
share one SLM between several Ataris?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4308. ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Herman Veerbeek <herman.veerbeek@tip.nl>
Message-ID: <7ream2$4gt$1@news.worldonline.nl>
Source record: 73689

I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01) from a floppy-disk, there's no problem. If I put a boot-disk in the floppy-drive and start that way the hard disk and try to start cubase from the hard disk, I'll get the message: "Not enough memory".
Can I solve this problem with a ramdisk-program? I did have one in the past, but when I started it, there was a message that there was only 546 k of memory left.
Is there a ramdisk programma which generates more ramdisk-space and how can I get that?
I want to play Band in the Box on it, and without enough memory, I won't be abel to do that.

Herman

4309. Re: ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7rehr5$6pm$1@nntp3.uunet.ca>
Source record: 73690

Hi;

If there is such a program, I'd sure like to get ahold of it! Sorry, I think you're always limited by how much physical RAM you have. My ST only has 1 Meg, so I've seen that error message too.
Chris
crupert@netrover.com
http://www.netrover.com/~crupert
Herman Veerbeek wrote in message <7ream2$4gt$1@news.worldonline.nl>...
>I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01)
>from a floppy-disk, there's no problem. If I put a boot-disk in the
>floppy-drive and start that way the hard disk and try to start cubase from
>the hard disk, I'll get the message: "Not enough memory".
>Can I solve this problem with a ramdisk-program? I did have one in the
past,
>but when I started it, there was a message that there was only 546 k of
>memory left.
>Is there a ramdisk programma which generates more ramdisk-space and how can
>I get that?
>I want to play Band in the Box on it, and without enough memory, I won't be
>abel to do that.
>
>
>Herman
>
>

4310. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: black-dog@geocities.com
Message-ID: <381fdeea.383824263@news.freeserve.co.uk>
Source record: 73691
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On Tue, 31 Aug 1999 02:42:21 +0100 in uk.net.web.authoring, Denesh
Bhabuta wrote:

>** ORDER THE SEPTEMBER SPECIAL NOW **

Ooops

ERROR: The requested URL could not be retrieved

While trying to retrieve the URL: http://www.cyberstrider.net/

The following error was encountered:

ERROR 312 -- Cannot connect to the server

--
Geoff (Blade Runner)
Simple RFD creation with the online RFD Maker
http://www.cthree.freeserve.co.uk/rfdmaker/
Be an Agent. http://www.onelist.com/subscribe/uk-dot-star_agents

4311. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: black-dog@geocities.com
Message-ID: <3822e2b2.384792423@news.freeserve.co.uk>
Source record: 73692
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On Sat, 11 Sep 1999 23:00:10 GMT in uk.net.web.authoring, Blade Runner
wrote:

>On Tue, 31 Aug 1999 02:42:21 +0100 in uk.net.web.authoring, Denesh
>Bhabuta wrote:
>
>>** ORDER THE SEPTEMBER SPECIAL NOW **
>
>Ooops
>
>ERROR: The requested URL could not be retrieved

It's ok, I've got it now.

Well this is really great. I want to order three domains but now I
see that the offer is only available for people who wish to pay by
credit or debit card - which I don't have.

Now I'm quite happy to pay up front by brown envelope stuffed with
fivers but come on guys, what's the deal?

--
Geoff (Blade Runner)
Simple RFD creation with the online RFD Maker
http://www.cthree.freeserve.co.uk/rfdmaker/
Be an Agent. http://www.onelist.com/subscribe/uk-dot-star_agents

4312. Re: POPwatch Timeout Problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7renml$2r3f@enews3.newsguy.com>
Source record: 73693

On 3 Sep 1999 02:30:17 G, Ronald Andersson wrote:

[In reference to Paul Nurminen writing about POPwatch "timeout" problem]

>Bad one day, good other days... Hmmm (lightbulb gleaming weakly ;-)
> ^^^ ^^^^

Lately - the last month or more - it's been working fine, with no timeout
messages at all (knocking furiously on any wood in sight).
8*)

>Good 95% of the time... Hmmm (lightbulb softly glowing ;-)
> ^^^^
>timeouts quickly and it happens randomly and intermittently too
>^^^^ ^^^^^
>(lightbulb shining brightly ;-)
>
>Do you see the same pattern I do? The main characteristic of this problem is,
>in several different ways, always connected with time itself, and the timeout
>is itself a direct result of misinterpreted time.
>
>Have you fed your realtime clock lately...? I think it's getting hungry,
>or in some other way unhappy with the current situation.
>
>I suspect that both Popwatch and CAB do their timing by reading system time,
>and when the realtime clock battery is running out this will not be reliable.
>Unfortunately this is very bad news on a Falcon, as the battery is built-in
>in the RTC chip.

Well, if there was something wrong with the clock, wouldn't the time and date
(for files etc.) always be messed up or wrong? Because my Falcon seems to keep
perfect time - I haven't ever had to adjust or reset the clock since I've had
it - except for the "dailight savings time" change we make here once a year.
Judging by this fact, I would have to say the clock is ok.

>Another possibility is that your system modifications have somehow affected
>the real time clock, for example by some micro-scrap of solder falling onto
>part of the circuitry. Such a scrap will often not stay in one position,
>but will vibrate around thanks to floppy, harddisk, and fan, thus explaining
>why it sometimes works and sometimes not.

Well, the problems did seem to show up _after_ I had the Nemesis board
installed. However, I didn't do the installation myself, so it's entirely
possible that there is some loose solder inside.

>Have you tried the 'twist and shake' fix ?

I haven't tried that technique yet, but I'm about to open the Falcon up to fix a semi-intermittent-partially-non-functioning-sometimes "J" key on my keyboard (which I'm _not_ looking forward to due to all those tiny screws!), but when I do that, I'll have a good look at the mother board and blow out any debris I find.

>Btw:
>I hope I'm not putting you down by implying you might drop solder scrap.
>I have myself worked professionally with soldering since the late 70's
>and it still happens to me occasionally, without me noticing...

Not at all. I do a fair bit of soldering repairs on my old 8-bit Atari computers, and my STE, but I'm always a little hesitant to mess with the Falcon too much... ;^)

Anyway, thanks for your suggestions and help!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!

4313. Re: ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-11 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rf39mdo1@bgtnsc01.worldnet.att.net>
Source record: 73694

Herman,

If you have enough RAM to run Cubase from a floppy disk, you should have the same memory available to run the program from the hard disk, UNLESS.....

- Your "boot-disk" (which you really shouldn't need if you install the hard disk to boot automatically from drive "C") must also contain programs or ACCessories that are auto-booting and grabbing some of your available memory. Running Cubase on a 1040ST is marginal at best since you only have 1mb of RAM to work with. Make certain you're not booting any RAM-resident programs (ACCessories or other RAM-resident programs such as menu directories, alternate desktop programs, etc.) or any of the various Cubase modules that aren't absolutely necessary.

Installing a RAMdisk will REDUCE your available memory further and make matters worse. You need to turn OFF all RAM-resident programs, not add another one.

Sheldon

Herman Veerbeek wrote in message <7ream2$4gt$1@news.worldonline.nl>...
>I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01)
>from a floppy-disk, there's no problem. If I put a boot-disk in the
>floppy-drive and start that way the hard disk and try to start cubase from
>the hard disk, I'll get the message: "Not enough memory".
>Can I solve this problem with a ramdisk-program? I did have one in the
past,
>but when I started it, there was a message that there was only 546 k of
>memory left.
>Is there a ramdisk programma which generates more ramdisk-space and how can
>I get that?
>I want to play Band in the Box on it, and without enough memory, I won't be
>abel to do that.
>
>
>Herman
>
>

4314. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7rerc1$o65$1@sun27.hrz.tu-darmstadt.de>
Source record: 73497

Hi!

Karl Ashton <kma54@student.canterbury.ac.nz> wrote:
> I thought that ZIP drives had only two possible SCSI id locations, that
> being 5 & 6

Some series of internal SCSI Zips offered setting all SCSI IDs from 0 to
7.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4315. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7resv1$kv8$1@snipp.uninett.no>
Source record: 73498

Karl Ashton <kma54@student.canterbury.ac.nz> wrote:

> I thought that ZIP drives had only two possible SCSI id locations, that
> being 5 & 6, so unless you have some new model ZIP drive, the above

My internal Zip can be set to any ID, I don't know about external ones.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4316. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.net>
Message-ID: <37db001d.0@london.netkonect.net>
Source record: 73499
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

Hi

Blade Runner wrote in message <3822e2b2.384792423@news.freeserve.co.uk>...
>It's ok, I've got it now.
>Well this is really great. I want to order three domains but now I
>see that the offer is only available for people who wish to pay by
>credit or debit card - which I don't have.
>Now I'm quite happy to pay up front by brown envelope stuffed with
>fivers but come on guys, what's the deal?

The thing is that paying by CC/Debit card, the registration is near
instantaneous, and as most of the processes are automated, we do not really
have to do much - thus a cheap special offer - it is also an exercise in
ecommerce.

paying by cheque/cash or to be invoiced, you may choose domain option 2 -
which is exactly the same service, but manual processing - then again it is
£25 per year and for this month includes the co.uk fee.

Sorry about this - can someone you know use their card on your behalf and
you pay them cash? A few customers have already done this...

Regards
Denesh

4317. Re: ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <EODC3.34$gL4.47@198.235.216.4>
Source record: 73500

A RAMDisk program sets aside part of RAM and pretends it's a hard drive. You then copy files onto that drive letter and any reads/writes go extremely fast! This gives you less RAM, and so isn't the answer for you. You need more real RAM or continue from floppy. :-(

Herman Veerbeek <herman.veerbeek@tip.nl> wrote in message news:7ream2$4gt$1@news.worldonline.nl...
> I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01)
> from a floppy-disk, there's no problem. If I put a boot-disk in the
> floppy-drive and start that way the hard disk and try to start cubase from
> the hard disk, I'll get the message: "Not enough memory".
> Can I solve this problem with a ramdisk-program? I did have one in the
past,
> but when I started it, there was a message that there was only 546 k of
> memory left.
> Is there a ramdisk programma which generates more ramdisk-space and how
can
> I get that?
> I want to play Band in the Box on it, and without enough memory, I won't
be
> abel to do that.
>
>
> Herman
>
>

4318. Re: Milan II Special Report

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dy0cyb.1e7a10lbxmpc2N@pm-d25.rhein-main.de>
Source record: 73501

Bengy Collins <collins@bulli.com> wrote:

> Hello all!
> In the last issue of the German Magazine , ST-Computer, they had a 5 page
> special report on the upcoming Milan II (Also know as the Milan 060 USB or
> the Milan 500)

An enthusiastic article, wait for what you got if the machine is
avaiable. I read the same words, but with other eyes.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4319. Re: Fonts for Apex Media

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DB48C6.4C94EF3F@ihug.co.nz>
Source record: 73502

Hi there,

Phantomm wrote:
>
> On 7 Sep 1999 08:41:20 +, J WILKINSON wrote:
> >Sorry, but I haven't got any Calamus fonts currently. I do know that
> >none of the hundreds I used to have would show clearly at small sizes.
> >I would spend ages using the dejag and also interpolative box to alias
> >them. Sometimes it took ages!
> >Kind regards,
>
> Hi Chris,
>
> I was wondering if anyone else had that problem as well.
> I think Apex is excellent, but the Font System needs some improvement.
> Thats the only fault I have with the software.
> I'd sure enjoy the ability to load VideoMaster Falcon video files
> directly into Apex. That would be a nice update.

The font system is a bit of a funny one. Its the only part of
APEX that I can really find fault with. The biggest omission is
the use of NVDI truetype fonts and anti-alias of fonts/blocks.
APEX Alpha is said to alias blocks (maybe fonts too?) but I do
not think we'll see this software now, because from when it was
announced until now I have developed some grey hair! Grey hair
doesn't happen overnight!! :(

I'm sorta kidding about the grey hair (I'm only 29!) but you know
what I mean!...

> I'll keep looking for a Font set that will display small sizes.
> phantomm@kih.net

Calamus fonts abound on CD (for sale) but very few exist on ftp
sites. None I've encountered (including hundreds from the GEMini
Atari CD) look any good in APEX 320x200 video mode...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4320. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DB4A4C.ECFABF8A@ihug.co.nz>
Source record: 73503

Hi there,

"Daniel L. Dreibelbis" wrote:
>
> In article <7qsnt7$kp3$1@hermes.achilles.net>, fried@dragon.achilles.net
> (Mark Friedman) wrote:
>
> > where can I get these Doom "wads" now that I have downloaded
> > the port of Doom by Patrice?
> > Thanks for any help, Mark
>
> you may want to try over at www.doomworld.com, this is where news of
> new WADS and where to download them are.
>
> And now a question - will the new Batman Doom WAD work with this? It
> sounds like it may require a Milan or Hades, or at least an accelerated
> Falcon to try this one...

It should. But you're right...a Hades or Milan with at LEAST an 040 (060 is
desired) should be needed to make the games 'playable'. I have a 32MHz F030
and while the games work without seizing/crashing/bombing (yet!) I
cannot get
over about 2-3 fps on Doom 1 shareware. I've seen faster ports of Doom running
on Amiga A1200's so it should be able to work on a Falcon...

L8R,

CW.
/|\

4321. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy0mfu.5cbnqucksr4aN@tnt-10-104.easynet.co.uk>
Source record: 73504

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> It should. But you're right...a Hades or Milan with at LEAST an 040 (060 is
> desired) should be needed to make the games 'playable'. I have a 32MHz F030
> and while the games work without seizing/crashing/bombing (yet!) I
> cannot get
> over about 2-3 fps on Doom 1 shareware. I've seen faster ports of Doom running
> on Amiga A1200's so it should be able to work on a Falcon...

I've also thought the same. I know the likes of Patrice is one guy doing
an amazing job, but if the Amiga can run Doom....

Wouldn't it be good if the standard 16mhz Falcon could have a Doom app
that made full use of the cpu, fpu, and dsp! :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4322. pointers

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy0mia.kulr6gw3dojuN@tnt-10-104.easynet.co.uk>
Source record: 73505

Can someone point me in the direction of an ftp/http site that has desktop music apps to download. I used to have tons of these years ago from all my favourite games from the eighties (most SID converts!). I'm using a Falcon with MagiC now fyi, thanks :)

Also, is there a MOD player than I can use under the MagiC OS? Once again, I had one of these years ago on my old STe, but somehow they get lost over time... :(

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4323. Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dBmx$HA8U423EwWJ@steverosie.demon.co.uk>
Source record: 73506
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer,uk.adverts.other

Hi

I am trying to sort someone out who has a problem with their Notator SL
software OR the dongle.

I'd be very grateful if I could borrow the software/dongle to find out
what the problem is.

Thanks in advance

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

4324. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rg284$3vc$1@barcode.tesco.net>
Source record: 73507

A 450Mhz PIII explains it, the PIII has better maths processing than a
450Mhz K6-2 (which I have).
I am averaging 20 hours per block on my 450 and 40 hours on my 166.

I have an Dec Alpha 4/166 sat here. I have lost the root password so I think
I will zap it and put NT on so I can run SETI on another machine at the same
time.

Mark
http://pov.atari.org

Louis <louis@holleman.demon.nl> wrote in message
news:37d95dd81300b7a30@holleman.demon.nl...
> on Fri 10-09-1999 19:16 Mark Davies wrote:
>
> >9 Hrs and 34 mins, wow what are you running it on?
>
> Hi Mark,
>
> nothing special, a 450 MHz P-III...
>
> It must have been an easy block :-)
>

4325. Well, finally at last...!

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37db8e11.385467@news.demon.nl>
Source record: 73508

Hi,

well, finally at last the Linux bunch is running with a KDE desktop!
So finally I'm no longer working in the terrible textscreen. Hurray!
Still a lot of work getting everything set up the way I want it.

Also finally at last I've found a good off/online newsreader: Free
Agent. Yup, an oldie but it does what I want it to do and it's pretty
intuitive (something which cannot be said of Outlook Express). And
together with OLE, also Turnpike went straight back into the can.

Right now I'm catching up with all the old groups I had hooked on with
Okami/Newswatch, so pretty soon I can get rid of the double work:
using both the Intelbox and my TT for Internet. Which means the TT can
be turned off more frequently, after having been running continuously
for years...

Now the next thing is unsubscribe from comp.sys.atari.st... Nah, just
kidding; it was the first group I subscribed to on my Intelbox and
will stay there forever (well, forever?)

4326. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: mug_uk@mindless.com
Message-ID: <MPG.1245ad375b18fe8f989724@news.lineone.net>
Source record: 73509

As a follow up to the Sundog under emulation thread.

Sharaz Jek (the one who originally deprotected the game for Automation 116 - I think it was on that one) .. had to redo the crack because the way Pacifist handles TRAP #1 redirection under h/drives .. ie. it doesn't!

He posted a patched version on the net over a year ago, so I personally have got no idea where to get it from but if you ask around I am sure you'll find it.

4327. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: ary@noreply.com1
Message-ID: <MPG.1245b9539953a3199896ef@news.btinternet.com>
Source record: 73510
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

```
In article <3822e2b2.384792423@news.freeserve.co.uk>, black-
dog@geocities.com says...
> On Sat, 11 Sep 1999 23:00:10 GMT in uk.net.web.authoring, Blade Runner
> wrote:
>
> >On Tue, 31 Aug 1999 02:42:21 +0100 in uk.net.web.authoring, Denesh
> >Bhabuta wrote:
> >
> >>** ORDER THE SEPTEMBER SPECIAL NOW **
> >
> >Ooops
> >
> >ERROR: The requested URL could not be retrieved
>
> It's ok, I've got it now.
>
> Well this is really great. I want to order three domains but now I
> see that the offer is only available for people who wish to pay by
> credit or debit card - which I don't have.
>
> Now I'm quite happy to pay up front by brown envelope stuffed with
> fivers but come on guys, what's the deal?
>
>
>
```

try www.gradwell.com/domains -they allows payment by cheque etc. £10 per domain.

4328. Re: ST Floppy Seek rate

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7rgdtfpsu1@news5.svr.pol.co.uk>
Source record: 73511

I treid today altering the STEP rate to 6ms and the drive sounded just as it did before. Altering the SEEK rate to 6ms will make the drive sound more "rough", though it won't boot of the disc, Altering SEEK and STEP to 6ms works best but does not get very far in loading from the disc, 1.44 discs even at 16mhz does not work.

I'm assuming that TOS is doing something a littlemore than jsut latering the STEP rate of the drive, you may set this value but does it alter something else which no one seams to be aware of ??

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

4329. Re: Milan II Special Report

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9909121635290.97-100000@Hadesbox>
Source record: 73512

On Sun, 12 Sep 1999, Robert Schaffner wrote:

> Bengy Collins <collins@bulli.com> wrote:
>
> > Hello all!
> > In the last issue of the German Magazine , ST-Computer, they had a 5 page
> > special report on the upcoming Milan II (Also know as the Milan 060 USB or
> > the Milan 500)
>
> An enthusiastic article, wait for what you got if the machine is
> avaiable. I read the same words, but with other eyes.
>
> Regards, Robert

Yes, enthusiastic indeed. So entusiastic that he forgot to mention MiNT
at all. Now, I hope that comes from his entusiasm, else it scares the shit
out of me!

Hmm...

Odd Skancke - oskancke@online.no

4330. MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: ppl_sfs@pip.shsu.edu
Message-ID: <7rgepa$1o4$1@unxnews.shsu.edu>
Source record: 73513

I am looking for a MagiC/MagiCMac dealer in the US.

Does anyone know who I can contact to purchase this?
I have already emailed ASH and received no response.

Thanks in advance,
John

4331. looking for roms of atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: bullock <bullock@chez.com>
Message-ID: <37DBD35D.4638D214@chez.com>
Source record: 73514

bobo
mega lo mania

and others if you have !

4332. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dbd6cc$0$449@news.zetnet.co.uk>
Source record: 73515

Steve Stupple <Steve@atari.org> wrote in message
news:dBmx$HA8U423EwWJ@steverosie.demon.co.uk...
> Hi
>
> I am trying to sort someone out who has a problem with their Notator SL
> software OR the dongle.
>
> I'd be very grateful if I could borrow the software/dongle to find out
> what the problem is.
>
> Thanks in advance
>
> Steve
first thing give the dongle contacts a good clean with a pencil rubber or
an eraser as the people who own the Internet call them
Kevin

4333. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <r0DsiCArj923Ewil@steverosie.demon.co.uk>
Source record: 73516

On Sun, 12 Sep 1999 at 17:28:26 a message from kevin dermott was created
on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
>first thing give the dongle contacts a good clean with a pencil rubber or
>an eraser as the people who own the Internet call them
>

:)))) I know what you mean and have checked that.

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4334. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7rgof2$g39$1@uranium.btinternet.com>
Source record: 73517

Steve <macgamer@ukonline.co.uk> wrote in message
news:1dy0mfu.5cbnqucksr4aN@tnt-10-104.easynet.co.uk...
> Wouldn't it be good if the standard 16mhz Falcon could have a Doom app
> that made full use of the cpu, fpu, and dsp! :-)

Have you guys looked at Bad Mood? (I gave urls earlier, but just in case:
http://rand.thn.htu.se). If only it were a "simple" or even "not too
complex" task to merge this rendering engine with the rest of the Doom game
engine. I'm sure Patrice has looked at merging his own DSP renderer (the
"french doom" probably mentioned at the BM homepage) with his Doom port....
just its too much unfortunately...

Anthony
--

Anthony Jacques AnthonyJ | "The boy stood on the burning deck
| Whence all but he had fled...
http://ultra.quake2.co.uk/ | Twit"
anthonyj@jacquesa.freeserve.co.uk | Spike Milligan
---+---

4335. Re: looking for roms of atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Christian Nause <Christian.Nause@Hagen.de>
Message-ID: <37DBE662.2F9B922F@Hagen.de>
Source record: 73518

bullock schrieb:
>
> bobo
> mega lo mania
>
> and others if you have !

You find TOS-Images at http://lgd.fatal-design.com/tos_roms/index.html

Christian

4336. Re: looking for roms of atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OWbFqIAJE$23EwkB@steverosie.demon.co.uk>
Source record: 73519

On Sun, 12 Sep 1999 at 19:44:03 a message from Christian Nause was
created on the subject of looking for roms of atari st.
>bullock schrieb:
>>
>> bobo
>> mega lo mania
>>
>> and others if you have !
>
>You find TOS-Images at http://lgd.fatal-design.com/tos_roms/index.html
>
>Christian

I think they are after cartridges!!!!! although I've not heard of these
being available on ROM's etc.....

I have heard of Mega-lo-Mania on disk:) I have a copy for sale along
with First Samuri:))))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4337. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dbf77e$0$450@news.zetnet.co.uk>
Source record: 73520

James Smith <jimsmith@zetnet.co.uk> wrote in message
news:37da8656$0$448@news.zetnet.co.uk...
> Hi All,
>
> I have just been to a local Computer Show and picked up a Seagate
Barracuda
> 4.1 gig hd real cheap ;-)
>
> When I got home and opened the box I got a couple of surprises:
> 1. The drive is double height
> and
> 2 the scsi connector is unlike any of the ones on my current hds
> i.e. not 'normal' and not scsi2 (like the connector on the Falcon.
> (I suspect the connector must be one of these 'wide' or 'ultra-wide'
> types I have heard about ?)
> Can I get an adaptor to be able to use it in my tower ?

I have a Barracuda in an external box with an adaptor to the exisisting
cable and it works fine
Kevin

4338. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dbf8b1$0$450@news.zetnet.co.uk>
Source record: 73521

Steve Stupple <Steve@atari.org> wrote in message
news:r0DsiCArj923EwiI@steverosie.demon.co.uk...
> On Sun, 12 Sep 1999 at 17:28:26 a message from kevin dermott was
created
> on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
> >first thing give the dongle contacts a good clean with a pencil rubber
or
> >an eraser as the people who own the Internet call them
> >
>
> :)))) I know what you mean and have checked that.
>
> Thanks

try to start it via softlink ?
Kevin

4339. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.net>
Message-ID: <37dc006d.0@london.netkonect.net>
Source record: 73522
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

Ary wrote in message ...
>In article <3822e2b2.384792423@news.freeserve.co.uk>, black-
>dog@geocities.com says...
>try www.gradwell.com/domains -they allows payment by cheque etc. £10 per
>domain.

Ahem - I like Peter Gradwell and I will not knock his service - would not dream about doing so... however you should be up front with the price you have quoted that Peter charges:

£10 for 2 years: domain reg - nothing else - just parked
then on top if you want mail and web forwarding, you pay £10 per year

thus in total, £30 over 2 years. :)

This is near enough the same as we charge for a similar service - £25 + VAT
for two years for domain reg, mail and web forwarding. :))

So, as we both charge similar, it is up to you whoever you choose...

Regards
Denesh

4340. TAF Meeting September 15th - programming, IDE drives!

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1209991657100001@ts7-59t-30.idirect.com>
Source record: 73523
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Agenda for the Toronto Atari Federation Meeting, September 15th, 1999

We start the beginning of the TAF meeting season by taking a look at programming! Always wanted to design a program? Do you want to find a way to get your Atari to do something it previously couldn't. Not impressed with what TOS programmers have done and think you can do better? Tonight we'll give you an idea on how to go about it! We'll look at the different programs out there for designing and assembling your programs, including GFA Basic, STOS, and Sozobon. Be sure to ask lots of questions!

Also - Ken MacDonald, TAF's intrepid president and North American distributor of Mario Becroft's hardware solutions, will be demonstrating how to install the IDE board
inside your ST's case to allow for program storage without funny boxes outside the case,
plus news of new Becroft developments like the AT/serial mouse adaptor of attaching PC
keyboards and mice, and a new dongle that will provide both SCSI out and Ethernet for stock
STs (two words: CABLE MODEM).

It's going to be an informative and fun time at the next TAF meeting! See you there!

UPCOMING TAF MEETINGS:

OCTOBER 20TH - Graphics and Graphic Design
NOVEMBER 17TH - The Famous and Amusing TAF FLEA MARKET!
DECEMBER 15TH - CHRISTMAS PARTY + MIDI Entertainment

TORONTO ATARI FEDERATION is dedicated to the preservation and continued use of
the Atari 8-bit/ST/TT/Falcon line of computers, users of the Hades and Milan clones, and users emulating these platforms on Macs and PCs. Meetings are held on the Third Wednsday of the month from September to June in the North York Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge Street at Parkholme Avenue. Parking garage inside the complex. Those using public transport can take the TTC's Yonge/University/Spadina Line to North York Centre Station. Meetings start 7:00 PM, $2 to non-members. Membership is $25 a year, and includes a subscription to the PHOENIX newsletter. A membership in TAF IS Atari support!

TAF BBS Online! (open to ALL Atarians) - 416-421-8999
TAF Home Page - http://welcome.to/taf
Ken MacDonald, TAF President - 416-533-0504 or email:anarkist@idirect.com

Dan Dreibelbis, TAF Vice-President - 416-766-4743 or
email:dreibel@idirect.com
PHOENIX Editor, Chris Wawrzyniak - email:capw@interlog.com

4341. TAF Meeting September 15th - Programming, IDE drives!

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1209991742480001@ts7-59t-30.idirect.com>
Source record: 73524

Agenda for the Toronto Atari Federation Meeting, September 15th, 1999

We start the beginning of the TAF meeting season by taking a look at programming! Always wanted to design a program? Do you want to find a way to get your Atari to do something it previously couldn't. Not impressed with what TOS programmers have done and think you can do better? Tonight we'll give you an idea on how to go about it! We'll look at the different programs out there for designing and assembling your programs, including GFA Basic, STOS, and Sozobon. Be sure to ask lots of questions!

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Ken MacDonald, TAF President - 416-533-0504 or email:anarkist@idirect.com
Dan Dreibelbis, TAF Vice-President - 416-766-4743 or

email:dreibel@idirect.com
PHOENIX Editor, Chris Wawrzyniak - email:capw@interlog.com

4342. Re: SV: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7rh6ioagb1@plutonium.compulink.co.uk>
Source record: 73525

In message <6w%B3.2187$Gh6.3967@nntpserver.swip.net>, claes.holmerup@swipnet.se said:

>If you're planning on using it with Cubase Audio, get a laserprinter
>that's HP laserjet compatible and there won't be any problems.

The laser has another advantage - the print is waterproof. Most inkjets will smear if you allow a drop of sweat (or spit) to fall on the printed page. The laser should also be cheaper to run if you print a lot of copies. OTOH if you also want to print in colour, then lasers will be out of your price range.

I don't think there is much difference between an inkjet and a bubblejet - mostly proprietary names. Both usually work with small heating elements that expel drops of ink when on. But the Epsons are different - they use piezo-electric crystals that contract when a voltage is applied and expel drops of ink that way. No heating may mean more regular (and smaller) droplets.

Regards, /Peter/

4343. Re: looking for roms of atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rh90e$n4a$1@bgtnsc02.worldnet.att.net>
Source record: 73526

I still have the following Atari TOS ROM's in stock. You can have any of these sets for $5 each plus shipping.

- TOS 1.0 (original 6-chip set)
- TOS 1.0 (2-chip set)
- TOS 1.2 (2-chip AtariST ROMs)
- TOS 1.62 (2-chip AtariSTe ROMs)

Reply in Email if interested. Let me know your shipping address so I can let you know the shipping cost. Priority Mail shipping within the continental USA is $3.20.

Sheldon

4344. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7rh8r7$d4k$1@plutonium.compulink.co.uk>
Source record: 73527

In message <37DA06C3.FC699BD5@student.canterbury.ac.nz>, kma54@student.canterbury.ac.nz said:

>> IDE 0.0 (I boot from here)
>> SCSI 0.0 Zip drive
>> SCSI 1.0 CD-ROM
>> SCSI 2.0 HD
>
>I thought that ZIP drives had only two possible SCSI id locations, that
>being 5 & 6, so unless you have some new model ZIP drive, the above
>settings can't be correct.

This was so on the originals, but I /think/ that that was changed on later versions to allow any ID to be used.

Regards, /Peter/

4345. Re: ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7rh8r8$d4p$1@plutonium.compulink.co.uk>
Source record: 73528

In message <7ream2$4gt$1@news.worldonline.nl>, herman.veerbeek@tip.nl said:

>I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01)
>from a floppy-disk, there's no problem. If I put a boot-disk in the
>floppy-drive and start that way the hard disk and try to start cubase from
>the hard disk, I'll get the message: "Not enough memory".
>Can I solve this problem with a ramdisk-program? I did have one in the past,
>but when I started it, there was a message that there was only 546 k of
>memory left.
>Is there a ramdisk programma which generates more ramdisk-space and how can
>I get that?

Herman,

You are not thinking straight. :-) Where do you think the RAM for the RAMdisk comes from? Main memory! So having a RAMdisk can't increase the amount of memory available for a program. The only time the idea could perhaps work is if the problem was due to memory fragmentation. Try starting up the hard drive with no ACCs, AUTO programs or CPXs (except the ones you need, like the hard disk driver). But if you can, upgrade to 4 MB - provided you can get the adapter, the SIMMS are cheap enough! (On a Falcon you can use OUTSIDE which offers virtual memory by swapping some data from RAM to the hard drive; but this won't work with all programs.)

Regards, /Peter/

4346. FS: Atari TT030 Hard Drive Upgrade Kit (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rh9c3ods1@bgtnsc02.worldnet.att.net>
Source record: 73529

For Sale (USA): TT030 Hard Drive Upgrade Kit

Original Atari TT030 Upgrade Kit for adding an internal hard drive to a TT030. NEW -- still in original box. Kit consists of the following items:

- HDD Cables
- HDD Shield
- HDD Plastic Cover with mounting rails
- HDD Utilities Diskette
- HDD Power Cable
- Screws and washers
- Installation Manual

Kit originally sold for $89.00 -- clearance priced at $10 plus $3.20 for Priority Mail shipping.

If interested, please respond in Email to: s.winick@worldnet.att.net

Sheldon

4347. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: black-dog@geocities.com
Message-ID: <384e3576.471529065@news.freeserve.co.uk>
Source record: 73530
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On Sun, 12 Sep 1999 20:18:40 +0100 in uk.net.web.authoring, Denesh
Bhabuta wrote:

>This is near enough the same as we charge for a similar service - ï¿½25 + VAT
>for two years for domain reg, mail and web forwarding. :))
>
>So, as we both charge similar, it is up to you whoever you choose...

No, you charge extra for people without plastic, which is unfair IMO.
Looks like my business is going to Peter.

--
Geoff (Blade Runner)
Simple RFD creation with the online RFD Maker
http://www.cthree.freeserve.co.uk/rfdmaker/
Be an Agent. http://www.onelist.com/subscribe/uk-dot-star_agents

4348. Re: atari ->win

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937180421.12773.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 73531

Hi,

Rein Bakhuizen van den Brink <dziewon@xs4all.nl> wrote in message
news:7r8slmrdi1@news1.xs4all.nl...
> On 9 Sep 1999 19:21:16 +, "Christian Niebuhr" wrote:
> >hi and hallo,
> >
> >ich have some textfiles made on an atari with the extensions sdo and sbk.
> >
> >Is there a program to convert such files into an ASCII or Winword-Format?
> >
> >ciao, christian
> >
> >
> >.
>
> Signum! for Signum documents and its backup

In which case, unless Signum! can export in some kind of standard format
such as RTF or Word Perfect (I'm not familiar with the program), the only
method which springs to mind is to either save the contents out of Signum!
as plain text, or load the files into Papyrus (which will read them) and
save them out as RTF, making sure you select the Windows options for RTF
export.

Don't know of any direct way to convert the files to a PC-usable format.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4349. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937180422.12773.1.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 73532

Hi,

Ernest R. Schreurs <ernest@wxs.nl> wrote in message
news:37d5714a.7550141@news.wxs.nl...

> If you do not have SCSI in your PC, you can try to use the STTRANS
> program. It is intended to copy things from one ST to another, with
> either a parralel cable or a serial null modem cable. But there is
> also a program called PCTRANS that will communicate with the STTRANS
> program. Of course, PCTRANS is the PC version of it, and it only
> works with the serial port. It can copy directories though. At 19200
> it is not very fast, but if you are not in a hurry, it works sort of
> unattended. You could first ZIP all the files to reduce the time it
> takes to transfer it all.
>
> I use PCTRANS all the time to copy stuff from my STbook to the PC.

Do you have a URL for STTRANS and PCTRANS?

TIA,
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4350. 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7rhm27$681$1@news.sasquatch.com>
Source record: 73533

How do I tell if I have the two or six chip configuration? I need to do a TOS upgrade (obviously, if I have TOS 1.00) and I can't readily ID the TOS chips (at least I don't THINK they're marked...).

Also, where can I get TOS 1.06 ROMs?

Anyhow, my system will be up for sale if I can't get a newer version of TOS for it as I have to move and need $$ anyway.

Does anybody out there have any use for a Tweety Board? I bought one from somebody last year, but since I never found a visual composer that supported it, it's not doing me any good.

Any help would be most appreciated!

Thanks!
Louis

4351. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-12 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rhqjb$t73$1@bgtnsc01.worldnet.att.net>
Source record: 73534

Louis,

> How do I tell if I have the two or six
> chip configuration? I need to do a
>TOS upgrade (obviously, if I have
> TOS 1.00)

You'll have to open up the system to see if you have a 2-chip or 6-chip set of TOS ROMs. Most STfm boards have all 6 TOS ROM sockets installed, or they're at least marked on the mother board so you should be able to easily identify the ROMs. However, even though there may be 6 sockets, if your system only has 2 ROMs installed, the board is set up for a 2-chip set of ROMs, and that is what you'll need for a simple chip swap installation. If your system has a 6-chip set installed, that is what you should look for.

> Also, where can I get TOS 1.06 ROMs?

The direct plug-and-play upgrade for a 1040ST is to use TOS 1.02 or 1.04, not 1.06 which is the first (buggy) version of STe TOS and will probably require mother board modification to work in your ST.

Sheldon

4352. for disposal: ST equipment (Edinburgh)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Mike Harrison / MAH projects <mahpro@globalnet.co.uk>
Message-ID: <7ril72hfp1@gxsn.com>
Source record: 73445

I have available for disposal:

ST4
Taxan 19" mono monitor
SLM804 Laser printer with spare new drum and spare new toner pack
2 Hard Discs (I forget the capacities)
Tape Streamer back-up
Software (Database, Spreadsheet, Word Processor, Graphics - no games!)

Cost me thousands a few years ago! Does anyone want them, or I I put them in
the skip?
Can be collected in Edinburgh, Scotland.

--
Mike Harrison / MAH projects
Publicity for RYA Scotland, CTC Lothians DA

www.scotsport.co.uk
mike@scotsport.co.uk

4353. Re: Sundog and emulators

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37dd228a.51037511@news.secoast.net>
Source record: 73446

On Sun, 12 Sep 1999 13:30:24 +0100, mug_uk@mindless.com (MUG U.K)
wrote:

>
>As a follow up to the Sundog under emulation thread.
>
>Sharaz Jek (the one who originally deprotected the game for Automation
>116 - I think it was on that one) .. had to redo the crack because the
>way Pacifist handles TRAP #1 redirection under h/drives .. ie. it
>doesn't!
>
>He posted a patched version on the net over a year ago, so I personally
>have got no idea where to get it from but if you ask around I am sure
>you'll find it.
>

http://www.lukin.com/sundog/index2.html has the Pacifist fixed
version.

4354. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NKsFdFASET33Ews9@steverosie.demon.co.uk>
Source record: 73447

On Sun, 12 Sep 1999 at 19:52:57 a message from kevin dermott was created
on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
>try to start it via softlink ?

Softlink!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4355. Re: Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rjbn0qkq1@news6.svr.pol.co.uk>
Source record: 73448

On 10 Sep 1999 19:59:46 , amfreq wrote:
:> Hey all, i did something stupid tonight.....i was playing with my
:>atari and it's new megafile 30......just boogering about with some
:>programs off of the atari launchpad.....when i came across a program(i
:>don't think the name is really rellavant, err it's called menu info)
:>and at the time i was investigating these ACCessory things....and this
:>program was suppose to be one but there was no ACC file with it....but
:>there was an ASC file......so what did i do??? I renamed it of course

I'm not sure if its Control or Alternate, but hold down either key as
a test whilst booting. One bypass Auto folder loading and the other
bypass ACC's loading phase.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4356. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dd33d8$0$12556@news.zetnet.co.uk>
Source record: 73449

Steve Stupple <Steve@atari.org> wrote in message
news:NKsFdFASET33Ews9@steverosie.demon.co.uk...
> On Sun, 12 Sep 1999 at 19:52:57 a message from kevin dermott was
created
> on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
> >try to start it via softlink ?
>
> Softlink!!!!

yes that's the SL,a task switcher part of the package it is more
tolerant of other prgs/auto folder stuff,has he tried to boot on a bare
system?,I have a mega STE that won't run it until I first run Breakthu
and quit weird!!
Kevin

4357. SW compatibility between models

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: themrfreeze@my-deja.com
Message-ID: <7rjmth$75m$1@nnrp1.deja.com>
Source record: 73450

Hey all.

I have a question regarding software compatibility between different models. My only experience (from way back when) was with 520s and 1040s.

How compatible is your average piece of software with newer machines, like the STe and the TT030? I suppose that the version of TOS makes a difference to some extent, but I'd imagine that at least with the TT030, some hardware issues with the 68030 might have made some software incompatible.

From what I've been able to gather, the Falcon was a completely different beast from the others, so I won't even ask about that one. :^)

Thanks much,

Chris

==========
Chris Freemesser themrfreeze@my-dejanews.com
==========

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4358. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37dd3b03$0$12564@news.zetnet.co.uk>
Source record: 73451

On 11 Sep 1999 16:41:58 , James Smith wrote:
>
>I have just been to a local Computer Show and picked up a Seagate Barracuda
>4.1 gig hd real cheap ;-)
>

I have since learned a little more about my purchase.

I went to the Seagate site and got the spec sheet; it is apparently a
SCSI-2 Fast Wide mechanism. Hopefully a trip to a local computer shop will
provide me with the adaptor I need.

I also spotted that Seagate supply manuals on-line to download, so I got
the one for this drive (about 800k).
Unfortunately, it was only available in .PDF format (Adobe Acrobat ?)!!

Can anyone suggest a way of converting it to ascii on the Atari ?

Thanks.

Jim

4359. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: peter@gradwell.com
Message-ID: <B4030DE89668B3C91@peter.ddsl.co.uk>
Source record: 73452
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

In article <37dc006d.0@london.netkonect.net>,
"Denesh Bhabuta" <denesh@cyberstrider.net> wrote:

>Ahem - I like Peter Gradwell and I will not knock his service - would not
>dream about doing so... however you should be up front with the price you
>have quoted that Peter charges:

... because he's a more cunning sales man <g>

>
>�10 for 2 years: domain reg - nothing else - just parked
>then on top if you want mail and web forwarding, you pay �10 per year
>
>thus in total, �30 over 2 years. :)

well spotted... but, as I haven't yet issued year two prices, who knows
what they may do. [1]

>
>This is near enough the same as we charge for a similar service - �25 + VAT
>for two years for domain reg, mail and web forwarding. :))
>
>So, as we both charge similar, it is up to you whoever you choose...

and I charge an extra pound for credit cards :)

may the best man win [2]

peter

[1] *hint* *plonk*
[2] he says having read the previous post
[3] winding the handle...

--
peter at gradwell dot com; http://www.gradwell.com/
gradwell dot com Ltd. Enabling the internet you don't see.

get uk domains for a tenner http://www.gradwell.com/domains/

4360. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <bMNgMNAWQV33EwPq@steverosie.demon.co.uk>
Source record: 73453

```
On Mon, 13 Sep 1999 at 18:21:43 a message from kevin dermott was created
on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
>
>Steve Stupple <Steve@atari.org> wrote in message
>news:NKsFdFASET33Ews9@steverosie.demon.co.uk...
>> On Sun, 12 Sep 1999 at 19:52:57 a message from kevin dermott was
>created
>> on the subject of Help needed for Emagic's Notator SL v3.21 (Atari).
>> >try to start it via softlink ?
>>
>> Softlink!!!!
>
>yes that's the SL,a task switcher part of the package it is more
>tolerant of other prgs/auto folder stuff,has he tried to boot on a bare
>system?,I have a mega STE that won't run it until I first run Breakthu
>and quit weird!!
>
>

I have tried it on my Mega STE, STFM's and other STE's with the same
result, with the cartridge/dongle and without it!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
```

4361. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.net>
Message-ID: <37dd5f23.0@london.netkonect.net>
Source record: 73454
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

Peter Gradwell wrote in message ...
>In article <37dc006d.0@london.netkonect.net>,
>"Denesh Bhabuta" <denesh@cyberstrider.net> wrote:
>... because he's a more cunning sales man <g>

Who Peter is? ;)

>>£10 for 2 years: domain reg - nothing else - just parked
>>then on top if you want mail and web forwarding, you pay £10 per year
>>thus in total, £30 over 2 years. :)
>well spotted... but, as I haven't yet issued year two prices, who knows
>what they may do. [1]

True - they may go up or they may go down - with Cyberstrider you have a one cost payment for two years running - thus for those that wish to play it safe.. ;-)))

>>This is near enough the same as we charge for a similar service - £25 +
VAT
>>for two years for domain reg, mail and web forwarding. :))
>>So, as we both charge similar, it is up to you whoever you choose...
>and I charge an extra pound for credit cards :)

And we don't!

>may the best man win [2]

Of course...

And for viewers new to this - Peter and myself are actually good friends - so the 'fighting' here is a jest between us.

Regards
Den

4362. Info needed on Vortex 386 for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rjj67$4mq1@news.ajou.ac.kr>
Source record: 73455

Just got a Vortex ATonce-386SX for a MegaSTE and need a little
more info about it. I have the manual and software disk which
is version 5.21. Was this the last version of the software?
If not, do let me know the latest version and what improvements
there are, plus where I can get it at.

Can I use SCSI hard drives with the ATonce-386SX using a ICD
Link II on the MegaSTE?

If so, What is the largest DOS Boot partition I can use and what
is the largest DOS compatible TOS partition I can use with the
ATonce-386SX?

If I can use hard drives with the ICD Link 2, I suppose this
means that ICD's hard drive software will be ok to use.
What about HD Driver, can that also be used with the Link 2 and
the ATonce-386SX?

I didn't see much info about using the Modem/Serial Ports of the
Mega STE in the manual. Will Modem port 1 work in DOS with the
ATonce-386SX? How about Modem 2 and the Serial Port?

Any help with this is much appreciated,
phantomm@kih.net

4363. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <BkdD3.10278$M3.135764@news.tpnet.pl>
Source record: 73456

[this is unique info about site updating]

New games (Mega-lo-Mania !) on ma-ST-o-don't page:

http://www.atarist.w.pl
And please: click banner! Thank you.

Next updating: maybe Thursday :)

--
nosty

4364. Re: Best way to move files from ST->PC?

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37dd64f4.4421732@news.wxs.nl>
Source record: 73457

On Sun, 12 Sep 1999 23:37:21 +0100, "John Whalley"
<news@whalley.demon.co.uk> wrote:

>Hi,
>
>Ernest R. Schreurs <ernest@wxs.nl> wrote in message
>news:37d5714a.7550141@news.wxs.nl...
>
>> If you do not have SCSI in your PC, you can try to use the STTRANS
>> program. It is intended to copy things from one ST to another, with
>> either a parralel cable or a serial null modem cable. But there is
>> also a program called PCTRANS that will communicate with the STTRANS
>> program. Of course, PCTRANS is the PC version of it, and it only
>> works with the serial port. It can copy directories though. At 19200
>> it is not very fast, but if you are not in a hurry, it works sort of
>> unattended. You could first ZIP all the files to reduce the time it
>> takes to transfer it all.
>>
>> I use PCTRANS all the time to copy stuff from my STbook to the PC.
>
>Do you have a URL for STTRANS and PCTRANS?

Well, these programs can probably be found somewhere on the net.
I got these programs from Atari Corp when I bought my ST-book, so
I really don't know where to find them on the net. I am sure there is
some FTP site that has them.
I also have a version for the Portfolio.
If you can't find them, send me an E-mail.

Regards, Ernest.

4365. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: peter@office.knowledge.com
Message-ID: <slrn7tqpob.viu.peter@office.knowledge.com>
Source record: 73458
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

```
In article <37dd5f23.0@london.netkonect.net>, Denesh Bhabuta wrote:
>Peter Gradwell wrote in message ...
>>In article <37dc006d.0@london.netkonect.net>,
>>"Denesh Bhabuta" <denesh@cyberstrider.net> wrote:
>>... because he's a more cunning sales man <g>
>
>Who Peter is? ;)

Erm, guys, can your please take you r polite, but thinly disguised
spam somewhere else ? One advert a week is *more* than enough.

ObSPAM: We will be selling uk domains too one day ;)

Regards,
--
Peter Galbavy
Knowledge Matters Ltd
http://www.knowledge.com/
```

4366. FA: Atari ST Oversea's Magazine: ST Format with Original Disk, on Ebay

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Larry Lefebvre <larryl@ctel.net>
Message-ID: <HEdD3.1366$P95.421788@harpo.ctel.net>
Source record: 73459

Hi,
I am Auctioning off on Ebay an Atari ST Oversea's
Magazine: ST Format with Original Disk. The disk
works fine and the Magazine is in excellent condition.
Check out the pictures. >> NO RESERVE <<

Auction URL is:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=161918170

Current bid is at $1.00. Thanks for looking.

Larry

4367. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937257217.3961.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 73460

Hi,

James Smith <jimsmith@zetnet.co.uk> wrote in message
news:37dd3b03$0$12564@news.zetnet.co.uk...

> I also spotted that Seagate supply manuals on-line to download, so I got
> the one for this drive (about 800k).
> Unfortunately, it was only available in .PDF format (Adobe Acrobat ?)!!
>
> Can anyone suggest a way of converting it to ascii on the Atari ?

GhostScript can possibly do it.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4368. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: peter@gradwell.com
Message-ID: <B4032B1E9668121A05@peter.ddsl.co.uk>
Source record: 73461
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

In article <slrn7tqpob.viu.peter@office.knowledge.com>,
peter@office.knowledge.com (Peter Galbavy) wrote:

>Erm, guys, can your please take you r polite, but thinly disguised
>spam somewhere else ? One advert a week is *more* than enough.
>

sorry, it wasn't meant to be spam. I'll behave now...

peter

--
peter at gradwell dot com; http://www.gradwell.com/
gradwell dot com Ltd. Enabling the internet you don't see.

get uk domains for a tenner http://www.gradwell.com/domains/

4369. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dd6e15$0$12560@news.zetnet.co.uk>
Source record: 73462

> I have tried it on my Mega STE, STFM's and other STE's with the same
> result, with the cartridge/dongle and without it!!!!
>
> -- Cheers! For Now

It does sound like a dead dongle and you can't get these fixed as far as
I know
Kevin

4370. Re: MP3 Extension

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <UkeD3.2090$VX3.303183@news1.atlantic.net>
Source record: 73463

Thanks, I'll look.
John

On 13 Sep 1999 09:56:36 , Didier MEQUIGNON wrote:
>On 13 Sep 1999 06:36:40 , John Garone wrote:
>
>Hi John,
>
>> Has anyone heard of a program (for a Falcon030) that plays .MP3
>>music files?
>
>Maybe you can look on my page, it's a beginning, please wait for a final
>version in 68K/DSP (without FPU), now I wait 1 mn for listen an MP3 44,1 KHz
>128 Kbits/s stereo of 22 seconds on my centurbo II.
>Now FPU is always used and only 2 stages use DSP.
>http://perso.wanadoo.fr/didierm/files/anip208b.zip (beta-version)
>
>And you have another project, FalcAMP from Sector One, at this URL:
>http://deunstg.free.fr/sct1/falcamp.htm
>
>Regards
>
>Didier.
>
>--
>Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
>Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Dev 68K/DSP56001/C on
>Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90
>--
>.

4371. Re: Help needed for Emagic's Notator SL

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37dd7251$0$12559@news.zetnet.co.uk>
Source record: 73464

On 12 Sep 1999 17:28:26 , "kevin dermott" wrote:

|first thing give the dongle contacts a good clean with a pencil rubber or
|an eraser as the people who own the Internet call them
|Kevin

I thought no-one owns the Internet?

John Logan

4372. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <37DD7584.2BEE0883@portone.com>
Source record: 73465

Louis wrote:

> Hi Joe,
>
> I've been thinking they got into trouble. Erm, how many participants do
> they have now, was it 3 million or 10? Anyways, after completion of block
> nr. 19 in this machine's record time of 9.34 overnight, I connected
> without much trouble this morning and got a fresh one. Let's just hope
> troubles are over :-)

Under ten hours?? Forget what I said before! Take off and never look back at SETI@home!!! You're going to make the rest of our averages look bad! <LOL>

Seriously though, that is most impressive. As far as the troubles being over, I wouldn't count on a perfectly smooth ride just yet. Everything about this is in its infancy, and there are bound to be more growing pains. I HOPE there won't be too many more, but I wouldn't be surprised if there were.

> >Hang in there,
>
> Don't worry, I will (as long as the connections stay pretty OK)

That's good to hear. The rest of us are going to need to keep an eye on you. <G>

Be well,

Joe Mirando

4373. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37DD7A63.2BF13A4C@jps.net>
Source record: 73466

The Notator newslist frequently mentions how to get these. I believe
this is how you get it:

* To subscribe to this list, send an email with the *
* mesage: subscribe notator *
* to: majordomo@burger.forfree.at *

kevin dermott wrote:
>
> > I have tried it on my Mega STE, STFM's and other STE's with the same
> > result, with the cartridge/dongle and without it!!!!
> >
> > -- Cheers! For Now
>
> It does sound like a dead dongle and you can't get these fixed as far as
> I know
> Kevin

4374. Atari Online News, Etc. #01-28

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hzRe1hj.dpj@delphi.com>
Source record: 73467

```
A-ONE #0128 09/10/99

~ Dreamcast Scores Big! ~ People Are Talking! ~ PSX2 Delayed?
~ Free(?) Printers!?! ~ 9/9/99 Bug Fizzles! ~ AVC Meeting News
~ Final Fantasy VIII Out ~ Mortal Kombat Gold! ~ Blue Stinger!
~ Mad Magazine Goes CD! ~ PCs Versus Consoles! ~ Hydro Thunder!

-* VM Labs & Spyglass Team Up! *-
-* Microsoft To Introduce X-Top Game Console? *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

4375. FS: Golden Image "Brush Mouse" (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rk34j$3ne$1@bgtnsc01.worldnet.att.net>
Source record: 73468

For Sale: Golden Image "The Brush" -- NEW, still in original shrink-wrapped packaging. Complete kit includes:

- Brush Mouse
- Deluxe Paint ST Software
- Brush Holder
- Owner's Manual

Last one --- only $10 for the complete kit, with FREE Priority Mail shipping INCLUDED. Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4376. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: abuse@cabal.org.uk
Message-ID: <7rjd78$n48$1@verrine.demon.co.uk>
Source record: 73469
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

Blade Runner <black-dog@geocities.com> wrote:
[...]
> Now I'm quite happy to pay up front by brown envelope stuffed with fivers
> but come on guys, what's the deal?

In that case, I suggest the brown envelope stuffed with fivers should be posted to Peter Gradwell. Even better, give the fivers to a friend, and use their plastic or get them to write a cheque, since sending cash in the mail is usually a bad idea.

4377. Re: Doom wads?

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DBFDF9.9088E357@ihug.co.nz>
Source record: 73535

Hi there,

Anthony Jacques wrote:
>
> Have you guys looked at Bad Mood? (I gave urls earlier, but just in case:
> http://rand.thn.htu.se). If only it were a "simple" or even "not too
> complex" task to merge this rendering engine with the rest of the Doom game
> engine. I'm sure Patrice has looked at merging his own DSP renderer (the
> "french doom" probably mentioned at the BM homepage) with his Doom port....
> just its too much unfortunately...

Yes I have looked at Bad Mood. It is fast enough to be close to almost
playable, but the latest version is at a guess 2 years old which tells
me its now officially a dead horse! I had version 3.07 or such; if it
HAS been updated (maybe to the point where things move!) please can we
know?!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

"...please try not to email me between the hours of 8am and 5pm, as I'm
working nightshift currently..." ;^)

4378. Re: Falcon --> Apple

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37DC03CC.1A954942@ihug.co.nz>
Source record: 73536

steve green wrote:
>
> Hi all, just wondered if anyone has experience in
> exchanging data/connecting together a Falcon and Apple Duo
> 250 notebook. Using the Apple's serial (printer) port would
> seem favourite without further addons. Can Ataris and
> Apples share SCSI drives? Has anyone run MagiMac on a Duo?
> All info wellcome, email off group if too boring or Apple
> specific. Ta, Steve.

I certainly do! I use a Mac printer cable to do null modem transfers between my Falcon and a PowerMac. It works very well although it needs a bit of setting up. On the Falcon you need HS-modem to allow faster transfers, CoNnect or a similar comms program. On the Mac a fairly standard comms terminal program is needed, and I use and recommend Z_Term. Of course you will also need a Mac printer cable. Plug it into the Printer port on the Mac and the LAN port on the Falcon. You MUST have HS-modem or you will not be able to select the LAN port on the Falcon.

Following are the settings I use...

Transfer Direction	Mac->F030	F030->Mac
Baudrate	57600	230400
Flow Control	Hard/RTS-CTS	Hard/RTS-CTS

Always have 8 data bits, 1 stop bit, no parity. Always use Z-modem tranfers, CRC error checking, 1024 byte blocks. That should give reliable transfers. Also, make sure that 'Allow Multi tasking' in the 'terminal options' is NOT checked on. This means the mouse input is suspended and the transfer will be 20-30% faster as a result (from my experience).

Setup both computers the same. I'm not sure the reason why a much higher speed is achievable when transfering from the F030 to the Mac (15000cps is common, 4300cps is as good as I get from Mac->F030).

Experiment with the setup as your machine might work in a different way to mine.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4379. MP3 Extension

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <YX0D3.818$VX3.258077@news1.atlantic.net>
Source record: 73537

Hi all,
Has anyone heard of a program (for a Falcon030) that plays .MP3
music files?
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

4380. Re: ramdisk Atari st

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DCA617.5CFF6035@online.TAKE.THIS.OUT.fr>
Source record: 73538

Herman Veerbeek a ï¿½crit :
>
> I have an Atari 1040 ST with a SH205 hard disk. If I start cubase (3.01)
> from a floppy-disk, there's no problem. If I put a boot-disk in the
> floppy-drive and start that way the hard disk and try to start cubase from
> the hard disk, I'll get the message: "Not enough memory".

This is probably because you boot disk runs a program or two that take
up some memory. You have to be aware that Cubase normally needs at least
2Megs to run. It will run in degraded mode with only 1meg by disabling
several features, but if you have slightly less than that with
accessories or AUTO programs, then it will not run at all.

> Can I solve this problem with a ramdisk-program?

That would make things even worse. A ramdisk is a way of using system
memory to emulate a disk. This takes up even more RAM.

> I did have one in the past,
> but when I started it, there was a message that there was only 546 k of
> memory left.
> Is there a ramdisk programma which generates more ramdisk-space and how can
> I get that?

No. A ramdisk steals memory from the system. It doesn't give you more.

> I want to play Band in the Box on it, and without enough memory, I won't be
> abel to do that.

I don't know how much BiaB requires, but at least for Cubase, you should
consider getting a RAM expansion, or a higher spec machine.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4381. [GAMES] Doom v0.13

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7rid4a$81v$1@nnrp1.deja.com>
Source record: 73539

Hello everybody.
I just finished a Doom version with sound. It uses 8 bits DMA on Falcon
and TT (not tested on TT). Sound routine does not use DSP, so it can
crash if you have a standard Falcon (if you use the mouse).
It is better than no sound at all, than the sound server too, and it
works under TOS.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4382. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DCA89D.FC5A503A@online.TAKE.THIS.OUT.fr>
Source record: 73540

```
Prince Corum a ï¿½crit :
>
> How do I tell if I have the two or six chip configuration? I need to do a
> TOS upgrade (obviously, if I have TOS 1.00) and I can't readily ID the TOS
> chips (at least I don't THINK they're marked...).
>
> Also, where can I get TOS 1.06 ROMs?

You can't run 1.06 ROMs in an STF. 1.06 or 1.62 are only for the STE.
The highest you can run is either 1.04 or 2.06.

Anyway, the TOS roms are usually underneath the PSU on an STF. Most
STFMs already have at least 1.02, and possibly 1.04.

> Anyhow, my system will be up for sale if I can't get a newer version of TOS
> for it as I have to move and need $$ anyway.

What's the connection ? Switching to TOS 1.04 or 2.06 won't make the
machine more useful if you don't use it already, and it certainly won't
make it take up less space or sell better.

> Does anybody out there have any use for a Tweety Board? I bought one from
> somebody last year, but since I never found a visual composer that supported
> it, it's not doing me any good.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4383. Re: Convert PC MIDI files to ATARI format?

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DCA9FD.1E3678A8@online.TAKE.THIS.OUT.fr>
Source record: 73541

```
Jon Erik Martinsen a ï¿½crit :
>
> Hello!
>
> I wonder i there is any way of converting my friends PC Cubase V.2,8
> MIDI files to ATARI format (i'm using Cubase V.2,0 for the ATARI),
> so that we can work with his files on my ATARI STE 1040.
>

AAAAARRGGGHHH!!!!!!!!!!!!

How many times will we have to answer this question ?

MIDI is MIDI, whatever the platform you are running them on. Just save
the files as .MID to a DOS-formatted double sided 720K floppy, and
that's it.

Normally different versions of Cubase should be able to exchange .SNG or
.ARR files just as easily. Heck, you can even connect the machines
through Midi and just "play" them over to the other machine.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4384. Re: Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DCAB40.5E367E62@online.TAKE.THIS.OUT.fr>
Source record: 73542

amfreq a ï¿½crit :
>
> Hey all, i did something stupid tonight.....i was playing with my
> atari and it's new megafile 30......just boogering about with some
> programs off of the atari launchpad.....when i came across a program(i
> don't think the name is really rellavant, err it's called menu info)
> and at the time i was investigating these ACCessory things....and this
> program was suppose to be one but there was no ACC file with it....but
> there was an ASC file......so what did i do??? I renamed it of course
> and copyed it to the main directory on my hard drive rebooted......now
> heres the problem....if i try to boot up the hardrive it gets as far as
> loading a few programs(the few that i figured out how to make work) and
> then it reboots itself and continues doing so till infinity.......now as
> it stands i can not access the drive at all........there's nothing on
> the drive that i don't have on floppy considering i just got it the
> other day, so losing it all isn't a worry.......is there something i can
> do to get access to the drive, format it or bypass the acc files and
> that particular one that is the cause of this problem somehow??? please
> help
>

Try booting with the Control key pressed. This should bypass any ACCs or
AUTOs.

Alternatively, you need to make yourself a boot disk.
You can download AHDI from http://bales.online.fr/atari/files
Unzip it with a PC or an Atari, and copy everything to a 720K
DOS-formatted floppy.

Now, stick the floppy in the Mega, switch it on with the Alt key
pressed. This should bypass the Megafile completely and make it boot on
the disk. For there, you can run AHDI from the floppy and access the C
drive (once you've created an icon).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4385. Re: MP3 Extension

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <7rihok$24a$5@wanadoo.fr>
Source record: 73543

On 13 Sep 1999 06:36:40 , John Garone wrote:

Hi John,

> Has anyone heard of a program (for a Falcon030) that plays .MP3
>music files?

Maybe you can look on my page, it's a beginning, please wait for a final
version in 68K/DSP (without FPU), now I wait 1 mn for listen an MP3 44,1 KHz
128 Kbits/s stereo of 22 seconds on my centurbo II.
Now FPU is always used and only 2 stages use DSP.
http://perso.wanadoo.fr/didierm/files/anip208b.zip (beta-version)

And you have another project, FalcAMP from Sector One, at this URL:
http://deunstg.free.fr/sct1/falcamp.htm

Regards

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

4386. Re: Need a map from PIRATES

Newsgroup: comp.sys.atari.st
Date: 1999-09-13 00:00:00 UTC
From: Janne Kauppila <g78066@loisto.uwasa.fi>
Message-ID: <7rihd9$b46$1@haavi.uwasa.fi>
Source record: 73544

"Johan ï¿½hlund" <mrviper@swipnet.se> wrote:
: Can anyone out there help me to get a pic on the map from the great atari st
: game PIRATES!

A saw one on a c64-page. Try searching with c64 AND pirates AND map, or
something like that.

- JK

4387. Re: Falcon --> Apple

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "Mr.G" <mrg@mrgs.cix.co.uk>
Message-ID: <37DEAAF2.248501B0@mrgs.cix.co.uk>
Source record: 73395

J WILKINSON wrote:

> I certainly do! I use a Mac printer cable to do null modem
> transfers between my Falcon and a PowerMac. It works very
> well although it needs a bit of setting up. On the Falcon
> you need HS-modem to allow faster transfers, CoNnect or a
> similar comms program. On the Mac a fairly standard comms
> terminal program is needed, and I use and recommend Z_Term.

Hi Chris,

I just thought I'd try this and it works ;-)) I've connected my Falcon to my G3 Mac. I'm using Connect on the Falcon and Black Night on the Mac. They're both set on 57600bps and I'm getting average 5500cps each way for text files, 3300cps for binaries. The only problem is I get a lot of crc errors sending files to the Falcon but no probs the other way. As you say the baudrate has to be the same otherwise nothing works. 57600 is the highest I can get on the Mac 'cause I'm using a serial port adaptor as the G3 doesn't have it's own.

Chris
--
Mr.G on his G3

4388. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rmdla$7th$1@barcode.tesco.net>
Source record: 73396

The top people are using Digital/Compaq Alpha EV67 processors. The cost of the machines will be a little high for people at home so they must be at work/university, etc.

Mark
450Mhz K6-2
http://pov.atari.org

> I've seen stats from another team, people crunching in a little over 4
> hrs... Wonder what kinda machines they use? At home???? Wanna know why
> I joined up Team Atari????? :-))))

4389. Re: BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7rme61fih1@epos.tesco.net>
Source record: 73397

Brian Millson <BMillson@csi.com> wrote in message
news:BMillson-1409991900510001@212.211.66.5...
> Does anyone know if BEST is still in business?
>
> Brian Millson

Yep they sure as hell are,have a nice day now

4390. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rmds8$7th$2@barcode.tesco.net>
Source record: 73398

Hi Louis,

slow down on the blocks, you have caught me up. At the rate you are doing them in, you'll overtake me in the next day or so. Now where's that Alpha server gone ....

Mark
MSD/POV

4391. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <_5zD3.341$Xx1.375@news.flash.net>
Source record: 73399

On 14 Sep 1999 19:53:06 , Steve Sweet wrote:
>I'm having probs with aFTP version 1.54b. I cannot connect to a lot
>of sites, i get an error, cannot resolve host, almost
>instantaneousley. I found a different TCP module yesterday and
>tried this tonight with no success.
>
>I suspect its a configuration cock-up. some sites i can connect to,
>such as ftp.sofa.dartnet.co.uk, but the one announced in here
>regularly ftp.chapelie.rma.ac.be, refuses to play ball. Could some of
>you offer me your experience please.
>
>I'm using STing 1.2.

I've had the same problems from time to time. I don't know if they
only allow acces at certain times of day, but I've only been able to
access that FTP site at certain times of the day and not others. This
is with both aFTP 1.53 and 1.54. Or it could also have been something
to do with my ISP, I guess, I don't know.

Mike Freeman
nameerf@flash.net

4392. Re: BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7rmekt$a06$1@barcode.tesco.net>
Source record: 73400

Brian Millson <BMillson@csi.com> wrote in message
news:BMillson-1409991900510001@212.211.66.5...
> Does anyone know if BEST is still in business?
>
> Brian Millson

Yep they sure as hell are,have a nice day now

4393. Re: BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7rmedtfkf1@epos.tesco.net>
Source record: 73401

Brian Millson <BMillson@csi.com> wrote in message
news:BMillson-1409991900510001@212.211.66.5...
> Does anyone know if BEST is still in business?
>
> Brian Millson

Yep they sure as hell are,have a nice day now

4394. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rmed3$9fj$1@barcode.tesco.net>
Source record: 73402

Sorry for multiple postings but Outlook express kept saying it could not find the server when obviously it could.

Mark

4395. Re: atari 1040st keyboards

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <7rmeov$s1s$1@acs2.byu.edu>
Source record: 73403

Which continent?

Nicolas Noiseux <NNoiseux@tiac.net> wrote in message
news:37da7d1f.1735344@news.tiac.net...
> $12 including shipping on continent.

4396. Swap & Sale, Columbus, OH USA Sept. 18, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <2TBD3.2000$34.236564@news.oh.voyager.net>
Source record: 73404

A reminder that there is a swap and sale of all things Atari, Columbus, Ohio, USA, Sept. 18, 1999. For details, respond to rwarenz@infinet.com, or go to www.icwhen.com, news and announcement pages (animated map).

4397. Re: seti@home

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Harold Williams <hwilliams@efette.net>
Message-ID: <37def8a5$0$223@nntp1.ba.best.com>
Source record: 73405

Happens all the time. Their Solaris servers are down four or five times a week. Just retry every couple of hours and you'll eventually get through. Between eBay (with their Suns) and Seti (with their Suns), no wonder M$FT is eating them alive.

4398. WTB: Atari 1040 computer and Monitor & Software

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37df278f.0@news.pacifier.com>
Source record: 73406

P> I would like to purchase a computer for my little collection. Would
P> also love software. Must be in perfect working order. I would love
P> it to have some extras. I am looking to pay around $110 and i will
P> also pay shipping.

Would this tempt you?

The time has come for a new owner for the Bear Cavern BBS's equipment.

The following Atari equipment and software are for sale for $500 plus $50 for handling and shipping within the USA.

Optional: Will include an APC BackUPs 400 UPS for an additional $40 which will probably only pay for shipping.

1 Atari Mega 4 STe equipt with 50 MB hard drive, Ajax chip, 1.44 floppy drive. With a JinMouse (better than an Atari Mouse).

2 Atari 14" swivel base monochrome monitors.

1 Atari SC1224 color monitor.

1 1.1 Gigabit Seagate SCSI Toad Tower Hard Drive with Adaptic card.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
This hard drive is the one used with the BBS and contains several hundred Atari, MSDOS and Windows files.

1 540 MB Quantum hard drive with an ICD II adapter.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
Built in the same box, a 750 kb floppy drive. The floppy is good but the cord length makes it unreliable. Best to remove it and use it as intended.

The BBS software is BB/ST by Quantum Microsystems. Old but reliable.
The program has been improved by Anthony Watson (Mountain Software), improving the file library and the File attached Mail.

Maintenance software on the BBS includes, Diamond Edge, Diamond Back, ICD Pro Utilities, SCSIWAIT 3.

Two external SupraFAXmodems, 1 v32.bis and the other 33.6 (these are the ones with the display)

Dozens, if not hundreds of 750 kb disks with commercial software, Magazine files, and STReports downloads and manuals. (Also the Best Electronics catalog).

Cords, powered monitor switch (will switch from one monitor to another including the AC)

Mega STe Field Manual

Lots of software

Need to know more? Give me a call at: (360) 573-3333
Or, email me at: dschmidt@pacifier.com

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

4399. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909142020.a42048@su2.maus.de>
Source record: 73407

Hallo James,

JS>Can anyone suggest a way of converting it to ascii on the Atari ?
GEMGS will do the job of making it readable to you.

Peter

4400. Re: [GAMES] Doom v0.13

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy3ioe.o7ywc41500ddoN@tnt-9-183.easynet.co.uk>
Source record: 73470

Patrice Mandin <pmandin@caramail.com> wrote:

> I just finished a Doom version with sound. It uses 8 bits DMA on Falcon
> and TT (not tested on TT). Sound routine does not use DSP, so it can
> crash if you have a standard Falcon (if you use the mouse).
> It is better than no sound at all, than the sound server too, and it
> works under TOS.

God help us when you stop coding for our Atari's! :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4401. Re: [GAMES] Doom v0.13

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy3jur.1ghqqo7ukwfk0N@tnt-10-212.easynet.co.uk>
Source record: 73471

Patrice Mandin <pmandin@caramail.com> wrote:

> I just finished a Doom version with sound. It uses 8 bits DMA on Falcon
> and TT (not tested on TT). Sound routine does not use DSP, so it can
> crash if you have a standard Falcon (if you use the mouse).
> It is better than no sound at all, than the sound server too, and it
> works under TOS.

Tried your 'mirror' ftp site - ftp://193.190.204.128/atari/game/
but I cannot find Doom 0.13
I go here because I still cannot download anything from your homepage,
sorry :(

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4402. Re: Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dd91c0$0$12559@news.zetnet.co.uk>
Source record: 73472

John Kolak <jkolak@jps.net> wrote in message
news:37DD7A63.2BF13A4C@jps.net...
> The Notator newslist frequently mentions how to get these. I believe
> this is how you get it:
>
> * To subscribe to this list, send an email with the *
> * mesage: subscribe notator *
> * to: majordomo@burger.forfree.at *

I subscribe to this list also and the question often comes up,I don't
think they are that easy to get but it is worth a try
Kevin

4403. Re: Convert PC MIDI files to ATARI format?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dd97ba$0$12559@news.zetnet.co.uk>
Source record: 73473

Nicholas Bales (please edit email addressto reply)
<bales@online.TAKE.THIS.OUT.fr> wrote in message
news:37DCA9FD.1E3678A8@online.TAKE.THIS.OUT.fr...
>
>
> Jon Erik Martinsen a ï¿½crit :
> >
> > Hello!
> >
> > I wonder i there is any way of converting my friends PC Cubase V.2,8
> > MIDI files to ATARI format (i'm using Cubase V.2,0 for the ATARI),
> > so that we can work with his files on my ATARI STE 1040.
> >
>
> AAAAARRGGGHHH!!!!!!!!!!!!
>
> How many times will we have to answer this question ?

just as many times as it is asked, repeat after me "I will not loose my
temper with people who like music" :-))
Kevin

4404. Re: Help needed for Emagic's Notator SL

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37dd9ad1$0$12563@news.zetnet.co.uk>
Source record: 73474

JI Logan <jlog@zetnet.co.uk> wrote in message
news:37dd7251$0$12559@news.zetnet.co.uk...
> On 12 Sep 1999 17:28:26 , "kevin dermott" wrote:
>
> |first thing give the dongle contacts a good clean with a pencil rubber
or
> |an eraser as the people who own the Internet call them
> |Kevin
>
> I thought no-one owns the Internet?
>
> John Logan

I know that and you know that but there is this very big country a few
thousand miles away where the inhabitants THINK that they own it and that
it only works in that country

4405. WTB: Atari 1040 computer and Monitor & Software

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: proverb192@aol.com
Message-ID: <19990913220829.07730.00012527@ng-fi1.aol.com>
Source record: 73475

I would like to purchase a computer for my little collection. Would also love software. Must be in perfect working order. I would love it to have some extras. I am looking to pay around $110 and i will also pay shipping.

4406. Re: SW compatibility between models

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <X3kD3.2066$AC6.20686@news4.mia>
Source record: 73476

The F030 is actually a lot more compatble with older software than the tt030. With the use of Backwards 3, about 90% of my programs work, the ones that don't are either poorly written games, Spectrum, and I could never get many of the older paint programs like cyberpaint (the features of this program are fantastic I could only dream of a true color version) and deluxpaint.

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net
<themrfreeze@my-deja.com> wrote in message
news:7rjmth$75m$1@nnrp1.deja.com...
> Hey all.
>
> I have a question regarding software compatibility between different
> models. My only experience (from way back when) was with 520s and 1040s.
>
> How compatible is your average piece of software with newer machines,
> like the STe and the TT030? I suppose that the version of TOS makes a
> difference to some extent, but I'd imagine that at least with the TT030,
> some hardware issues with the 68030 might have made some software
> incompatible.
>
> From what I've been able to gather, the Falcon was a completely different
> beast from the others, so I won't even ask about that one. :^)
>
> Thanks much,
>
> Chris
>
> ===
> Chris Freemesser themrfreeze@my-dejanews.com
> ===
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

4407. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DDF3E7.297AC54B@online.TAKE.THIS.OUT.fr>
Source record: 73477

James Smith a ï¿½crit :
>
> On 11 Sep 1999 16:41:58 , James Smith wrote:
> >
> >I have just been to a local Computer Show and picked up a Seagate Barracuda
> >4.1 gig hd real cheap ;-)
> >
>
> I have since learned a little more about my purchase.
>
> I went to the Seagate site and got the spec sheet; it is apparently a
> SCSI-2 Fast Wide mechanism. Hopefully a trip to a local computer shop will
> provide me with the adaptor I need.
>
> I also spotted that Seagate supply manuals on-line to download, so I got
> the one for this drive (about 800k).
> Unfortunately, it was only available in .PDF format (Adobe Acrobat ?)!!
>

If the PDF file is online, then Adobe has an online PDF to HTML
converter through which you can pass it. I don't know the URL, but
surely you can start looking at http://www.adobe.com

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4408. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37de0c95.40702316@news.demon.nl>
Source record: 73478

On Mon, 13 Sep 1999 18:07:00 -0400, Joe Mirando <jmirando@portone.com>
wrote:

>Seriously though, that is most impressive. As far as the troubles being over, I
>wouldn't count on a perfectly smooth ride just yet. Everything about this is in its
>infancy, and there are bound to be more growing pains. I HOPE there won't be too many
>more, but I wouldn't be surprised if there were.

Joe, look at Nicolas Roard, he's got mean values of 9.56, and I see
David James crunching in 8.46...

>That's good to hear. The rest of us are going to need to keep an eye on you. <G>

I've seen stats from another team, people crunching in a little over 4
hrs... Wonder what kinda machines they use? At home???? Wanna know why
I joined up Team Atari????? :-))))

I'll probably fetch the Unix version too for running under Linux.
Wonder what it will do... At the same time, I intend starting running
VMware on Linux, then run W-98 from there. Just curious about the
performance then, but I figure the crunching will go up to 15-18 hrs.

Meanwhile I'll try and work my way up into the first 10 :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

4409. Falcon FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: steve@greenies81.freeserve.co.uk
Message-ID: <7rl484sbu1@news4.svr.pol.co.uk>
Source record: 73479

Hi all, for sale -

Atari Falcon computer, 14mb ram, 250mb internal HD, maths co-pro, mouse, joystick, x2 jagpads, S(VGA) and RGB monitor adapters. 195 pounds.
I can supply a compatible colour printer - Lexmark 1020 with colour & b/w carts for another 35 pounds.
I can also include an NEC multisync 15" monitor which works well with the Falcon (up to 906x600x256c) for 40 pounds extra.

Some software included but mainly PD stuff as i'm keeping most of it for my STE or selling seperatly. Though you do get LLAMAZAP, GRAVON, MULTITOS and a few other Falcon only bits and bobs.

You'll need to collect, give me some petrol money or negotiate P&P.

Regards, Steve.

-
steve@greenies81.freeserve.co.uk
Falcon030

4410. Re: Falcon memory expansion board.

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37DE2C27.B3FD39D5@patent.gov.uk>
Source record: 73480

Looks as if the Simm has blown, so has any one a suitable (ie cheap and basic) SIMM for sale.

Bob King.

Bob King wrote:
>
> Can any one tell me about a 16 Meg Falcon memory expansion board, made
> by Actionsoft 1993. It uses a 72 pin SIMM, numbered
> P10004B764001/B7640/REV.B, with 2 banks of 4 chips either side of a pad
> for a surface mounted chip, 1cm square, not there.
>
> Bob King.

4411. FS: 1040ST computer cover (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rlgrl$8sq$1@bgtnsc02.worldnet.att.net>
Source record: 73481

For Sale: Lite-Line Protective Computer Cover for Atari 1040ST (or similar models) computer -- NEW, in original box. Matching light grey water-resistant nylon cover with anti-static backing for protecting your computer from dust, smoke, lint, spills, grime and scratches when not in use. $5 to cover the cost of packaging and Priority Mail shipping. Please respond in Email to: s.winick@worldnet.att.net

Sheldon

4412. WTB: Atari 1040 computer and Monitor & Software

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37de7697.0@news.pacifier.com>
Source record: 73482

P> I would like to purchase a computer for my little collection. Would
P> also love software. Must be in perfect working order. I would love
P> it to have some extras. I am looking to pay around $110 and i will
P> also pay shipping.

Would this tempt you?

The time has come for a new owner for the Bear Cavern BBS's equipment.

The following Atari equipment and software are for sale for $500 plus $50 for handling and shipping within the USA.

Optional: Will include an APC BackUPs 400 UPS for an additional $40 which will probably only pay for shipping.

1 Atari Mega 4 STe equipt with 50 MB hard drive, Ajax chip, 1.44 floppy drive. With a JinMouse (better than an Atari Mouse).

2 Atari 14" swivel base monochrome monitors.

1 Atari SC1224 color monitor.

1 1.1 Gigabit Seagate SCSI Toad Tower Hard Drive with Adaptic card.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
This hard drive is the one used with the BBS and contains several hundred Atari, MSDOS and Windows files.

1 540 MB Quantum hard drive with an ICD II adapter.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
Built in the same box, a 750 kb floppy drive. The floppy is good but the cord length makes it unreliable. Best to remove it and use it as intended.

The BBS software is BB/ST by Quantum Microsystems. Old but reliable.
The program has been improved by Anthony Watson (Mountain Software), improving the file library and the File attached Mail.

Maintenance software on the BBS includes, Diamond Edge, Diamond Back, ICD Pro Utilities, SCSIWAIT 3.

Two external SupraFAXmodems, 1 v32.bis and the other 33.6 (these are the ones with the display)

Dozens, if not hundreds of 750 kb disks with commercial software, Magazine files, and STReports downloads and manuals. (Also the Best Electronics catalog).

Cords, powered monitor switch (will switch from one monitor to another including the AC)

Mega STe Field Manual

Lots of software

Need to know more? Give me a call at: (360) 573-3333
Or, email me at: dschmidt@pacifier.com

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

4413. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37DE74B3.F50CFFCF@ping.be>
Source record: 73483

"MAIER, JACOB" a *crit :

> Hi Everyone
> I just found a SLM804 which appears to be in good repair. However I am
> now running a PC. So I want find a cable or set of adapters that would
> allow me to plug into a regular printer port. I will also need to run
> some sort of driver. Any help would be appreciated.
> Thanks
> --
> Always Give Thanks
> Jacob Maier 613-781-0134 jacob.maier@cgi.ca

It exists a rather complicated way to use your SLM804 with your PC, but
... there is a BUT; you'll have to connect an ACSI able Atari computer to
this chain of devices; one PC, one SLM and one Atari ...
I don't know where you'll find more informations but THIS WAY, YES it is
possible.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

4414. Looking for some help Magic Mac/Calamus 98 configuration

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37DE7535.844D4F9D@ping.be>
Source record: 73484

Hello,

I would like to receive some information from anybody using Calamus 98
this way ...
Thanks for any answer.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

4415. BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: BMillson@csi.com
Message-ID: <BMillson-1409991900510001@212.211.66.5>
Source record: 73485

Does anyone know if BEST is still in business?

Brian Millson

--
Brian Millson

4416. aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rm932$5fa$1@news8.svr.pol.co.uk>
Source record: 73486

I'm having probs with aFTP version 1.54b. I cannot connect to a lot of sites, i get an error, cannot resolve host, almost instantaneousley. I found a different TCP module yesterday and tried this tonight with no success.

I suspect its a configuration cock-up. some sites i can connect to, such as ftp.sofa.dartnet.co.uk, but the one announced in here regularly ftp.chapelie.rma.ac.be, refuses to play ball. Could some of you offer me your experience please.

I'm using STing 1.2.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4417. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rm2bjfat1@barcode.tesco.net>
Source record: 73487

The top people are using Digital/Compaq Alpha EV67 processors. The cost of the machines will be a little high for people at home so they must be at work/university, etc.

Mark
450Mhz K6-2
http://pov.atari.org

> I've seen stats from another team, people crunching in a little over 4
> hrs... Wonder what kinda machines they use? At home???? Wanna know why
> I joined up Team Atari????? :-))))

4418. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rm32j$gl5$1@barcode.tesco.net>
Source record: 73488

Hi Louis,

slow down on the blocks, you have caught me up. At the rate you are doing them in, you'll overtake me in the next day or so. Now where's that Alpha server gone ....

Mark
MSD/POV

4419. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rm2hffht1@barcode.tesco.net>
Source record: 73489

The top people are using Digital/Compaq Alpha EV67 processors. The cost of the machines will be a little high for people at home so they must be at work/university, etc.

Mark
450Mhz K6-2
http://pov.atari.org

> I've seen stats from another team, people crunching in a little over 4
> hrs... Wonder what kinda machines they use? At home???? Wanna know why
> I joined up Team Atari????? :-))))

4420. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rm33ngma1@barcode.tesco.net>
Source record: 73490

The top people are using Digital/Compaq Alpha EV67 processors. The cost of the machines will be a little high for people at home so they must be at work/university, etc.

Mark
450Mhz K6-2
http://pov.atari.org

> I've seen stats from another team, people crunching in a little over 4
> hrs... Wonder what kinda machines they use? At home???? Wanna know why
> I joined up Team Atari????? :-))))

4421. Re: 'Team Atari' SETI search

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rm36q$gt9$1@barcode.tesco.net>
Source record: 73491

The top people are using Digital/Compaq Alpha EV67 processors. The cost of the machines will be a little high for people at home so they must be at work/university, etc.

Mark
450Mhz K6-2
http://pov.atari.org

> I've seen stats from another team, people crunching in a little over 4
> hrs... Wonder what kinda machines they use? At home???? Wanna know why
> I joined up Team Atari????? :-))))

4422. MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rttcp7h41iv38@corp.supernews.com>
Source record: 73492

Recently had a CT2 installed.
I'm not even in turbo mode yet and I can't get the thing to boot.
I've tried the Magic patch supplied with CT2 to no avil.
I've tried both MajiC booters, with and without MAGTOROM.
I've tried both patched and unpatched versions of MAGIC.RAM with and without the IDE patch.

What's up? I'm not even in turbo mode yet :/

By the way, I get like 13 bombs at the MagiX Desk top and everything freezes.

The CT2 seems to work fine in regular TOS mode and with Geneva.

Is there a special patch for MajiC 6?
If so, can someone mail it to me ASAP?

Many thanks,
Brian

4423. RE: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37deb64f$0$12564@news.zetnet.co.uk>
Source record: 73493

Many Thanks to all for the tips and especially those who mailed me offers
of converting the PDF file.

The Atari Community is still the Best !!

Jim

4424. Re: BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-14 00:00:00 UTC
From: atari@bright.net
Message-ID: <yLyD3.46$Lv.1944@cletus.bright.net>
Source record: 73494

On 14 Sep 1999 19:00:50 , Brian Millson wrote:
>Does anyone know if BEST is still in business?

They are, but you are better off buying used equipment here as
they want extremely high prices for everything. Good example
is a TT keyboard that they advertise for $165, and you can get
a complete MegaST system for that.

4425. seti@home

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: fodell@wincom.net
Message-ID: <37dee5e6@news.wincom.net>
Source record: 73408

I can't download any new data from seti@home. Anyone else having trouble?

Jim O

4426. Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af4208fb90B802A1.46@nest.ftn>
Source record: 73409

Hi everybody,

I know that I saw somewhere on the web (a list of Hades owners) that someone owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in touch with this person, or any qualified person, to know how it is possible.

Thanks for all.

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *FiST* v2.56M2 beta Gateway

4427. FS: 33% OFF!! hardware & software Winnipeg Atari ST User Group fundraiser

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: tcordes@escape.ca
Message-ID: <czDD3.2938$5i5.77136@typhoon.mbnet.mb.ca>
Source record: 73410

```
Order 2 or more items and get an additional 33% off the listed prices!!!
Further discounts available on orders over 5 items!!!

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 67
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 31
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 75
cord

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 17
mouse

520STf computer with DS disk external drive, add $5 for a mouse $ 37

520STfm computer dead internal power supply (looks like it melted down); $ 21
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 1

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK LIVRE De 1st Word Plus formation, exemples et applications, a book in $ 1
French, 200 pages hardcover, looks at 1st Word processor in depth, mint
condition, comes with disks

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL PTC1426 for the color TT 14" monitor, bit warped $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 3

BK MANUAL TTM195 for the 19" mono TT monitor, multilanguage $ 2

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French
```

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2

CABLE 25PIN Modem/serial/printer cable 25 male to 25 male Dsub approx 5' $ 3

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 8
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 15
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 33
cable and power supply

FLOPPY Atari external floppy drive $ 24

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine *** FULL PRICE, NOT 33% OFF!! ***

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine *** FULL PRICE, NOT 33% OFF!! ***

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine *** FULL PRICE, NOT 33% OFF!! ***

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 8
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended *** FULL PRICE, NOT 33% OFF!! ***

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 13 Atari mags, 1 Atari disk all together in one $ 2
super cheap set! email for titles, shipping not included

MEGA STe computer 16Mhz 4MB RAM, 300MB+ internal hard drive, HUGE PRICE $262
REDUCTION - was $425! everything works, Great computer with BIG hard drive

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 8
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 8
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 7
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 15
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't $ 17
stay pushed in unless you hold it; fix or replace with a switch from Radio
Shack; otherwise works perfect with great picture

MONITOR color Atari SC1224 working $ 32

MONITOR color Atari various models working $ 32

MONITOR mono Atari various models dead $ 14

MONITOR mono Atari various models working $ 28

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! $ 1
minorly broken, button sometimes works and sometimes doesn't, and it often
doesn't want to move right; comes with special gridded mouse pad

MOUSE original Atari mouse guaranteed working $ 10

POWER SUPPLY external for 520 ST's $ 16

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best $ 3
with larger dot matrix printers, sturdy smokey-clear plastic

PRINTER SWITCHBOX Pengo 25-pin for modems or printers $ 10

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI $525
cables

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with $ 26
ROMS (disk/docs/cable)

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $ 15
clock automatically every time you boot. Incl box, software and hardware.
Suggested retail was $57.95. Brand new. No guarentee on lithium battery
(estimated 10 year lifespan)

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 1

SW AEGIS Animator animation generator and viewer (disk) $ 1

SW ASSEMPRO assembly language compiler (disk/docs) $ 1

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 3

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render $ 18
software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d,
plotter & drivers, human design disk, cartoon design disk, cyber control
(disk)

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 7
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 24
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by $ 1
some to be the best ST RPG game ever! (disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 1
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 1

SW FSM GDOS 5 disks (disk) $ 2

SW GDOS original Atari version 2 disks (disk) $ 2

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 3

SW LEXICOR Chronos keyframe animator tt030 v1.3 amazing animator for TT $ 12
(disk)

SW LEXICOR Chronos keyframe animator v1.3 3disks amazing animator (disk) $ 12

SW LEXICOR Prism Paint v1.5b 4disks, top notch paint program (disk) $ 9

SW LEXICOR Prism render TT030 v1.03 top notch rendering program (disk) $ 10

SW LEXICOR all 4 Lexicor software packages together, great deal! (disk) $ 17

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original $ 6
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MARBLE MADNESS from the arcade version, great fun! (disk/docs) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 4
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 1

SW OSS Personal Pascal v2 (disk/docs) $ 6

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW SPEEDO starter kit, incl SpeedoGDOS and 20 bitstream Speedo outline $ 6
fonts & 5 disks of fonts from Toad computers; 9 disks in all! (disk/docs)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 17

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 8

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 5
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks (disk)

SW TEST DRIVE by accolade (disk/docs) $ 3

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 8

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 11

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 9

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW WORLD GAMES by Epyx challenge yourself or a friend in different $ 1
events! (disk/docs)

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 65
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going! *** FULL PRICE, NOT 33% OFF!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 18
*** FULL PRICE, NOT 33% OFF!! ***

SYQUEST CART 44MB no bad secs $ 28
*** FULL PRICE, NOT 33% OFF!! ***

SYQUEST CART 88MB no bad secs $ 32
*** FULL PRICE, NOT 33% OFF!! ***

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $104
*** FULL PRICE, NOT 33% OFF!! ***

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 17
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 6

ATARI JAGUAR game Checkered Flag (racing) incl FREE shipping $ 10
*** FULL PRICE, NOT 33% OFF!! ***

ATARI JAGUAR game Iron Soldier (3D robot 1st person shootemup) incl FREE $ 11
shipping *** FULL PRICE, NOT 33% OFF!! ***

ATARI JAGUAR video game console system mint condition, less than 1 year $ 48
old, lightly used, incl original boxes/manuals, A/C adapter, TV conv, 1
controller, with both games *** FULL PRICE, NOT 33% OFF!! ***

--
E-Mail: tcordes@escape.ca

All prices in US$. Prices do not include shipping unless otherwise stated. Will ship anywhere in the world. Terms are usually payment up front. Items are always shipped within 24 hours of receipt of payment except for checks. Hundreds of trade references are available upon request. I've been buying and selling on the net since 1992!

Check out my other forsale lists at http://www.escape.ca/~tcordes/forsale.html

4428. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37DF4B46.5F44A73@club-internet.fr>
Source record: 73411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.computer.atari.hardware,pl.comp.sys.atari,maus.computer.atari.falcon,maus.computer.atari.talk

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

4429. Re: Good ol' Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7rni3r$eq0$1@nyheter.chalmers.se>
Source record: 73412

In article <7rbl7n$i4$2@news1.xs4all.nl>,
Stichting ST <atarist@xs4all.nl> wrote:
...
>>The processor if optimized DSP would be WAY faster because all it is is
>>FFT, which the DSP, basically was designed for.
>>
>>Could be wrong. and wouldn't suprise me if I was. But well.
>>
>No, a lot of time is taken by the SETi to do typically functions
>where a DSP is specially created for: digital signal processing.

Sure, except the SETI stuff may not be well suited to the fixed point
numbers the 56001 deals with (there are other DSPs that do floating point).

>And the throughput of a 32 MHZ DSP is I think comparable with a 400
>MHZ Intel.

I'm afraid not. Even if it had been doing floating point it would easily
be 10-20 times slower (and that's not counting SSE/3DNow!).

>I seem to remember:
>the difference between a software floating point and a hardware
>floating point is about a factor of 10, the same as a hardware

The difference is probably much larger on today's hardware.

>floating point against a DSP.

What do you think the DSP does?

As long as we're talking about normal DSPs and not special purpose
things, they are really rather similar to CPUs. They may have lower
latency, but aren't likely to have better through-put per clock cycle.
Many modern CPUs can deliver at least one floating point result per
clock cycle (not the AMD K6 since that doesn't have a pipelined FPU
(on other hand it has shorter latency than the Intel processors)), just
like the DSPs. Some as many as three or four in the best case.
Also, AFAIK, there aren't many DSPs that can run at 500-700 MHz. There
just isn't a market for it.

Special purpose hardware is quite another matter. The new nVIDIA
graphics chip, the GeForce256, is supposed to do about 50 GFLOPS (yes,
that is fifty thousand million (the Americans would call that fifty
billion) floating point operations per second)...
That chip has more than twice as many transistors as a PIII, by the way.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4430. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7rnio7esb1@nyheter.chalmers.se>
Source record: 73413

In article <af4208fb90B802A1.46@nest.ftn>,
Remi Villatel <maxilys@normandnet.fr> wrote:
>Hi everybody,
>
>I know that I saw somewhere on the web (a list of Hades owners) that someone
>owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
>touch with this person, or any qualified person, to know how it is possible.

It has been mentioned in STComputer that NVDI drivers have been written
for that card and I've even seen it advertised. IIRC, the price they
asked was about four times the cost of the card itself...

There shouldn't really be much difference between the Rage PRO and the
Rage II, however, and you can have fVDI with drivers for the latter for
free. Those drivers are currently somewhat Eclipse specific, but it
shouldn't be hard to modify them for use in another machine. Especially
not if the machine has a "PCI BIOS", which I believe the Hades does.

(If the Rage PRO cards had been a little cheaper, I'd probably have
bought one myself and made the necessary changes to the driver already.
I guess I should try finding a used one.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4431. Re: Looking for some help Magic Mac/Calamus 98 configuration

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Fokko Veegens <95102562@si.hhs.nl>
Message-ID: <37DF4E3F.CAD11EFB@si.hhs.nl>
Source record: 73414

Wat is het probleem/What's the problem?

Fokko Veegens.

Jo Vandeweghe wrote:

> Hello,
>
> I would like to receive some information from anybody using Calamus 98
>

4432. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: black-dog@geocities.com
Message-ID: <380a471a.120095634@news.freeserve.co.uk>
Source record: 73415
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On 13 Sep 1999 17:45:12 GMT in uk.net.web.authoring, Peter Corlett
wrote:

> Even better, give the fivers to a friend, and use
>their plastic or get them to write a cheque, since sending cash in the mail
>is usually a bad idea.

This is usually what I do, re cheques. We do occasionally use
friend's plastic but I don't like doing it because it seems like an
imposition.

--
Geoff (Blade Runner)
Simple RFD creation with the online RFD Maker
http://www.cthree.freeserve.co.uk/rfdmaker/
Be an Agent. http://www.onelist.com/subscribe/uk-dot-star_agents

4433. Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7rnludifn1@news5.svr.pol.co.uk>
Source record: 73416

Hi All,

Where can I get a printer driver that will work on Star LC24-200
colour printer?

I am using NVDI 4.11 so I will need one that would work with that.I
should be able to create a printer driver by using the makeprn.app
that came with NVDI but I have not got a clue what settings I need to
put in.

thanks in advance,

Gordy.
E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
Join The Atari users Mailing List
Check http://www.telsa1.freeserve.co.uk/ for details
Oxford,England. Tel 07887 910616

4434. FA: Syquest EZ Flyer 230

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: techho@my-deja.com
Message-ID: <7ro5uq$c1g$1@nnrp1.deja.com>
Source record: 73417

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=164224410

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4435. BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37dfa3ce.0@news.pacifier.com>
Source record: 73418

```
BM> Does anyone know if BEST is still in business?

You may want to visit their web site.

http://www.best-electronics-ca.com/

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

4436. BEST Electronics?

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37dfa6d2.0@news.pacifier.com>
Source record: 73419

BM> Does anyone know if BEST is still in business?

You may want to visit their web site.

http://www.best-electronics-ca.com/

... Ciao, Don (The only Italian with a German name who speaks Chinese)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

4437. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: NewMove <les@newmove.co.uk>
Message-ID: <7rodpl$t4p$1@fu-berlin.de>
Source record: 73420
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

this is what I do...

Find a service who accept cheques in the first place (c;

No hassle, no imposition on friends, no worries...
--
-- -
Regards
LJ
~~A New Move ~~
www.newmove.co.uk

4438. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: jim@jibbering.com
Message-ID: <37dfbe54.12416103@news.mistral.co.uk>
Source record: 73421
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On Wed, 15 Sep 1999 16:25:23 +0100, "NewMove" <les@newmove.co.uk>
wrote:

>this is what I do...
>
>Find a service who accept cheques in the first place (c;
>
>No hassle, no imposition on friends, no worries...

accept where you left the cheque book.... :-)

Jim.

4439. Re: HD-driver drives above P

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37dfd09e4811230@ping.be>
Source record: 73422

on Sun 12-09-1999 22:18 xlator@cix.compulink.co.uk wrote:

>In message <37DA06C3.FC699BD5@student.canterbury.ac.nz>, kma54@student.canterbury.ac.nz
said:
>
>>> IDE 0.0 (I boot from here)
>>> SCSI 0.0 Zip drive
>>> SCSI 1.0 CD-ROM
>>> SCSI 2.0 HD
>>
>>I thought that ZIP drives had only two possible SCSI id locations, that
>>being 5 & 6, so unless you have some new model ZIP drive, the above
>>settings can't be correct.

That's certainly true for external models but not for the internal I've. I
can set the ID to whatever I like.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4440. Re: [GAMES] Doom v0.13

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37dfd09e4811233@ping.be>
Source record: 73423

on Tue 14-09-1999 00:59 Steve wrote:

>Patrice Mandin <pmandin@caramail.com> wrote:
>
>Tried your 'mirror' ftp site - ftp://193.190.204.128/atari/game/
>but I cannot find Doom 0.13
>I go here because I still cannot download anything from your homepage,
>sorry :(

Sorry but I was a few days offline. This evening it will be on the Belgian
ftp-site.
BTW: Have you looked in the incoming dir. In the past Patrice has uploaded
newer version of his games to that dir.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4441. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37dfd09e4811232@ping.be>
Source record: 73424

on Tue 14-09-1999 19:53 Steve Sweet wrote:

>
>I suspect its a configuration cock-up. some sites i can connect to,
>such as ftp.sofa.dartnet.co.uk, but the one announced in here
>regularly ftp.chapelie.rma.ac.be, refuses to play ball. Could some of
>you offer me your experience please.

He, you are using the wrong address for the Belgian ftp-site.
It's 'chapelie.rma.ca.be' or '193.190.204.128'. Do NOT at 'ftp' at the
address.

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4442. Re: Looking for some help Magic Mac/Calamus 98 configuration

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37DFC86B.4B84FFF0@ping.be>
Source record: 73425

Fokko Veegens a *crit :

> Wat is het probleem/What's the problem?
>
> Fokko Veegens.

I have now succeeded to make SL98 running but I cannot use the mouse like
before (above all in SL) because of the bouton's number ....
Which option must I choose from the mouse manager ?

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

4443. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7romus$4e6$1@news1.xs4all.nl>
Source record: 73426

[...]
>I also spotted that Seagate supply manuals on-line to download, so I got
>the one for this drive (about 800k).
>Unfortunately, it was only available in .PDF format (Adobe Acrobat ?)!!
>
>Can anyone suggest a way of converting it to ascii on the Atari ?
>
You can read and print it with the GhostScript port for Atari.
A lot of megabytes to download but it works!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4444. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7romvm$4e6$3@news1.xs4all.nl>
Source record: 73427

On 14 Sep 1999 09:06:15, please edit email addressto reply wrote:
>
>
>
>If the PDF file is online, then Adobe has an online PDF to HTML
>converter through which you can pass it. I don't know the URL, but
>surely you can start looking at http://www.adobe.com
>
yes but the man has 800 kb text!

Met vriendelijke groet,
Ronald van der Kamp

4445. Re: Atari Sc1224 Monitor <--- Pinouts help..

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1249a6a7d41a3161989725@news.prodigy.net>
Source record: 73428

In article <19990906055951.16333.00002201@ng-fh1.aol.com>,
ronan111@aol.comm.port00 stated:

> Hello all I found an Atari Sc1224 the other day and am looking for info on the
> pinouts on the connector. Anyone have or know where I can get the info..

Here's another source that has the pinout data, although it lacks a
diagram of the connector that shows you which pin is what number!:

http://lwp.ualg.pt/docs/hwb/co_AtariStMonitor.html

==========
lonniemcclure@prodigy.net

4446. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rtvqgp4k1iv37@corp.supernews.com>
Source record: 73429

On 14 Sep 1999 20:42:15 , Brian Roland wrote:
>Recently had a CT2 installed.
>I'm not even in turbo mode yet and I can't get the thing to boot.

A follow up...

I did finally get booted in normal mode...
My problem was that I had been using a Videl patch that caused MagX
to save a _DEV that was not understood properly after the CT2 install.
I just removed the _DEV line from MAGX.INF and it booted fine.

Still no Turbo mode however. Searching for suitable a suitable ST RAM
board before I can even think of it.

Still, a basic question is...
Does the supplied MagiC 4,5 patch work for version 6?

Also, is there a way to get at centscreen resolutions under MajiC?

Thanks,
Brian

4447. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.net>
Message-ID: <37dffe65.0@london.netkonect.net>
Source record: 73430
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

Blade Runner wrote in message <380a471a.120095634@news.freeserve.co.uk>...
>This is usually what I do, re cheques. We do occasionally use
>friend's plastic but I don't like doing it because it seems like an
>imposition.

Please allow me to add that we do accept cheques and cash for our services - mostly done on invoicing.

However the whole September special offer is based on payment by Credit/Debit card - and thus we are unable to move on allowing people to pay by cheque.

Regards
Denesh

4448. FS: (UK) Mega STE + more for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Christopher Poole <chris@cpoole.demon.co.uk>
Message-ID: <937426273.19122.0.nnrp-06.9e9888df@news.demon.co.uk>
Source record: 73431

Mega STE 4Mb, 170 Mb HD, SM 124 mono monitor

Also 520 ST 2.5 Mb, TOS 2.06

Hand scanner, External floppy drive, Motorola fax modem 28.8, Canon BJ10ex + auto sheet feeder

Software includes:

Timeworks Publisher 2, That's Write 3, Imagecopy 3, Fontkit, NVDI, Ease, MagiC, Kobold, SpeedoGDOS, Calamus 1.09, Diamond Back 3 and more.

Games:

Elite I & II, Midwinter I & II, Flight simulator II, Carrier Command, Populous, Civilisation, Zork I, Planetfall, Hitch hikers guide, and more

Loads of PD/shareware

Lots of mags with cover disks, ST World, ST User, St Format, Atari Computing, ST Review, ST Applications.

Located NE London/Essex area, buyer collects

Desperately short of space to keep it all, so offers around £300 for the lot.

4449. Re: MP3 Extension

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37e00867$0$12564@news.zetnet.co.uk>
Source record: 73432

On 13 Sep 1999 06:36:40 , John Garone wrote:
>Hi all,
> Has anyone heard of a program (for a Falcon030) that plays .MP3
>music files?
> John
>
>

There's siupposed to be one in development...from what I've read a Falcon will just about have enough MIPS to do it if the DSP is used properly and you have an FPU fitted...it's marginal and I doubt if the machine can even display a screen whiole it does it, though I'd lover to be proved wrong and have an MP3 player that only used the DSP and left everything else frr for my PCB CAD package...

chrisc

4450. Re: FS: Atari TT030 Hard Drive Upgrade Kit

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e009ac$0$12560@news.zetnet.co.uk>
Source record: 73433

On 12 Sep 1999 18:28:31 , "Sheldon H. Winick" wrote:
|For Sale (USA): TT030 Hard Drive Upgrade Kit
|
|Original Atari TT030 Upgrade Kit for adding an internal hard drive to a
|TT030. NEW -- still in original box.

Fascinating - I thought all TTs came with an internal HD.

John Logan

4451. Re: for disposal: ST equipment (Edinburgh)

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e009ae$0$12560@news.zetnet.co.uk>
Source record: 73434

On 13 Sep 1999 10:25:39 , "Mike Harrison / MAH projects" wrote:
|I have available for disposal:
|
|ST4
|Taxan 19" mono monitor
|SLM804 Laser printer with spare new drum and spare new toner pack
|2 Hard Discs (I forget the capacities)
|Tape Streamer back-up
|Software (Database, Spreadsheet, Word Processor, Graphics - no games!)

It seems a terrible pity to throw it out (assuming that it is
working). Sorry I'm not closer.

John Logan

4452. Re: for disposal: ST equipment (Edinburgh)

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7rp4ie$1j$1@epos.tesco.net>
Source record: 73435

If only you had posted this message a week ago. I was in Edinburgh a week
ago on Prince's street and would have gladly taken it off your hands.

Mark
Blackpool

Mike Harrison / MAH projects <mahpro@globalnet.co.uk> wrote in message
news:7ril72hfp1@gxsn.com...
> I have available for disposal:
>
> ST4
> Taxan 19" mono monitor
> SLM804 Laser printer with spare new drum and spare new toner pack
> 2 Hard Discs (I forget the capacities)
> Tape Streamer back-up
> Software (Database, Spreadsheet, Word Processor, Graphics - no games!)
>
> Cost me thousands a few years ago! Does anyone want them, or I I put them
in
> the skip?
> Can be collected in Edinburgh, Scotland.
>
> --
> Mike Harrison / MAH projects
> Publicity for RYA Scotland, CTC Lothians DA
>
> www.scotsport.co.uk
> mike@scotsport.co.uk
>
>
>
>
>

4453. Re: Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e0233e$0$12557@news.zetnet.co.uk>
Source record: 73436

Gordy <tesla1@telsa1.freeserve.co.uk> wrote in message
news:7rnludifn1@news5.svr.pol.co.uk...
> Hi All,
>
> Where can I get a printer driver that will work on Star LC24-200
> colour printer?
>
> I am using NVDI 4.11 so I will need one that would work with that.I
> should be able to create a printer driver by using the makeprn.app
> that came with NVDI but I have not got a clue what settings I need to
> put in.
>
> thanks in advance,
>
> Gordy.
> E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
> Join The Atari users Mailing List
> Check http://www.telsa1.freeserve.co.uk/ for details
> Oxford,England. Tel 07887 910616

often just picking one of the Epson one works
Kevin

4454. Re: FS: 33% OFF!! hardware & software Winnipeg Atari ST User Group fundraiser

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37E08728.20E96DF@worldnet.att.net>
Source record: 73437

Hi,

I am interested in the following items from your listing. Please let
me know what is still available, total payment and payment address
and I'll get it right out to you.

BK MANUAL TT/ST RAM Expansion Board Manual - install
instructions $ 2

BK MANUAL TT030 manual near mint condition original TT
manuals $ 3

SW RED STORM RISING submarine simulation 2disks one of the best
realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine
combat
(disk)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered
by $ 1
some to be the best ST RPG game ever! (disk/docs)

thanks,
Boyd Staley

4455. Re: SLM804 laser printer cable and driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <937464402-21047AEicMi@cwcom.net>
Source record: 73438

>"MAIER, JACOB" a *crit :
>
>> Hi Everyone
>> I just found a SLM804 which appears to be in good repair. However I am
>> now running a PC. So I want find a cable or set of adapters that would

>It exists a rather complicated way to use your SLM804 with your PC, but ... there is
>a BUT; you'll have to connect an ACSI able Atari computer to this chain of devices;
>one PC, one SLM and one Atari ... I don't know where you'll find more informations
>but THIS WAY, YES it is possible.

The utility is called MAGCSLM and can be found on my web site.

Basically you need a null modem cable and an HP 300dpi printer driver on the PC that is capable of having its output redirected to the serial port, or to a disk file (in which case you don't need the null modem link).

It works but is slow if using the linkup.

4456. Re: Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909152117.a43149@su2.maus.de>
Source record: 73439

Hi Gordy,

G>Where can I get a printer driver that will work on Star LC24-200 colour
G>printer?
you may try any NEC P6 driver or compatible. But maybe you won't have
colours.

Peter

4457. Re: Mega little problem??? i doo doo

Newsgroup: comp.sys.atari.st
Date: 1999-09-15 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37DF8C00.C2838C4D@usa.net>
Source record: 73440

amfreq wrote:
> is there something i can
> do to get access to the drive, format it or bypass the acc files and
> that particular one that is the cause of this problem somehow??? please
> help

Boot with a clean floppy, and use the driver initialise disk, which
should allow you to see the drive, and then rename the problem file.

--
AG

Remove removes from address to remove anti-spam measures.
--

Alan Gauton E-Mail ag@spd.eee.strath.ac.uk

Never for me the lowered banner, never the last endeavour!
(Damon Hill - 16th June 1999)

4458. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: atari@bright.net
Message-ID: <XReE3.57$S41.4854@cletus.bright.net>
Source record: 73295

On 15 Sep 99 02:59:06 GM, Remi Villatel wrote:
>Hi everybody,
>
>I know that I saw somewhere on the web (a list of Hades owners) that someone
>owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
>touch with this person, or any qualified person, to know how it is possible.

have a look at http://www.bright.net/~atari/

click the link "Atari Clone Directory" for list of hades owners....

4459. Re: Atari TT030 Hard Drive Upgrade Kit

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: <>
Message-ID: <37e17be1.0@news.qnet.com>
Source record: 73296

On 16 Sep 1999 10:27:56 , "Sheldon H. Winick" wrote:

>They didn't. In fact, since Atari was only providing a small 50MB Seagate
>drive as a factory installed option, most TT030's that I sold were ordered
>from Atari without a hard drive to allow the customer to select a larger
>capacity drive. The TT030 base system allowed easy dealer or owner
>customization with any size hard drive and RAM capacity.
>
When I got my TT, it had the st-157n 48meg drive in it. I now have a
2.1ga drive inside.

The Lone Sidewalk Astronomer of Rosamond.

4460. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <37e14750a35430@nucleus.com>
Source record: 73297

On Tue 14-09-1999 19:53,
Steve Sweet wrote about aFTP
in comp.sys.atari.st:

SS> I'm having probs with aFTP version 1.54b. I cannot connect to a lot
SS> of sites, i get an error, cannot resolve host, almost
SS> instantaneousley. I found a different TCP module yesterday and
SS> tried this tonight with no success.

I've found that for certain sites, including the Belgian Atari
archive, I have to add the site to aFTP's hotlist, and then edit the
connection parameters of that entry on the list - setting it to
"Passive Mode" seems to fix just about all the problems I've had.

--
____/ / Frank Lockwood
/ / Calgary, Alberta, Canada
__/ / Quality Classical Music Recording and Editing
__/ _______/ http://www.nucleus.com/~lockwood/

4461. Re: FS: Atari TT030 Hard Drive Upgrade Kit (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E1CD4B.3F6E35E4@qnet.com>
Source record: 73298

Do you still have the HD kit for the TT? If so I am interested in purchasing
it. Please let me know.

thanks Don

"Sheldon H. Winick" wrote:

> For Sale (USA): TT030 Hard Drive Upgrade Kit
>
> Original Atari TT030 Upgrade Kit for adding an internal hard drive to a
> TT030. NEW -- still in original box. Kit consists of the following items:
>
> - HDD Cables
> - HDD Shield
> - HDD Plastic Cover with mounting rails
> - HDD Utilities Diskette
> - HDD Power Cable
> - Screws and washers
> - Installation Manual
>
> Kit originally sold for $89.00 -- clearance priced at $10 plus $3.20 for
> Priority Mail shipping.
>
> If interested, please respond in Email to: s.winick@worldnet.att.net
>
> Sheldon

4462. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E1CBE7.937F961F@jps.net>
Source record: 73299

Jo Even Skarstein wrote:
>
> Don't use BigDOS, it's very unreliable. Use HD-Driver and partition your
> Zips to one partition with "TOS+DOS" enabled. This will let you read and
> write the same Zips under TOS, MiNT, MagiC, Windows, Linux...
>
I also found that BIG-DOS corrupts HD-Driver installations. It only
works with AHDI.
> --

4463. Re: WTB Centurbo II

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E1CAD7.B6D10B78@jps.net>
Source record: 73300

You can buy it at:

www.centek.fr

I believe they will not ship it to you anymore, but will want you to
ship your motherboard to them for installation. Price including
installation, about 289 euros, a little over $300 I believe.

Tell them John Kolak sent you!

If you want, you can also see if www.systems-solutions.co.uk/cafe/ is
still willing to sell it for do it yourself installation.

John

John Perez wrote:
>
> Greetings,
>
> Can anyone tell me where I may be able to purchase a Centurbo II?
>
> ---
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
> ---

4464. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E1CC8D.C76659DF@jps.net>
Source record: 73301

Steve wrote:
>
> Seems odd that the ST/STe can have Photochrome and the Falcon's got the
> excellent Apex viewers, but what about the TT... :(
>
When I first got my TT in 1990, we were using the Lexicore software.
Prism Paint wasn't it?

4465. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rpm61$7g92@news.ajou.ac.kr>
Source record: 73345

On 16 Sep 1999 01:01:07 , "omelette" wrote:
>Hi,
> Anyone know if Legends of Valour and Elite2 have been 'persuaded' to run
>on the Falcon. The originals don't work on mine.
>Thanks in advance.
>
>Later.
>
>
Hi,

I tried getting LOV to run on my Falcon many times without any luck,
But I thought that Elite 2 worked on the Falcon??

4466. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rpmec$7g93@news.ajou.ac.kr>
Source record: 73346

On 16 Sep 1999 02:35:15 , Brian Roland wrote:
>>Still, a basic question is...
>>Does the supplied MagiC 4,5 patch work for version 6?
>>
>>Also, is there a way to get at centscreen resolutions under MajiC?
>
>And the chapter continues...
>More info...
>Centscreen isn't working at all for me with MajiC.
>The docs say Majic 6 works with centscreen...no luck here.
>I get a german message about weird gshstarted or something like that.
>Remove CentScreen and it works fine.
>
>Sew...alternatives?
>
>Brian

Brian, I mostly use Geneva with the CT2B and I can use the higher
resolutions set with CentScreen and CentVidel, But Geneva overrides
CentScreens dialog/menu box. Have you tried using VideoMod from
Centek? You can use it as a ACC.
phantomm@kih.net

4467. ATonce 386 for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rpn72$7g96@news.ajou.ac.kr>
Source record: 73347

Still looking for some one who has or is using this board.
Could use some help with a few questions about it.
phantomm@kih.net

4468. MegaSTE Black Tower Case

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rpn3d$7g95@news.ajou.ac.kr>
Source record: 73348

Just got a Black Metal Tower Case for a MegaSTE, going to put my
CT2B Falcon in it. However the Tower has a PCB board with alot of
wires and some Headers for ribbon cable connections and etc.
Didn't get any docs and was wondering if anyone has one of these
Towers and has documentation on hooking up the MegaSTE mother board
to the Towers PCB board?
If so, I could really use the info. Maybe I can use the on/off and
reset switch and etc with the Falcons Motherboard.

And does anyone know what the official name for this tower case is
and who made it?

Future Thanks,
phantomm@kih.net

4469. FA: ATARI 1040STF Computer

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <37e274b5.12429194@news.mindspring.com>
Source record: 73349

Up for bids on ebay through Saturday evening 9/18/99

ATARI 1040STf computer in good but untested condition.

See a photo and a complete description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=165396875

-=-=-=-=-=-=-=-=-=-=-=-=

also up for bids ATARI SPACE DUEL FULL SIZE ARCADE GAME

see a photo and a description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=164940948

Thanks for looking!

4470. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Ryan Avery <Ryan.Avery@Colorado.edu>
Message-ID: <37E08B92.517A3E78@Colorado.edu>
Source record: 73350
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer wrote:

> I want to connect the following equipment. MIDI in's and out's are indicated.
>
> KX88: IN ï¿½ OUT
>
> Korg M1: IN ï¿½ OUT ï¿½ THRU
>
> ATARI: IN ï¿½ OUT
>
> The object is use the KX88 as a controller (it has no sounds anyway) for
> the sounds on the M1, record into the Atari sequencer (Atari has a built
> in MIDI interface), and play back from the Atari into the M1.

Going out of my league here: Connect the KX88 MIDI Out to the KorgM1 MIDI In. Connect the Korg M1 MIDI Out (could be thru, however) to the Atari MIDI In. This will accomplish what you want.

> I would also like to be able to hear what I am playing when the Atari is
> turned off so that I am not forced to listen through the sequencer.

Simply connect your speakers to the M1 audio out. This way, sound playback is not dependant on the Atari.

> Question: How should I hook this up?

Now I just need a rig like this for myself. There's glory in having to spend 5 hours just to figure out how to wire your setup - it usually means you have a buttload of equipment...;-)

--
Ryan Avery
Ryan.Avery@Colorado.edu
http://ucsub.colorado.edu/~averyr
http://www.mp3.com/ryanavery
ICQ# 17490198

4471. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E09526.C983B88F@online.TAKE.THIS.OUT.fr>
Source record: 73351

Phantomm a ï¿½crit :
>
> On 16 Sep 1999 01:01:07 , "omelette" wrote:
> >Hi,
> > > Anyone know if Legends of Valour and Elite2 have been 'persuaded' to run
> > >on the Falcon. The originals don't work on mine.
> > >Thanks in advance.
> > >
> > >Later.
> > >
> > >
> > Hi,
> >
> > I tried getting LOV to run on my Falcon many times without any luck,
> > But I thought that Elite 2 worked on the Falcon??

Elite 2 "works" on my Falcon, but is buggy it's hardly playable. Nothing
to do with compatibility, it's like that on all systems.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4472. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: jim@jibbering.com
Message-ID: <37e0b6a5.3434418@news.mistral.co.uk>
Source record: 73352
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

On Wed, 15 Sep 1999 22:40:45 GMT, tony@webscripts.org (Tony Greenwood)
wrote:

>Hey! jim@jibbering.com (Jim Ley)
>>On Wed, 15 Sep 1999 16:25:23 +0100, "NewMove" <les@newmove.co.uk>
>>wrote:
>>
>>>this is what I do...
>>>
>>>Find a service who accept cheques in the first place (c;
>>>
>>>No hassle, no imposition on friends, no worries...
>>
>>accept where you left the cheque book.... :-)
>>
>>Jim.
>
>Hey Jim!... I never knew you had an Atari..
>
>Gosh allmighty yer not crossposting willy nilly are you?.. nagh you
>wouldnt do that would you?... So Jim what Atari st did you have..... a
>green one or a red one?

uk.net.web.authoring.... so yeah cross-posting willy nilly, and no I
never had an Atari, my first machine was an XT, and I've stuck with
PC's ever since... :-<

Jim.

4473. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <937475416-413739AEicMi@cwcom.net>
Source record: 73353

Brian Roland said:

>Still no Turbo mode however. Searching for suitable a suitable ST RAM board before I
>can even think of it.

System Solutions have a couple of Centek STRAM boards left, they work very well with the CT2.

>Still, a basic question is...
>Does the supplied MagiC 4,5 patch work for version 6?

Yes it does.

>Also, is there a way to get at centscreen resolutions under MajiC?

Yes, but IIRC you have to use the videomod.app as a replacement for the changeres.app, renaming it and so on as required. It still doesn't integrate into the system as well as Videlity however, so I'm continuing to use it.

The German error message you quoted in another message may mean that you need to swap the running order of NVDI/the Centek auto folder prog around.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4474. Re using SLM laser with PC etc

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <937475424-415315AEicMi@cwcom.net>
Source record: 73354

Hmm, my posting on this subject didn't have my web site URL, I've sorted the missing sig file now...

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4475. Re: Looking for some help Magic Mac/Calamus 98 configuration

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Fokko Veegens <95102562@si.hhs.nl>
Message-ID: <37E0C218.34BDC2F4@si.hhs.nl>
Source record: 73355

If you press applekey-W in MagiC, you can make some adjustments
via the menu's you see. I thought there is an option to make key combinations
to "get" the other mouse buttons. For example ctrl-click = right-click. Read
your manual about this.

Much luck,
Fokko.

Jo Vandeweghe wrote:

> I have now succeeded to make SL98 running but I cannot use the mouse like
> before (above all in SL) because of the bouton's number ....
> Which option must I choose from the mouse manager ?

4476. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37e0d7d43a5cc50@tripnet.se>
Source record: 73356
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

On Thu 16-09-1999 00:17 (-0600) Ryan Avery wrote:

>Carl Zittrer wrote:
>
>> I want to connect the following equipment. MIDI in's and out's are indicated.
>>
>> KX88: IN ï¿½ OUT
>>
>> Korg M1: IN ï¿½ OUT ï¿½ THRU
>>
>> ATARI: IN ï¿½ OUT
>>
>> The object is use the KX88 as a controller (it has no sounds anyway) for
>> the sounds on the M1, record into the Atari sequencer (Atari has a built
>> in MIDI interface), and play back from the Atari into the M1.
>
>Going out of my league here: Connect the KX88 MIDI Out to the KorgM1 MIDI In.
>Connect the Korg M1 MIDI Out (could be thru, however) to the Atari MIDI In. This
>will accomplish what you want.

With this setup you will not be able to playback from the Atari
program. You will need extra hardware to get the setup you want:

KX88 Out to MIDI Merger In 1
Atari Out to MIDI Merger In 2
MIDI Merger Out to M1 In
M1 Thru to Atari In

Note that with this sort of setup you must turn off the "software Thru"
in the Atari program.

>
>> I would also like to be able to hear what I am playing when the Atari is
>> turned off so that I am not forced to listen through the sequencer.
>
>Simply connect your speakers to the M1 audio out. This way, sound playback is not
>dependant on the Atari.

We are talking about MIDI here, not audio!

>> Question: How should I hook this up?

See above! Actually I would prefer a standard setup without the MIDI
Merger. Then you must have the sequencer program running but this also
makes channel changes etc much easier when you play the keyboard
yourself:

KX88 Out to Atari In
Atari Out to M1 in
If you want to control KX88 behaviour from the Atari add:
M1 Thru to KX88 In

(Followups trimmed)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4477. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <37e0da29$0$12559@news.zetnet.co.uk>
Source record: 73357

On 16 Sep 1999 00:11:05 , Carl Zittrer wrote:
I want to connect the following equipment. MIDI in's and out's are indicated.

KX88: IN • OUT

Korg M1: IN • OUT • THRU

ATARI: IN • OUT

The object is use the KX88 as a controller (it has no sounds anyway) for
the sounds on the M1, record into the Atari sequencer (Atari has a built
in MIDI interface), and play back from the Atari into the M1.

I would also like to be able to hear what I am playing when the Atari is
turned off so that I am not forced to listen through the sequencer.

Hi!

Pretty straightforward:

midi out of KX88 into midi in of Atari
midi out of Atari into midi in of M1

Most sequencers/editors etc have a Thru function that lets you
hear what you're playing. As for playing without linking through
your sequencer, this would mean patching directly (KX88 out ot M1 in)
and removing the odd lead. The KX88 has two outs doesn't it?

Good luck!
Al

4478. HTML uploading using NEWSie - help please!

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <37e0da7e$0$12559@news.zetnet.co.uk>
Source record: 73358

Hi folks!

I'd appreciate some advice. How do you go about uploading
HTML webpages to a server using NEWSie 0.94?

Any help would be welcomed so please feel free to mail me.

Cheers :)

Al
sonik@zetnet.co.uk

4479. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e0df73$0$12561@news.zetnet.co.uk>
Source record: 73359
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer <czit@gte.net> wrote in message
news:czit-1509991705540001@1cust200.tnt2.san-fernando.ca.da.uu.net...
> I want to connect the following equipment. MIDI in's and out's are
indicated.
>
> KX88: OUT 2 Korg M1: IN ,,Korg M1 thru (or out, because some outs act
as a mirror of the in) 2 Atari in,,Atari out 2 KX88 in

I think this should do it,when recording you may need to turn off
something like (local, echo) or whatever it is called in your choice of
sequencer to prevent what you are playing going back to the KX88 and
being sent over and over

hope this helps
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4480. FS: Falcon memory expansion board

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E0DFB4.7416F253@patent.gov.uk>
Source record: 73360

Bare 4/16 Meg Falcon memory expansion board. Uses bog standard 72 pin
SIMMs.

ï¿½10 +pp (UK)

Bob King.

4481. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37E0E4DB.767B8673@club-internet.fr>
Source record: 73361
Cross-posted to: maus.computer.atari.hardware,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

4482. FS: Atari MIDI Gear

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: PDohman@cbsd.com
Message-ID: <7rrcro$o30$1@nnrp1.deja.com>
Source record: 73362

Hello.

The asking price for the merchandise below is $175.00 U.S
"Trades will be considered.Iam looking for Synths & Signal processors"

Iam located in Minneapolis MN.
The shipping cost will be payed by the seller within the 48 contiguous states.

Terms of payment:

a.On line escrow buyer pays "tradesafe" fee

b.Buyer prepays

Please E-Mail all enquiries to pdohman@cbsd.com

All hardware has been tested with diagnostic equipment. Everything ran fine for over 48 hours. All software unless noted otherwise is in good working order

I have done my best to give accuarate descriptions. Iam by no means an expert in the atari platform so please bear with me.

1040STF Computer.Comes with Power
Cable,Manual and Mouse

Future (Indus) GTS-100, Formats DSDD
720KB. Extends Format to 85 Tracks.
Step up from An Atari Disk Drive. Has
a 1" Drive Mechanism. Newer & Quieter
than Atari Drives and easier to find
Drive Mechanism Replacements. You can
also replace the Power Supply with an
Atari 5200 Power Supply. Has a Track
Counter which can show the Track Copy
Protection is on. Cable and Power
Supply included..

SM124 MonoChrome Monitor

The 1040stf is running:
TOS version 1.0
GEM version 0.19
Total RAM 1.05 Megs

The software I have available is as follows:
1.E-Magic Notator SL

version 3.16
2.C-Lab Creator Notator
version 3.1
3.E-Magic fonts & help disk
4.E-Magic Fonts 1
5.C-Lab demo disk
contains SON documents for Kawai, Roland etc..
6.C-Lab font disk
contains 20+ fonts
7.Dr T's
version 1.12 with MPE
8.Dr T's
version 1.1 with MPE
9.Dr T's X-OR profiles disks 1-2-3-4
10.Band in a Box
version 5.0 includes disk 2 & 3 with 50+ styles on each
11.Genwave
version 1.41 Program seems to crossfade algorithms for Korg, Emu,
Peavey, Roland
samplers. The dongle for this program inserts in port next to mouse. The
dongle shows signs of wear.
12.Genwave
version 2.0 Most of the programs on this disk require color monitors
13.Steinberg synthi works DX/TX
this program would not boot on either drive.
14.Steinberg synthi works DX/TX color
was unable to boot due to monochrome monitor
15.Steinberg synthi works DX/TX sound library
documents appear to be patch libraries.

Best Regards
Patrick Dohman

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4483. TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy4wb8.123s462mbf8tcN@tnt-10-195.easynet.co.uk>
Source record: 73363

I seem to remember from years ago when I owned my ST that there was a
util to increase the standard resolutions. Though I think they where
'virtual screens', but there was a way to interlace ST-High.. Anyway,
are there utils to do this on a TT ? I know they're set res modes,
unlike the Falcon, but maybe using overscanning/interlacing software??
Does anything exist?
Also, why isn't TT-High available? Surely my multiscan can handle
1280x960 in mono?

Can screen refresh rates be changed?

Is there a version of Photochrome for the TT? Or maybe versions of the
Falcon's BSS Apex viewers? It'd be great to have a simple ttp
application to handle GIFs and JPGs, even if it simply automattically
switched to TT low res to display the image...

I've no documentation for Stoop, and it may be donkey's years old, but
how can I get this to run on my TT ? (I miss it!)

Does anyone have docs for BIGDOS ? I need to use this in order to use my
Zips in TOS mode (they're fine under MagiC). But I really want to read
the docs before I 'risk' it!

Can someone email me a 'DESKICON.RSC' file for Gem, thanks.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4484. DMA Chip for Atari 1040 STE Help!!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Martin Landa <landa@ltm.pvt.cz>
Message-ID: <7rqrdl$1n5j$1@mail1.pvt.net>
Source record: 73364

Hi all of ATARI world!
warning, my english is too BAD ;-)))
Im search for my ATARI 1040 STE the DMA Chip.
Typ: DMA C398789-001 in PLCC 44pin socket
is use in the STE, MEGA STE and TT Atari computers.
Bye

--
Genesis
e-mail: landa@ltm.pvt.cz

ATARI Falcon 030, 14MB, SRC 40Mhz, 8.4GB HDD
?ATARI 1040 STE, 4MB, TOS 2.6CS, 20MB HDD
ATARI SM124, SC1435, STAR LC2410, TNC 2-MV

4485. 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Applied Chemicals <gareth.wright@virgin.net>
Message-ID: <37E0F5E1.412F@virgin.net>
Source record: 73365

A question for anyone who would be kind enough to try and answer.

I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI zip drive to it. How do I go about doing this?

I would be very grateful if anyone could help. Thanks in advance.

Gareth

4486. Re: DMA Chip for Atari 1040 STE Help!!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E0F7AE.87A76072@online.TAKE.THIS.OUT.fr>
Source record: 73366

```
Martin Landa a ï¿½crit :
>
> Hi all of ATARI world!
> warning, my english is too BAD ;-)))
> Im search for my ATARI 1040 STE the DMA Chip.
> Typ: DMA C398789-001 in PLCC 44pin socket
> is use in the STE, MEGA STE and TT Atari computers.
> Bye
>

Your only hope for specific spare parts like this is Best Electronics in
California. Expensive and far away. It would probably be cheaper to
cannibalize a cheap second hand STE.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4487. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rqrlm$85i3@news.ajou.ac.kr>
Source record: 73367

On 16 Sep 1999 08:58:46 , please edit email addressto reply wrote:
>
>
>Phantomm a ?crit :

>>
>> I tried getting LOV to run on my Falcon many times without any luck,
>> But I thought that Elite 2 worked on the Falcon??
>
>Elite 2 "works" on my Falcon, but is buggy it's hardly playable. Nothing
>to do with compatibility, it's like that on all systems.
>
>Nick

Hi Nick,

The version of Elite 2 I have ran fine on my 4meg STe Tos 1.62.
I played that game many times and never noticed any bugs at all.
It worked fine on the hard drive as well, just never tried it on
the Falcon. I got it new from Toad Computers when the game first
came out. Still have it, one of my all time favorite games.

phantomm@kih.net

4488. Re: DMA Chip for Atari 1040 STE Help!!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rqunn$m3j$1@bgtnsc03.worldnet.att.net>
Source record: 73368

Martin,

I have the DMA chips in stock. By the way, the model number you typed is incorrect -- the correct number of the STe DMA chip is C398739-001. Price is $20 (US Dollars) plus shipping. Where I you located? I'm in North Carolina (USA). Please respond in Email if interested/

s.winick@worldnet.att.net

Sheldon

Martin Landa wrote in message <7rqrdl$1n5j$1@mail1.pvt.net>...
>Hi all of ATARI world!
>warning, my english is too BAD ;-)))
>Im search for my ATARI 1040 STE the DMA Chip.
>Typ: DMA C398789-001 in PLCC 44pin socket
>is use in the STE, MEGA STE and TT Atari computers.
>Bye
>
>--
>Genesis
>e-mail: landa@ltm.pvt.cz
>--
>ATARI Falcon 030, 14MB, SRC 40Mhz, 8.4GB HDD
>?ATARI 1040 STE, 4MB, TOS 2.6CS, 20MB HDD
>ATARI SM124, SC1435, STAR LC2410, TNC 2-MV
>--
>
>
>
>
>
>
>

4489. Atari TT030 Hard Drive Upgrade Kit

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rquno$m3j$2@bgtnsc03.worldnet.att.net>
Source record: 73369

John,

JI Logan wrote in message <37e009ac$0$12560@news.zetnet.co.uk>...
>On 12 Sep 1999 18:28:31 , "Sheldon H. Winick" wrote:
>|For Sale (USA): TT030 Hard Drive Upgrade Kit
>|
>|Original Atari TT030 Upgrade Kit for adding an internal hard drive to a
>|TT030. NEW -- still in original box.
>
>Fascinating - I thought all TTs came with an internal HD.
>
>John Logan

They didn't. In fact, since Atari was only providing a small 50MB Seagate drive as a factory installed option, most TT030's that I sold were ordered from Atari without a hard drive to allow the customer to select a larger capacity drive. The TT030 base system allowed easy dealer or owner customization with any size hard drive and RAM capacity.

Sheldon

4490. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dy6n8n.4p7zcw12dpvidN@pm-d15.rhein-main.de>
Source record: 73370

Brian Roland <bjr@localink4.com> wrote:

> Recently had a CT2 installed.
> I'm not even in turbo mode yet and I can't get the thing to boot.

Mostly a result of ram problems. Your ram must be an EDO module with
8 chips and 60nS refresh. Maybe with this kind of EDO i got the best
results here.

Othersides, you internal IDE, if you have one, doasnï¿½t work in turbo
mode. Original Atari Conner devices doasnï¿½t work in turbo mode.
Same as with magic.

> I've tried the Magic patch supplied with CT2 to no avil.
> I've tried both MajiC booters, with and without MAGTOROM.
> I've tried both patched and unpatched versions of MAGIC.RAM with and
> without the IDE patch.
>
> What's up? I'm not even in turbo mode yet :/

Yes, first you must get a stable access to IDE/Ram than MagiC works
fine. Using MagiC6 on an internal 2.1 Gig Toshiba (MAT) IDE.
Nice, quick, fast.

> By the way, I get like 13 bombs at the MagiX Desk top and everything
> freezes.
>
> The CT2 seems to work fine in regular TOS mode and with Geneva.
>
> Is there a special patch for MajiC 6?

Same as you have. (Or take newer patch files from centec site)

DOITF030 contains all what i know about CT2, fitting, access..

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4491. Re: seti@home

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dy6nld.1wpm0lw1a4llaeN@pm-d15.rhein-main.de>
Source record: 73371

Jim Odell <fodell@wincom.net> wrote:

> I can't download any new data from seti@home. Anyone else having
> trouble?

Trouble by seti@server..
(Since nearly 14 days)

Regards, Robert (DeepSpaceNine)
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4492. CUBASE AUDIO FALCON WANTED!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Marcer <marcer@algonet.se>
Message-ID: <Pine.SOL.4.10.9909161649530.18085-100000@aristotle.algonet.se>
Source record: 73372

Damn what it is hard to find Cubase audio falcon for a good price!

But if you have Caf + Dongle able for sale. Give me a Note + your Prize!

Greetz Marcer

4493. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <937501818-659797AEicMi@xs4all.nl>
Source record: 73373

Hi,

>I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI zip
>drive to it. How do I go about doing this?

As far as I know, for an ST you'll need a host-adapter.
ICD made one called 'the Link'. There was also one called Link 96, by
a German company called Wieczorek.
Software: Zip/Jaz Tools by Oregon Research, or HDDriver perhaps
will do also.

Bye
Guido

--

\||/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

4494. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Ryan Avery <Ryan.Avery@Colorado.edu>
Message-ID: <37E11E84.2C7F27D0@Colorado.edu>
Source record: 73374
Cross-posted to: comp.music.midi,comp.sys.atari.st

Kenneth Medin wrote:

> >
> >> I would also like to be able to hear what I am playing when the Atari is
> >> turned off so that I am not forced to listen through the sequencer.
> >
> >Simply connect your speakers to the M1 audio out. This way, sound playback is not
> >dependant on the Atari.
>
> We are talking about MIDI here, not audio!

I thought the original poster was wanting to know how to hear the synthesizer's audio output even when the sequencer is turned off... I guess I misread the question.

--
Ryan Avery
Ryan.Avery@Colorado.edu
http://ucsub.colorado.edu/~averyr
http://www.mp3.com/ryanavery
ICQ# 17490198

4495. Re: looking for roms of atari TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Your Name <drclu@swbell.net>
Message-ID: <37E114D9.6F1@swbell.net>
Source record: 73375

Well, I know it was not listed there Sheldon, but just for a overal all points bulletin, I am in need of a set of TT TOS roms and a Ajax(?) chip to run the floppy drive.

Got a parted out TT I'm trying to bring back to life. For that matter, I'll check the rom image website that was suggested earlier and see if it's there. Otherwise, if anyone knows of a place to find the images, cool! I believe it was said a one meg E-prom (27C010 ?) would do the trick. Get them burned and I'll be in business.

Take care folks!

Doctor Clu
New TT030 user ;)
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4496. Re: MP3 Extension (for TT?)

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Your Name <drclu@swbell.net>
Message-ID: <37E11549.1F78@swbell.net>
Source record: 73376

Is it out of the question for there to a TT version of the MP3 players?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4497. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Your Name <drclu@swbell.net>
Message-ID: <37E11655.3454@swbell.net>
Source record: 73377

Hi, just to add to the addage "misery loves company" I too am a TT030 user. I'm not sure about the TT high. I know that it required a special monitor, but like you said, you would think that with a software hack and a multi-sync monitor this would be possible. I know I'm curious since I have yet to see TT high. Hell, I never got to see a TT in action until I finally went out and bought one.

Jpeg... there are various utilities that came with mine. I hope to find one that works. There is a Jpeg to gif and visa versa... keep in touch and I'll try to let you know what happens.

Beyond that... hey, I'll routing for yah fellow TT user.

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4498. Spectre GCR.. what's it capible of?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Your Name <drclu@swbell.net>
Message-ID: <37E11809.66CF@swbell.net>
Source record: 73378

Hi folks, got a TT030, and Spectre GCR with version 3.0 software.

Alright, I'm a direct port from the Macintosh world. I'm trying to get my TT to be my primary computer, but I would like to have SOME Newton utilities to use, and if I can get through Mac emulation for now... cool.

I have seen on the internet a mention of Spectre GCR and a software update to use System 7.1. I have heard in the winds about Spectre being used with system 8!! (which technically if Spectre allows emulation of a 68K macinotsh, that is very possible, but I understood that Spectre emulation starts clashing with Macintosh software around system 6.5 or so.)

So what is possible? How can one beat the system 7 barrier on Spectre GCR?

Doctor Clu
New TT030 User
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4499. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dy8k1m.1ic3hu111sobb4N@pm-d18.rhein-main.de>
Source record: 73379

> I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI zip
> drive to it. How do I go about doing this?
>
DMA->SCSI Adaptor. (Link host adaptor)
Adaptor should handle parity.

HDDriver as driver.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4500. Re: MegaSTE Black Tower Case

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dy8k9u.1dtylrphvwwiqN@pm-d18.rhein-main.de>
Source record: 73380

Phantomm <phantomm@kih.net> wrote:

> And does anyone know what the official name for this tower case is
> and who made it?

Sorry no, but it sounds like a drive (raid) tower..
Tower case for x hard drives or other devices.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4501. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e12cb1$0$12561@news.zetnet.co.uk>
Source record: 73381

so it will remain a mystery how and if this was fixed,after advise is offered it is only polite to post the outcome i went to the trouble of placing something on my site for this and sending a private mail, no thanks or kiss my ar**
Kevin

4502. Re^2: WaterRower

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9303_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 73382

In uno strano messaggio del 13 Sep 99 page@chemsun.chem.umn.edu (2:333/608.1)
scrisse a All in area 'REC.SPORT.ROWING':
p> was the machine I wanted I bought a new Water Rower last January. One of

I have the same "noise & space" problem but still would like to train home
(me and my wife). So could you please tell me more about the waterrower ? Is
there a home page ? Who may I ask ? I think it would still be too expensive
to get one here in Italy, but I would like to know howw much.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4503. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7rrd6skvl1@news7.svr.pol.co.uk>
Source record: 73383

Applied Chemicals <gareth.wright@virgin.net> wrote in message
news:37E0F5E1.412F@virgin.net...
> A question for anyone who would be kind enough to try and answer.
>
> I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI zip
> drive to it. How do I go about doing this?

If you don't already have a host adapter (ACSI -> SCSI) you will need to
find one. You can then attach any SCSI device to the ST.

4504. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e13de9$0$12557@news.zetnet.co.uk>
Source record: 73384

```
Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7rrd6s$kvl$1@news7.svr.pol.co.uk...
>
> Applied Chemicals <gareth.wright@virgin.net> wrote in message
> news:37E0F5E1.412F@virgin.net...
> > A question for anyone who would be kind enough to try and answer.
> >
> > I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI
zip
> > drive to it. How do I go about doing this?
>
> If you don't already have a host adapter (ACSI -> SCSI) you will need
to
> find one. You can then attach any SCSI device to the ST.
>
>
isn't there also an inelegant lead to another port to handle the missing
signals ?
Kevin
```

4505. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rrihnjqh1@news8.svr.pol.co.uk>
Source record: 73385

On 15 Sep 1999 09:52:24 , Martin "Nightowl" Byttebier wrote:
:>on Tue 14-09-1999 19:53 Steve Sweet wrote:
:>
:>>
:>>I suspect its a configuration cock-up. some sites i can connect to,
:>>such as ftp.sofa.dartnet.co.uk, but the one announced in here
:>>regularly ftp.chapelie.rma.ac.be, refuses to play ball. Could some of
:>>you offer me your experience please.

:>He, you are using the wrong address for the Belgian ftp-site.
:>It's 'chapelie.rma.ca.be' or '193.190.204.128'. Do NOT at 'ftp' at the
:>address.

I realised that after a seesion of bug hunting, 8~\

But...
Once i'd installed a new TCP module and corrected the address, i was
still unable to actually download anything, whatever i dragged or
doubleclicked would bring up the progress guage to start the download
and then a 2 bomb report from MAGIC would present itself.

I remember Derryck Croker having drag & Drop prob's with aFTP that he
never solved.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4506. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rrihpjqh2@news8.svr.pol.co.uk>
Source record: 73386

On 14 Sep 1999 21:28:26 , Michael and Nicole Freeman wrote:
:>On 14 Sep 1999 19:53:06 , Steve Sweet wrote:

:>>I'm having probs with aFTP version 1.54b.

:>>I suspect its a configuration cock-up. some sites i can connect to,
:>>such as ftp.sofa.dartnet.co.uk, but the one announced in here
:>>regularly ftp.chapelie.rma.ac.be, refuses to play ball. Could some of
:>>you offer me your experience please.
:>>
:>>I'm using STing 1.2.

:>I've had the same problems from time to time. I don't know if they
:>only allow acces at certain times of day, but I've only been able to
:>access that FTP site at certain times of the day and not others. This
:>is with both aFTP 1.53 and 1.54. Or it could also have been something
:>to do with my ISP, I guess, I don't know.

Ive since solved the conection problem, I'd entered the address
incorrectly when i'd compared the example file, but i still cannot
actually download files, i get bombs if i d-click or drag my
selection.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4507. converting atari music files to pc

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Lola Perrin <lolaperrin@freeuk.com>
Message-ID: <SJcE3.21519$Ze2.678007@nnrp3.clara.net>
Source record: 73387

I have some work saved on a floppy as .son and .pat files, created in either Notator or Creator on an Atari ST1040. I no longer have the Atari or the music programme I used to work with. I urgently need to convert these files to midi for use on a PC. Is there any programme for converting these or is there somewhere I could e-mail them for conversion?
Thanks

Lola

lolaperrin@freeuk.com

4508. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Stephen Cavender <sca964@gte.net>
Message-ID: <yFdE3.500$VW3.23154@dfiatx1-snr1.gtei.net>
Source record: 73388

Yes TT-high requires the Atari 19" display. I think it was called a TTM195 or something like that. I've seen 'em on eBay from time to time. Very heavy and expensive to ship, some of my sequencing buddies swear by the large Atari display.

I'd love to be able to edit 60 bars at a time in Cubase on that display.

4509. TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E168BC.BCDA3D05@qnet.com>
Source record: 73389

Im having a problem with my TT & MSTe power supplies. The 12v and 5v are not constant they fluctuate all over the place. I have a TT Feild Service Manual but, there is no section or information on the power supply. Can someone please give me info on how to fix this problem. I beleive its a capacitor thats bad but, Im just not sure.

thanks Don

4510. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7rrp2kjju1@snipp.uninett.no>
Source record: 73390

Steve <macgamer@ukonline.co.uk> wrote:

> util to increase the standard resolutions. Though I think they where
> 'virtual screens', but there was a way to interlace ST-High.. Anyway,
> are there utils to do this on a TT ? I know they're set res modes,

Virtual resolutions are probably available, but as I hate these I've never looked for them. You can forget about overscan - there was a hardware-solution available many years ago but I never worked really well.

> Also, why isn't TT-High available? Surely my multiscan can handle
> 1280x960 in mono?

You need a ECL-monitor for this. Perhaps you can find some hardware to convert between TTL and ECL, let me know if you do.

> Can screen refresh rates be changed?

No.

> Does anyone have docs for BIGDOS ? I need to use this in order to use my
> Zips in TOS mode (they're fine under MagiC). But I really want to read
> the docs before I 'risk' it!

Don't use BigDOS, it's very unreliable. Use HD-Driver and partition your Zips to one partition with "TOS+DOS" enabled. This will let you read and write the same Zips under TOS, MiNT, MagiC, Windows, Linux...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4511. Re: [GAMES] Doom v0.13

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy8b0s.1ayh7a81fsya6dN@tnt-9-96.easynet.co.uk>
Source record: 73391

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> >Tried your 'mirror' ftp site - ftp://193.190.204.128/atari/game/
> >but I cannot find Doom 0.13
> >I go here because I still cannot download anything from your homepage,
> >sorry :(
>
> Sorry but I was a few days offline. This evening it will be on the Belgian
> ftp-site.
> BTW: Have you looked in the incoming dir. In the past Patrice has uploaded
> newer version of his games to that dir.

Will do. Thanks for the info.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4512. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy8b1r.kbhn04gi9yyuN@tnt-9-96.easynet.co.uk>
Source record: 73392

omelette <bonfieldd@breathemail.net> wrote:

> Anyone know if Legends of Valour and Elite2 have been 'persuaded' to run
> on the Falcon. The originals don't work on mine.

Is L.O.V. that 3D/fist person adventure set inside a castle or something
similar? I think it was by US Gold, not sure... I can remember the game,
but not the name/company ! Wish I still had this, as it was superb.
Hope it runs on a TT - even faster ;-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4513. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy90j5.vgmah718onaeeN@tnt-9-96.easynet.co.uk>
Source record: 73393

Your Name <drclu@swbell.net> wrote:

> Hi, just to add to the addage "misery loves company" I too am a TT030
> user. I'm not sure about the TT high. I know that it required a
> special monitor, but like you said, you would think that with a software
> hack and a multi-sync monitor this would be possible. I know I'm
> curious since I have yet to see TT high. Hell, I never got to see a TT
> in action until I finally went out and bought one.

I was slightly luckier then, I got to play with one years ago @ the
London Atari fair. I think it *may* have been the 16/32 PDL stand. I
just remember being extremely impressed by the small icons and the
colourful desktop (I "only" had an STe then!) :)

> Jpeg... there are various utilities that came with mine. I hope to
> find one that works. There is a Jpeg to gif and visa versa... keep in
> touch and I'll try to let you know what happens.

Seems odd that the ST/STe can have Photochrome and the Falcon's got the
excellent Apex viewers, but what about the TT... :(

> Beyond that... hey, I'll routing for yah fellow TT user.

Cheers mate ;-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4514. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy90n8.1tntw9n1s30ibkN@tnt-9-96.easynet.co.uk>
Source record: 73394

Jo Even Skarstein <joska@pingle.nvg.ntnu.no> wrote:

> > util to increase the standard resolutions. Though I think they where
> > 'virtual screens', but there was a way to interlace ST-High.. Anyway,
> > are there utils to do this on a TT ? I know they're set res modes,
>
> Virtual resolutions are probably available, but as I hate these I've never
> looked for them. You can forget about overscan - there was a
> hardware-solution available many years ago but I never worked really well.

Thanks to Roger, I'm going to try out Monster (sounds scary!)

> > Does anyone have docs for BIGDOS ? I need to use this in order to use my
> > Zips in TOS mode (they're fine under MagiC). But I really want to read
> > the docs before I 'risk' it!
>
> Don't use BigDOS, it's very unreliable. Use HD-Driver and partition your
> Zips to one partition with "TOS+DOS" enabled. This will let you read and
> write the same Zips under TOS, MiNT, MagiC, Windows, Linux...

These are just for 5 or 6 zip discs that I originally created on my iMac
in DOS mode. I've never got the time to reformat them so I'm reading
them the lazy (bigdos) way! :-}

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4515. advice on MIDI routing

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: czit@gte.net
Message-ID: <czit-1509991705540001@1cust200.tnt2.san-fernando.ca.da.uu.net>
Source record: 73441
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

I want to connect the following equipment. MIDI in's and out's are indicated.

KX88: IN • OUT

Korg M1: IN • OUT • THRU

ATARI: IN • OUT

The object is use the KX88 as a controller (it has no sounds anyway) for
the sounds on the M1, record into the Atari sequencer (Atari has a built
in MIDI interface), and play back from the Atari into the M1.

I would also like to be able to hear what I am playing when the Atari is
turned off so that I am not forced to listen through the sequencer.

Question: How should I hook this up?

Thanks for your opinion.

--
Carl Zittrer
czit@gte.net

4516. WTB Centurbo II

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: John Perez <jperez@uhunix4.its.hawaii.edu>
Message-ID: <7rpgn6$c05$1@news.hawaii.edu>
Source record: 73442

Greetings,

Can anyone tell me where I may be able to purchase a Centurbo II?

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

4517. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <ru0lr3r41iv19@corp.supernews.com>
Source record: 73443

>Still, a basic question is...
>Does the supplied MagiC 4,5 patch work for version 6?
>
>Also, is there a way to get at centscreen resolutions under MajiC?

And the chapter continues...
More info...
Centscreen isn't working at all for me with MajiC.
The docs say Majic 6 works with centscreen...no luck here.
I get a german message about weird gshstarted or something like that.
Remove CentScreen and it works fine.

Sew...alternatives?

Brian

4518. Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-16 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37e03d3e@news1.vip.uk.com>
Source record: 73444

Hi,
Anyone know if Legends of Valour and Elite2 have been 'persuaded' to run
on the Falcon. The originals don't work on mine.
Thanks in advance.

Later.

4519. Re: converting atari music files to pc

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e179a4$0$12564@news.zetnet.co.uk>
Source record: 73302

Lola Perrin <lolaperrin@freeuk.com> wrote in message
news:SJcE3.21519$Ze2.678007@nnrp3.clara.net...
> I have some work saved on a floppy as .son and .pat files, created in
either
> Notator or Creator on an Atari ST1040. I no longer have the Atari or
the
> music programme I used to work with. I urgently need to convert these
files
> to midi for use on a PC. Is there any programme for converting these
or is
> there somewhere I could e-mail them for conversion?
> Thanks
>
> Lola
>
> lolaperrin@freeuk.com
>
>
>
someone on this Notator mailing list my be willing to help > * To
subscribe to this list, send an email with the *
> * message: subscribe notator *
> * to: majordomo@burger.forfree.at *

Kevin

4520. Re: MegaSTE Black Tower Case

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <ru35s6hvigb61@corp.supernews.com>
Source record: 73303

On 16 Sep 1999 03:10:37 , Phantomm wrote:
>Just got a Black Metal Tower Case for a MegaSTE, going to put my
>CT2B Falcon in it. However the Tower has a PCB board with alot of
>wires and some Headers for ribbon cable connections and etc.
>Didn't get any docs and was wondering if anyone has one of these
>Towers and has documentation on hooking up the MegaSTE mother board
>to the Towers PCB board?
>If so, I could really use the info. Maybe I can use the on/off and
>reset switch and etc with the Falcons Motherboard.
>
>And does anyone know what the official name for this tower case is
>and who made it?
>
>Future Thanks,
>phantomm@kih.net
>.

Toad imported a few "Light House" tower cases before they cut everyone
off. They were made in Germany, but probably purchased through System
Solutions.

Mike

4521. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7rs90i$92t$1@zingo.tninet.se>
Source record: 73304

```
On 16 Sep 1999 20:05:11 , Steve Sweet wrote:
>
>
>I realised that after a seesion of bug hunting, 8~\
>
>But...
>Once i'd installed a new TCP module and corrected the address, i was
>still unable to actually download anything, whatever i dragged or
>doubleclicked would bring up the progress guage to start the download
>and then a 2 bomb report from MAGIC would present itself.
>
>I remember Derryck Croker having drag & Drop prob's with aFTP that he
>never solved.
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>
>.
Hi Steve

Maybe it is a configuration issue. Do you have any downloadpath
configured in aFTP? 2 bombs is, if i remeber correctly "disk not reday"
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4522. Re: for disposal: ST equipment (Edinburgh)

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Mike Harrison / MAH projects <mahpro@globalnet.co.uk>
Message-ID: <7rsluu$r6b$1@gxsn.com>
Source record: 73305

Sorry, it's now spoken for!

Mike Harrison / MAH projects
Publicity for RYA Scotland, CTC Lothians DA

www.scotsport.co.uk
mike@scotsport.co.uk

4523. Re: Falcon memory expansion board

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Bob F <BobF@techsoftware.demon.co.uk>
Message-ID: <7rsotjppl1@news5.svr.pol.co.uk>
Source record: 73306

```
Hi Bob,

Sounds good. Send me your address and I will forward
a check.

Regards

Bob (another one).
```

Bob King wrote in message <37E0DFB4.7416F253@patent.gov.uk>...
>Bare 4/16 Meg Falcon memory expansion board. Uses bog standard 72 pin
>SIMMs.
>
>
>�10 +pp (UK)
>
>Bob King.

4524. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: CWesterh@_remove_this_casema.net
Message-ID: <37e1fcaf.4023814@news.nl.net>
Source record: 73307

On Thu, 16 Sep 1999 14:14:52 +0100, macgamer@ukonline.co.uk (Steve) wrote:

>Also, why isn't TT-High available? Surely my multiscan can handle
>1280x960 in mono?
>
I know that people told it is not possible, but this is not true.
There is a pin that detects if the TT 19 inch screen is availabel. You should use this pin. I can not help you more then this, because I am not a hardware man. But I am sure if you ask at the right places, someone can help you.
When your TT 'sees' the 19 inch screen you can only work in TT high.
So if you want to be able to use the other resolutions you need a kind of switch.
I hope you get it to work for you.

Cecil Westerhoff.

4525. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dy945c.syxbc319ubxs0N@srry01m07-42.bctel.ca>
Source record: 73308

Steve <macgamer@ukonline.co.uk> wrote:

> Is there a version of Photochrome for the TT? Or maybe versions of the
> Falcon's BSS Apex viewers? It'd be great to have a simple ttp
> application to handle GIFs and JPGs, even if it simply automattically
> switched to TT low res to display the image...

Before acquiring a NOVA board I used a Swedish program called View ST/TT 1.32 that displayed 256-color images while in TT Medium (or at least returned to that resolution). I used the program for a number of years -- a handy way to overcome the video limitations of a stock TT. There's no support for JPEG, though, and only the older GIF format (87a) is supported (whose decompression routines are written in assembly).

Still, in many ways the best program for viewing graphics with a 16-color TT display is Imagecopy. Its dithering, albeit processor-intensive, is excellent -- worth the wait.

For a TT-specific paint program, try the Cranach demo. It has a 256-color preview mode that works well. Although Cranach doesn't support JPEG or GIF, in conjunction with a conversion program (like Imagecopy) the demo can be used to view 256-color images while in TT Medium (through a rather sophisticated low resolution hack):

http://www3.bc.sympatico.ca/roughley/crandemo.zip

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

4526. CAB & NewsIE

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: m.fistravec@mfmusic.demon.nl
Message-ID: <937562633.15113.0.pluto.d4ee02a4@news.demon.nl>
Source record: 73309

1.) Some of internet pages "stuck" my TT by "extracting text"
Someone now the reason ?? (many CNN.com or Yahoo's.)
I have to reset computer !!

2.)What's the correct procedure to send attached JPG's or other
pics to "intel inside" computers.
When I send pics some of my Windows users cant open attachment
(also don't open automaticaly) some has no problems.
Waht's good MIME UUE ??

Help

Mirko
Greetings

MF MUSIC NEDERLAND
Mirko Fistravec

FOR ALL YOUR MATTERS IN SHOW BUSINESS
---
for correspondence use following address:

MF Music Nederland - Rademarkt 3a - NL 9711 CS Groningen
tel.: + 31-50-3122874 fax.: + 31-50-3144310
internet web site: www.mfmusic.demon.nl

4527. Re: TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7rt352$5ak$1@news6.svr.pol.co.uk>
Source record: 73310

Schoengarth <dons@qnet.com> wrote in message
news:37E168BC.BCDA3D05@qnet.com...
> Im having a problem with my TT & MSTe power supplies. The 12v and 5v
> are not constant they fluctuate all over the place. I have a TT Feild
> Service Manual but, there is no section or information on the power
> supply. Can someone please give me info on how to fix this problem. I
> beleive its a capacitor thats bad but, Im just not sure.

The voltage control feedback is taken from the 5v line so if this is varying
so will the 12v.

So, concentrate on the 5v output. I'm not familiar with these particular
supplies but there will be one (or two) large electrolytics (probably rated
at 10v WKG or so) just downstream of the rectifiers. If this (these) show
signs of leaking then you have found the problem. Otherwise, why not
substitute them anyway, these things can be got for a few cents.

4528. Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: kenkatz@my-deja.com
Message-ID: <7ru26e$m03$1@nnrp1.deja.com>
Source record: 73311

Looking for Atari Monochrome Monitor in good working order. Please
respond here or to maemusik@aol.com or call Ken at 954.581.2203 Thanks

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4529. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7rt5eg$74f$1@user2.teleport.com>
Source record: 73312
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you cant come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4530. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy9wl2.njdq1hq0d6ioN@tnt-10-140.easynet.co.uk>
Source record: 73313

Cecil Westerhoff <CWesterh@_remove_this_casema.net> wrote:

> >Also, why isn't TT-High available? Surely my multiscan can handle
> >1280x960 in mono?
> >
> I know that people told it is not possible, but this is not true.
> There is a pin that detects if the TT 19 inch screen is availabel. You
> should use this pin. I can not help you more then this, because I am
> not a hardware man. But I am sure if you ask at the right places,
> someone can help you.
> When your TT 'sees' the 19 inch screen you can only work in TT high.
> So if you want to be able to use the other resolutions you need a kind
> of switch.
> I hope you get it to work for you.

Yes, I've just been told this again from Roger and others via email.
Maybe I do need some sort of a switch box.. time to call System
Solutions or Core? :)
Thanks for the reply.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4531. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dy9wo3.1frgphldeyamyN@tnt-10-140.easynet.co.uk>
Source record: 73314

Neil Roughley <roughley@HORMEL.bc.sympatico.ca> wrote:

> > Is there a version of Photochrome for the TT? Or maybe versions of the
> > Falcon's BSS Apex viewers? It'd be great to have a simple ttp
> > application to handle GIFs and JPGs, even if it simply automattically
> > switched to TT low res to display the image...
>
> Before acquiring a NOVA board I used a Swedish program called View ST/TT
> 1.32 that displayed 256-color images while in TT Medium (or at least
> returned to that resolution). I used the program for a number of years
> -- a handy way to overcome the video limitations of a stock TT. There's
> no support for JPEG, though, and only the older GIF format (87a) is
> supported (whose decompression routines are written in assembly).

Memories flooding back here - I used to have this on my ST years & years
ago! I'm sure I bought it from the FaST Club too. Not much point looking
for it now though, esp if it can't handle todays jpg's and 89-Gifs. :-(

> Still, in many ways the best program for viewing graphics with a
> 16-color TT display is Imagecopy. Its dithering, albeit
> processor-intensive, is excellent -- worth the wait.

Just bought this from FaST Club last week. Brilliant app, but slow for
quick viewing.

> For a TT-specific paint program, try the Cranach demo. It has a
> 256-color preview mode that works well. Although Cranach doesn't support
> JPEG or GIF, in conjunction with a conversion program (like Imagecopy)
> the demo can be used to view 256-color images while in TT Medium
> (through a rather sophisticated low resolution hack):
>
> http://www3.bc.sympatico.ca/roughley/crandemo.zip

Will do, thanks.

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4532. Re: TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rtacf$19i$1@bgtnsc03.worldnet.att.net>
Source record: 73315

Don,

If you can't get your power supply repaired, I have a used one available
which you can have for $10 plus shipping. Respond in Email if interested.
s.winick@worldnet.att.net

Sheldon

Schoengarth wrote in message <37E168BC.BCDA3D05@qnet.com>...
> Im having a problem with my TT & MSTe power supplies. The 12v and 5v
>are not constant they fluctuate all over the place. I have a TT Feild
>Service Manual but, there is no section or information on the power
>supply. Can someone please give me info on how to fix this problem. I
>beleive its a capacitor thats bad but, Im just not sure.
>
>thanks Don
>

4533. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rt8o0$9ir2@news.ajou.ac.kr>
Source record: 73316

On 16 Sep 1999 18:35:32 , "kevin dermott" wrote:
>so it will remain a mystery how and if this was fixed,after advise is
>offered it is only polite to post the outcome i went to the trouble of
>placing something on my site for this and sending a private mail, no
>thanks or kiss my ar**
>Kevin

Kevin,

Been extremely busy and haven't had time to e-mail or respond about
the strange file. Its still on the hard drive as I haven't tried
to remove it as of yet.

I did go as far as running Diamond Edge 2.04 on the partition and
nothing was reported as being wrong.

Mike also e-mailed two programs for this and I haven't e-mailed
him either so don't feel left out.

I do appreciate your help with this and as soon as I get the time
to fix it, I'll post something about it. And will reply to the e-mail
that was sent regarding it.

phantomm@kih.net

4534. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7rt91k$9ir3@news.ajou.ac.kr>
Source record: 73317

On 16 Sep 1999 23:35:43 , Steve wrote:

Yes, US GOLD is name on my box. I've never actually played it other
than to boot it up on a STE.

4535. WTD:Email for systems solutions/falcon accelerator board

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: sanford@ns.sympatico.ca
Message-ID: <37E27AD8.25FCA248@ns.sympatico.ca>
Source record: 73318

i'm trying to find info on available falcon accelerator boards that are
compatible with cubase.
i'm told systems solutions sells these.where are they?
thanks
dick

4536. Magic OnLine Problems?

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E246CA.896FA7C6@patent.gov.uk>
Source record: 73319

Just seen a rather strange message from the Webmaster at the thor.prohosting.com backup site for Bengy Collins' Magic OnLine page. I had the impression Bengy had just taken (successfully) some exams and was now back in business. Now it seems he has moved to Calgary, is taking a years sabatical before 'going to school' and may need donations to ensure the updating of the site - he no longer has access to a computer/ISP.

Any one know anything ..... just curious.

As an aside, and a self congratulatory 'we atarians don't do things like that'..... I visited the uk.adverts.computer news group recently and saw two examples of very keen if not sharp practice. In the latest, a FS message refered to a 'small' SCSI HD of unknown size, with the request for offers incl ï¿½4 pp. From the details he gave I established the drive to be an IBM 0662-S12 1.2Gb !!! and still being made. In the meantime someone posted 'Ill give you ï¿½5 inc p&p. You obviously have no use for it'.
I sent the seller my info. Needless to say, he has withdrawn the HD from sale and is to buy a SCSI interface card. I resisted the temptation to tell him that the out of date, slow etc etc Falcon has a SCSI2 interface built in.

Bob King.

4537. Re: Magic IDE patch

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <937585570-313957AEicMi@xs4all.nl>
Source record: 73320

Hi,

I recently upgraded Magic. The old one was patched to look no longer
for the Falcons internal IDE dirve, which I don't have.
Some time ago I patched 6.0 with a small program from Bengy's site.
Seems I cannot find that program anymore and Magic on Line has become
Magic off Line.
Anyone having this program and willing to send it to me?

Thanks
Guido

--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

4538. Re: WTD:Email for systems solutions/falcon accelerator board

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E25F1B.18C88187@patent.gov.uk>
Source record: 73321

If you're talking about CENTurboII, then:

http://www.system-solutions.co.uk/cafe/

Bob King

sanford@ns.sympatico.ca wrote:
>
> i'm trying to find info on available falcon accelerator boards that are
> compatible with cubase.
> i'm told systems solutions sells these.where are they?
> thanks
> dick

4539. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909171839390.85-100000@rakastaja>
Source record: 73322

> Also, why isn't TT-High available? Surely my multiscan can handle
> 1280x960 in mono?

TT-High outputs a completely different signal range than VGA.
This requires a specialized high-speed monitor using ECL technology.
Possible brand name are mentioned on my homepage.

> Does anyone have docs for BIGDOS ? I need to use this in order to
> use my Zips in TOS mode (they're fine under MagiC).

If you use HD-Driver as your hard-disk driver, you won't need any
BigDOS under any circumstances, unless your total number of drives
go beyond P: letter.

More TT answers at the URL below.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4540. Re: TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37E1C952.DAB996F4@ping.be>
Source record: 73323

Schoengarth a *crit :

> Im having a problem with my TT & MSTe power supplies. The 12v and 5v
> are not constant they fluctuate all over the place. I have a TT Feild
> Service Manual but, there is no section or information on the power
> supply. Can someone please give me info on how to fix this problem. I
> beleive its a capacitor thats bad but, Im just not sure.
>
> thanks Don

I think you'll hve some difficulties to fix this power supply; a few years ago I had the same problem and I succeeded to find an electronician who was able to fix the power supply but a few days later the problem was back and I had to build my tower with a cheap power supply; let's have a look for a TT power supply at Bestelectronics and you'll see what I'm talking about; they are very expansive.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

4541. SV: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <ZdtE3.2711$yU2.5536@nntpserver.swip.net>
Source record: 73324

Hi!

Elite2 works without troubles on my falcon, but I've heard there are at least two versions of Frontier. Perhaps your version doesn't like the Falcon...

/Peter

Steve <macgamer@ukonline.co.uk> skrev i
diskussionsgruppsmeddelandet:1dy8b1r.kbhn04gi9yyuN@tnt-9-96.easynet.co.uk...
> omelette <bonfieldd@breathemail.net> wrote:
>
> > Anyone know if Legends of Valour and Elite2 have been 'persuaded' to
run
> > on the Falcon. The originals don't work on mine.
>
> Is L.O.V. that 3D/fist person adventure set inside a castle or something
> similar? I think it was by US Gold, not sure... I can remember the game,
> but not the name/company ! Wish I still had this, as it was superb.
> Hope it runs on a TT - even faster ;-)
>
> --
> Steve <<macgamer@ukonline.co.uk>>
>
> MacGamer UK
> http://web.ukonline.co.uk/macgamer/

4542. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dya66h.168r3lf1hvdmfqN@tnt-10-98.easynet.co.uk>
Source record: 73325

Phantomm <phantomm@kih.net> wrote:

> Yes, US GOLD is name on my box. I've never actually played it other
> than to boot it up on a STE.

Wanna sell ? :-)

I'm going to look for an MSA of the game at the weekend anyway. It
should be somewhere on the net..

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4543. Re: MegaSTE Black Tower Case

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ru3a9$4cs$1@news8.svr.pol.co.uk>
Source record: 73326

On 16 Sep 1999 03:10:37 , Phantomm wrote:
:>Just got a Black Metal Tower Case for a MegaSTE,

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

Where from dude!!!.

:> going to put my CT2B Falcon in it.

Bin that scrawny sparrow. 8~))

:>And does anyone know what the official name for this tower case is
:>and who made it?

And then tell me prety please.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4544. Re: CAB & NewsIE

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e28f49$0$12557@news.zetnet.co.uk>
Source record: 73327

.
> When I send pics some of my Windows users cant open attachment
> (also don't open automaticaly) some has no problems.
> Waht's good MIME UUE ??

windows can do both but the way newsie presents UUE is a problem so it is
best to send in MIME
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4545. Re: Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e28f4a$0$12557@news.zetnet.co.uk>
Source record: 73328

<kenkatz@my-deja.com> wrote in message
news:7ru26e$m03$1@nnrp1.deja.com...
> Looking for Atari Monochrome Monitor in good working order. Please
> respond here or to maemusik@aol.com or call Ken at 954.581.2203 Thanks
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

well how about sharing with everyone what country you are in and learning
to put it on your mails

4546. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyak4t.1ogakjvpqwvaeN@tnt-10-56.easynet.co.uk>
Source record: 73329

John Kolak <jkolak@jps.net> wrote:

> > Seems odd that the ST/STe can have Photochrome and the Falcon's got the
> > excellent Apex viewers, but what about the TT... :(
> >
> When I first got my TT in 1990, we were using the Lexicore software.
> Prism Paint wasn't it?

That's going back some time... maybe I dunno tbh. The show I went to
would have been a couple of years later also. All I remember is Nick! :)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4547. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyak7b.1b5vrtnonn1s0N@tnt-10-56.easynet.co.uk>
Source record: 73330

Martin-Eric Racine <q-funk@spambuster.in> wrote:

> TT-High outputs a completely different signal range than VGA.
> This requires a specialized high-speed monitor using ECL technology.
> Possible brand name are mentioned on my homepage.

Oops, another totally different answer to other people.. :-/
Doesn't matter anywas, as there's no way I'm messing with my juicy 17"
triniton :-)

> If you use HD-Driver as your hard-disk driver, you won't need any
> BigDOS under any circumstances, unless your total number of drives
> go beyond P: letter.

I've spent some time today on the iMac and copied all my Atari zips to
the HD and then re-initialised them using HDDriver's TOS/DOS option. So
I've no need for BigDos now. Thanks anyways.

> More TT answers at the URL below.

Excellent!!! I'm going here asap (a TT homepage!!!) :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4548. Re: CAF and ZIP and SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <937600450-550948AEicMi@xs4all.nl>
Source record: 73331

Hi all,

I recently bought a ZIP250 and it works great with CAF for playback.
6 tracks 48Khz works fine.
My Seagate SCSI 1GB HD doesn't and has all sorts of strange problems,
although it's specs are good enough, even better than the ZIP drive.
So I have this idea to buy another ZIP and get rid of the Seagate.
Is this a good idea? Can I record say 2 tracks on one ZIP, and play back
4 on the other? I have a Clab Mk1 Falcon.

Guido

--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

4549. Re: CAB & NewsIE

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37e2add7.8324144@news.demon.nl>
Source record: 73332

On Fri, 17 Sep 1999 18:11:04 +0100, "kevin dermott"
<kdermott@zetnet.co.uk> wrote:

>
>.
>> When I send pics some of my Windows users cant open attachment
>> (also don't open automaticaly) some has no problems.
>> Waht's good MIME UUE ??
>
>windows can do both but the way newsie presents UUE is a problem so it is
>best to send in MIME
Hi,

I discovered that some stuff decoded UUE from Win-machines doesn't
display right on Atari's, never experienced the other way around.
Another thing to consider is that the same size of file to attach
gives a smaller file in MIME than compared to UUE. So if the phonebill
gets important, you maybe know what to choose... :-)

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

4550. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: ols04484@online.be
Message-ID: <37e2aec41474340@online.be>
Source record: 73333
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@ping.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://193.190.204.128/atari/game/pmdoom013.zip (178.356 bytes)

**falcon**
ftp://193.190.204.128/atari/falcon/audio/dump11.zip (19.298 bytes)
( DUMP is a simple player for 4/6/8 channel .mod files

**programming**
ftp://193.190.204.128/atari/programming/lb58h.lzh (146.071 bytes) (LicomLIB 5.8.H)

**video-films**
ftp://193.190.204.128/atari/video/atarilog.flh (366.032 bytes)
(This is a small Apex Media/Expose .FLH video demo of a Atari Falcons Badge.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** ols04484@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4551. Re: Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Laurence Shields <mercybox@hotmail.com>
Message-ID: <37E2B490.934E3316@hotmail.com>
Source record: 73334

Joakim,

I tried to use some of the icons from your site but I'm running into
trouble. I used Resource Master to put them in my DESKICON.RSC file but,
for some reason, I can only save them as a "AES 4.x" resource file. I'm
using a MegaSTe w/TOS 2.05 and I seem to only be able to use "standard"
resource files.
What should I do? I would really like to use those cool icons.

Thanks,
Laurence

4552. Re: looking for roms of atari TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <7ruchj$g8p$1@plutonium.compulink.co.uk>
Source record: 73335

We can supply TT TOS ROMs, YHM.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

4553. ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Laurence Shields <mercybox@hotmail.com>
Message-ID: <37E2BBA3.D09CBECE@hotmail.com>
Source record: 73336

Hey everybody,

I recently bought a Link II from ICD. The manual seems to be for the "AdSCSI" series but I'm guessing that it appliesto the Link as well. The trouble is, I can't seem to get any of the software to work! I keep getting an alert box that says "Nedds ICDBOOT.PRG 6.5.4 or later!" Well, I have version 6.5.5. How can I get it installed if the software that installs the driver won't work without the driver being installed!!? The manual is of little help.
Anybody have any advice?

Thanks,
Laurence

4554. Re: ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e2c19a$0$12562@news.zetnet.co.uk>
Source record: 73337

Laurence Shields <mercybox@hotmail.com> wrote in message
news:37E2BBA3.D09CBECE@hotmail.com...
> Hey everybody,
>
> I recently bought a Link II from ICD. The manual seems to be for the
> "AdSCSI" series but I'm guessing that it appliesto the Link as well.
The
> trouble is, I can't seem to get any of the software to work! I keep
> getting an alert box that says "Nedds ICDBOOT.PRG 6.5.4 or later!"
Well,
> I have version 6.5.5. How can I get it installed if the software that
> installs the driver won't work without the driver being installed!!?
The
> manual is of little help.
> Anybody have any advice?
>
> Thanks,
> Laurence
>
have you got a previous version installed as it creates a hidden file if
you delete it
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4555. Re: FS: Atari TT030 Hard Drive Upgrade Kit (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <37E2F4DF.BF9C19B4@pgtc.net>
Source record: 73338

"Sheldon H. Winick" wrote:

> For Sale (USA): TT030 Hard Drive Upgrade Kit
>
> Original Atari TT030 Upgrade Kit for adding an internal hard drive to a
> TT030. NEW -- still in original box. Kit consists of the following items:
>

Is the kit still available?

Tim (timwm@pgtc.net)

4556. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E30446.DDD3854F@jps.net>
Source record: 73339

You don't mean Nick Langdon do you?

Steve wrote:
>
The show I went to
> would have been a couple of years later also. All I remember is Nick! :)
>

4557. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E304BB.8A3A881C@jps.net>
Source record: 73340

I thought it was like the ST High. Ground the mono-detect pin to get it
to output TT High. Don't know about what Jo Evan said about the signal
compatibility though.

Cecil Westerhoff wrote:
>
> On Thu, 16 Sep 1999 14:14:52 +0100, macgamer@ukonline.co.uk (Steve)
> wrote:
>
> >Also, why isn't TT-High available? Surely my multiscan can handle
> >1280x960 in mono?
> >
> I know that people told it is not possible, but this is not true.
> There is a pin that detects if the TT 19 inch screen is availabel. You
> should use this pin. I can not help you more then this, because I am
> not a hardware man. But I am sure if you ask at the right places,
> someone can help you.
> When your TT 'sees' the 19 inch screen you can only work in TT high.
> So if you want to be able to use the other resolutions you need a kind
> of switch.
> I hope you get it to work for you.
>
> Cecil Westerhoff.

4558. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E30557.C0C748B2@jps.net>
Source record: 73341

Uwe told me that to access drives >1GB I needed Big-DOS or MagiC in
conjuction with HD Driver.

Martin-Eric Racine wrote:
>

> If you use HD-Driver as your hard-disk driver, you won't need any
> BigDOS under any circumstances, unless your total number of drives
> go beyond P: letter.
>

4559. Re: WTD:Email for systems solutions/falcon accelerator board

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E305D0.20B039D1@jps.net>
Source record: 73342

"Shiuming" <shiuming@system-solutions.co.uk>

or www.system-solutions.co.uk/cafe/

Tell them I sent you!

sanford@ns.sympatico.ca wrote:
>
> i'm trying to find info on available falcon accelerator boards that are
> compatible with cubase.
> i'm told systems solutions sells these.where are they?
> thanks
> dick

4560. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: omelette <bonfieldd@breathemail.net>
Message-ID: <37e39a51_3@news2.vip.uk.com>
Source record: 73343

Hi,
No, I couldn't get elite2 to work properly. The game loads, the music
starts up but as the opening animation of the ship begins the screen just
freezes. Music continues though. I tried Backward but to no avail.

Later

Phantomm <phantomm@kih.net> wrote in message
news:7rpm61$7g92@news.ajou.ac.kr...
> On 16 Sep 1999 01:01:07 , "omelette" wrote:
> >Hi,
> > > Anyone know if Legends of Valour and Elite2 have been 'persuaded' to
run
> >on the Falcon. The originals don't work on mine.
> >Thanks in advance.
> >
> >Later.
> >
> >
> Hi,
>
> I tried getting LOV to run on my Falcon many times without any luck,
> But I thought that Elite 2 worked on the Falcon??

4561. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-17 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <937675322-11959AEicMi@cwcom.net>
Source record: 73344

Steve Sweet said:

>Once i'd installed a new TCP module and corrected the address, i was
>still unable to actually download anything, whatever i dragged or
>doubleclicked would bring up the progress guage to start the download
>and then a 2 bomb report from MAGIC would present itself.

I had the same trouble (as you rightly said), however the problem went away
either as a result of the release of a new version, or all by itself.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4562. Re: Atari Icon Library

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7s019a$vh8$1@nnrp1.deja.com>
Source record: 73245

Hi Laurence,

> I tried to use some of the icons from your site but I'm running into
> trouble. I used Resource Master to put them in my DESKICON.RSC file
but,
> for some reason, I can only save them as a "AES 4.x" resource file.

This is the case because they are colour icons and therefore are saved
in this format. I do not know much about how to use these icons with
the original, buit-in desktop, but a desktop replacement (like Thing)
should allow you to use the icons. Thing can be found here:

http://www.cix.co.uk/~inactive/inactive/software/thng120.htm

> What should I do? I would really like to use those cool icons.

Hope you can sort things out. Tell me how things work out! :)
Also, while some icons will work in monochrome mode, some may not. If
there is demand for it, I will consider putting up a page especially
for monochrome users.

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4563. Re: ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <ru5su3a4lg781@corp.supernews.com>
Source record: 73246

You have to run ICDBOOT.PRG from the floppy first.

Mike

On 17 Sep 1999 23:27:40 , "kevin dermott" wrote:
>
>Laurence Shields <mercybox@hotmail.com> wrote in message
>news:37E2BBA3.D09CBECE@hotmail.com...
>> Hey everybody,
>>
>> I recently bought a Link II from ICD. The manual seems to be for the
>> "AdSCSI" series but I'm guessing that it appliesto the Link as well.
>The
>> trouble is, I can't seem to get any of the software to work! I keep
>> getting an alert box that says "Nedds ICDBOOT.PRG 6.5.4 or later!"
>Well,
>> I have version 6.5.5. How can I get it installed if the software that
>> installs the driver won't work without the driver being installed!!?
>The
>> manual is of little help.
>> Anybody have any advice?
>>
>> Thanks,
>> Laurence
>>
>have you got a previous version installed as it creates a hidden file if
>you delete it
>Kevin
>
>--
> Atari still lives
>Main mail kdermott@zetnet.co.uk Lancashire England
>Secondary kevin@kdermott.freeserve.co.uk
>mug shot and more at http://www.users.zetnet.co.uk/kevin/
>
>

4564. Re: Printer Suggestion?

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7rv9cpjnr4@ssauraac-i-1.production.compuserve.com>
Source record: 73247

>I'm planning on buying a new printer for my FALCON.I would
>appreciate any suggestions on what brands I should consider and
>the ones I should avoid.

I use an HP 6l laser, works fine.
I also use an HP DJ500, works fine.
And, I use a Canon BJ4100 color, with an Epson LQ2550 color
driver, works fine, but prints a little dark and not really
photo quality. Also note that since the driver was for tractor
feed, it doesn't know about cut sheet(so far) so I use legal
paper.

Stay away from printers that are advertised as Windows ONLY or
MAC ONLY.

Rick D.

--

4565. Re: TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7rvlnfeij1@news1.xs4all.nl>
Source record: 73248

On 16 Sep 1999 15:01:32, Schoengarth wrote:
> Im having a problem with my TT & MSTe power supplies. The 12v and 5v
>are not constant they fluctuate all over the place. I have a TT Feild
>Service Manual but, there is no section or information on the power
>supply. Can someone please give me info on how to fix this problem. I
>beleive its a capacitor thats bad but, Im just not sure.
>
Well, starting desoldering all electrolitic capacitors for a start
and replace them by good new ones. These are the passive parts that
deteriorate fast when in hot environment.
If problems persist it is time to have a look at regulators
(active silicium).

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4566. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dybpwu.147al4ohmdln8N@tnt-9-221.easynet.co.uk>
Source record: 73249

John Kolak <jkolak@jps.net> wrote:

> You don't mean Nick Langdon do you?
>
> Steve wrote:
> >
> The show I went to
> > would have been a couple of years later also. All I remember is Nick! :)

Can't remember his whole name (!?!) but probably... :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4567. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dybqav.q8thbjubzfp3N@tnt-10-133.easynet.co.uk>
Source record: 73250

I've got a couple more TT questions that I've just thought up(!), can someone answer them please -

Which boot up manager are TT users using (I cannot get Stoop to run - it says it needs 640x480 in 16 cols!) :-/

Why when the speaker is turned on can I hear faint beeping noises whenever I click on something... a menu, an icon, scrolling a window scroll bar, etc, etc... Really anoying and I can't find anything to turn it off (well, without actually switching the speaker off!)

Finally, I've seen pictures of monitors sitting on top of TT's - that was back in the days of 14 inch monitors - but I've got a 17" Formac ProNitron 17/500 and it is real heavy! Is it safe to plonk on top of the TT? If so, can it sit in the centre of the TT unit or just the left hand side (ie, not the HD part). iyswim :-)

Thanks2all

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4568. Thrust/Oids games

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dybqx5.1tcbg47ikknfyN@tnt-9-52.easynet.co.uk>
Source record: 73251

Can someone tell me what the two games where called for the STfm that where based around Trust/Oids - they where shareware btw and written around 88-91 (ish!)

There was another that used STe technology also, I registered for this with the Scandinavian's that written it (think they where from Finland??). I remember that the name began with "U" but erm...

Once I know the names I can search the net for them, thanks! (though any links will be appreciated) :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4569. SV: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <1oKE3.3366$yU2.7409@nntpserver.swip.net>
Source record: 73252

> Wanna sell ? :-)

:) No - best game ever :)

Good luck!

/Peter

4570. Re: SV: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dybuol.rdg0br1ofw0qoN@tnt-9-52.easynet.co.uk>
Source record: 73253

Peter Persson <pep@NOSPAMmbox306.swipnet.se> wrote:

> :) No - best game ever :)
>
> Good luck!

Grrr!!! ;-)

Can you create MSA's? I've got an app to do this for you :-)

--
Steve <<macgamer@ukonline.co.uk>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

4571. Re: FS: Atari TT030 Hard Drive Upgrade Kit (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7rvup1$r4o$1@bgtnsc02.worldnet.att.net>
Source record: 73254

Tim,

The complete kit has already been sold, but I do have an extra hard drive cover available (with the drive mounting rails attached). I can duplicate the hard drive utilities software. It will enable you to add a hard drive to your TT030 and you should be able to find a standard drive activity light at a local computer store or Radio Shack if you want one. If interested, you can have the cover for $5 plus $3.20 for Priority Mail shipping. If interested, please respond in Email to: s.winick@worldnet.att.net

Sheldon

Tim M wrote in message <37E2F4DF.BF9C19B4@pgtc.net>...
>
>
>"Sheldon H. Winick" wrote:
>
>> For Sale (USA): TT030 Hard Drive Upgrade Kit
>>
>> Original Atari TT030 Upgrade Kit for adding an internal hard drive to a
>> TT030. NEW -- still in original box. Kit consists of the following
items:
>>
>
>Is the kit still available?
>
>Tim (timwm@pgtc.net)
>

4572. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909181515530.84-100000@rakastaja>
Source record: 73255

That's incorrect.

To access _partitions_ larger than (512MB on TOS 2/3 or 1 GB on TOS 4),
you need MiNT 1.15, MagiC or BigDOS. Not drives, partitions.

> Uwe told me that to access drives >1GB I needed Big-DOS or MagiC in
> conjuction with HD Driver.
>
> > If you use HD-Driver as your hard-disk driver, you won't need any
> > BigDOS under any circumstances, unless your total number of drives
> > go beyond P: letter.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4573. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909181518210.84-100000@rakastaja>
Source record: 73256

> Which boot up manager are TT users using (I cannot get Stoop to run - it
> says it needs 640x480 in 16 cols!) :-/

I use MouseBoot 4, found on Lonny Pursell's homepage. It's shareware.

> Why when the speaker is turned on can I hear faint beeping noises
> Really anoying and I can't find anything to turn it off

Use the CPX, Luke.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4574. Atari Online News, Etc. - #01-29

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <p3Yf2UW.dpj@delphi.com>
Source record: 73257

```
A-ONE #0129 09/17/99

~ MS, US Still Fighting! ~ People Are Talking! ~ X-Box, No Rumor!
~ Encryption Limit Eased ~ Seagate Reports Layoff ~ BattleSphere, RSN?
~ Notebook Prices To Drop~ IBM's New S80 Computer ~ 'New Way' DTV!
~ Dreamcast Has A Glitch ~ Dreamcast Sales Record ~ Atari At Gravity

-* Free E-mail, At What Costs?? *-
-* Internet Taxes Fail To Catch Fire!! *-
-* Sony To Release PlayStation2 In March 2000 *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

4575. Re: ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Laurence Shields <mercybox@hotmail.com>
Message-ID: <37E39D3B.604C2A79@hotmail.com>
Source record: 73258

Mike,

I did run it from the floppy but it seems to disappear from memory when
I've finished!

Laurence

4576. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37e3c9a86790360@ping.be>
Source record: 73259

on Fri 17-09-1999 20:21 John Kolak wrote:

>Uwe told me that to access drives >1GB I needed Big-DOS or MagiC in
>conjuction with HD Driver.

Or freeMiNT 1.15.1 in conjunction with HDdriver. I don't know if BigDOS is
still needed with MagiC but it's certainly not needed with freeMiNT.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4577. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7s0e2n$k2v$1@plutonium.compulink.co.uk>
Source record: 73260

In message <199909142020.a42048@su2.maus.de>, Peter_Schneider@su2.maus.de said:
>
>JS>Can anyone suggest a way of converting it to ascii on the Atari ?
>GEMGS will do the job of making it readable to you.

Well, if he is lucky! I have now been sent two separate mailings in PDF format by the BSI and in both cases GEMGS (and GS too) would read some pages but not others. Same goes for printing. The problem is that the showing/printing of individual pages doesn't seem to work properly on the Atari, so that if a display or printout fails you have to start again from page 1 :-(Not much fun on a 60-odd page document! That's on an ST and an accelerated Falcon.

Regards, /Peter/

4578. ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: BMillson@csi.com
Message-ID: <BMillson-1809991907310001@212.211.68.85>
Source record: 73261

Are ST Applications and the FaST Club still going? Are there any ST publications left?

Brian Millson

--
Brian Millson

4579. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyc9k1.bptri3cd4d1iN@tnt-10-76.easynet.co.uk>
Source record: 73262

Martin-Eric Racine <q-funk@spambuster.in> wrote:

> > Which boot up manager are TT users using (I cannot get Stoop to run - it
> > says it needs 640x480 in 16 cols!) :-/
>
> I use MouseBoot 4, found on Lonny Pursell's homepage. It's shareware.

Just got this, linked from the Ultimate TOS archive site. Thanks

> > Why when the speaker is turned on can I hear faint beeping noises
> > Really anoying and I can't find anything to turn it off
>
> Use the CPX, Luke.

No, I mean turning this extra 'sound' feature whenever I seem to do
anything... I'm putting it down to white noise/interference perhaps?
Turning the speaker off (in the cpx) stops the noise, but then I can't
hear anything else (obviously), like my mod musics, demos, games, and so
on. Is the TT renowned for this kind of noise? I know my STe was (left
channel iirc!)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4580. Re: SV: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyc9ow.l5xb4b1s416m8N@tnt-10-76.easynet.co.uk>
Source record: 73263

Peter Persson <pep@NOSPAMmbox306.swipnet.se> wrote:

> :) No - best game ever :)
>
> Good luck!

Looked all over the web & ftp sites I know off, couldn't find LOV
anywhere. :-(
Anyone???

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4581. another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyc9uk.c3a6rk8or1l1N@tnt-10-76.easynet.co.uk>
Source record: 73264

I'm using MagiC and Jinnee on my TT, but I seem to be having problems
with VT52.PRG

It simply doesn't keep the configuration - I'll set it up the way I like
it and save the config (inf file goes inside the same folder as VT52).
Then whenver I reload this prg, the defaults have been restored! :(
Interestingly, if I was to run a TTP/TOS program which is on another
partition then saving my VT52 prefs again will save the inf file in the
folder of the TOS program that I ran. erm, iyswim... why is this?
I'm guessing it's got something to do with "paths"? But, ahem, this
isn't my strong point - can someone give me some pointers.

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4582. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Your Name <drclu@swbell.net>
Message-ID: <37E3BFF7.2354@swbell.net>
Source record: 73265

Here's another related question to go along with this one. I have recently gotton a TT computer. I have been using 19.2K speeds, but I understand that the TT already has a higher speed port. How can I make use of that? I have a 28.8K modem and I want to make use of it.

Also, what is the suggested text program to use with newsie? I have been using first word that works alright, except that lately it has been locking up when I send the mail. Also, my messages are not making it to the news group (currently writing from my old Mac...)

Other than that, surfing the internet has been fun on the TT. I set all the graphics to greyscale and it looks pretty sharp. And I have been having fun surfing to all the sites that ATARI COMPUTING has been pointing out! What a blast!

Talk soon!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4583. Re: Spectre GCR.. what's it capible of?

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37E3C6BC.5108@swbell.net>
Source record: 73266

Update:

Alright, managed to get Spectre to bring up the Macintosh emulator, and what is really interesting. The hard drive is up with a system 6.04 or so, and it works like a champ. The floppy drive controllers are ingenius... the only problem is... the emulator works sparatically with my 10 year old folppy drive about 2 % of the time.

If I could just get a term program into my drive.. problem solved.. but so far... I'm stuck trying to get a bunch of old drives to think they are macintosh drives...

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4584. DOIT-Archive

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dycfvw.7z1jbu1huwggwN@pm-d19.rhein-main.de>
Source record: 73267
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

DOITF030 HTML V 6.6.0 Hardware Tip & Tricks Atari Falcon F030

Sie werden in DOITF030 alle Kabel- und Schnittstellenbelegungen
neben den Custom Chips und ihrer Beschreibung finden. Auch viele
Bau- und Umbauanleitungen zum Atari Falcon F030. Insidertips und
komplette Reparaturanleitungen runden das Angebot sicher ab.
DOITF030 enthï¿½lt alle aktuellen Tips zum CENTurbo2.

_DOIT_ST_ HTML V 2.7.0 Hardware Tips & Tricks Atari Computer

DOIT_ST enthï¿½lt Tips & Tricks rund um die Hardware, Customchips
Komplette Beschreibungen, Reparaturanleitungen, Bauanleitungen
fï¿½r alte und neue Zusatzhardware sowie fï¿½r alle anderen Atari
Computer Systeme.

DOITMAC HTML V 1.4.4 Tips & Tricks zum Apple PowerMac

Sie werden in DOIT_MAC viele Kabel- und Schnittstellenbelegungen
neben ihrer genauen Beschreibung finden. Ebenso viele
Tips & Tricks sowie kleinere Umbauanleitungen zum Apple PowerMac
oder PowerBook.
Einige Artikel befassen sich speziell mit dem Yosemite G3.

Allgemeine Daten und Insidertips runden das Angebot
ganz sicher ab. DOITMAC wï¿½chst kontinuierlich.

Beschreibungen:

Nï¿½here Beschreibungen und den jweiligen Gesamtinhalt
findet man unter:

http://www.atari-computer.de/doitarchive/info.htm
http://www.rhein-main.de/people/robert/info.htm

Preis:

-=FairWare=-
Verschlï¿½sselte Archive
Den Schlï¿½ssel per E_Mail anfordern.
Dazu auch die Hilfstexte aus dem Archiv beachten!

Hardware:

DOIT-Archive kï¿½nnen mit einem beliebigen Atari, Mac oder
einem PC, sofern ein Web-Browser vorhanden ist, betrachtet
werden.
Vorzugsweise Atari CAB, Netscape Communicator, iCAB oder dem

MS InternetExplorer.

Unter VGA ist eine Auflï¿½sung von mindestens
800x600x256 erforderlich!

Kontakt:

doitarchive@atari-computer.de
Robert Schaffner@OF2.maus.de
http://www.atari-computer.de/doitarchive/index.htm
http://www.rhein-main.de/doitarchive/index.htm

Beachten Sie bitte das seit dem 1.3.1999 kein telefonischer
Support mehr erfolgt. Auskï¿½nfte sind ausschliesslich nur noch
per Email zu erhalten. Hilfestellung zu anderen Produkten oder
Softwareproblemen kann nicht gegeben werden.

Download:

www.atari-computer.de/doitarchive/download.htm
www.rhein-main.de/people/robert/download.htm

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4585. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909182118490.84-100000@rakastaja>
Source record: 73268

> > > Why when the speaker is turned on can I hear faint beeping noises
> > > Really anoying and I can't find anything to turn it off
>
> No, I mean turning this extra 'sound' feature whenever I seem to do
> anything... I'm putting it down to white noise/interference perhaps?

Oh, that! Well, the sound circuitry is rather sensitive to noise
interference, yes. Nothing that can be done about that.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4586. AUNT CHAT session..

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37E3D004.2280@swbell.net>
Source record: 73269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just wanted to invite everyone who might be hanging out on the internet
to a fun chat session at 8pm central standard time.

The URL to meet at will be:

http://www.atariusers.com/chat
(for most browsers.. self updating) or...

http://www.atariusers.com/cgi-bin/chat/chatform.html
(Good for simple browsers, ie. CAB... which updates only when
text input is given or a carriage return.)

See you there!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4587. Syquest 44 diagnostic

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7s0nii$1ql@nnrp4.farm.idt.net>
Source record: 73270

Hi,

I have misplaced or lost part of the Syquest pamphlet that
shows the code for various diagnostic actions of the lights.
After many years of no problems I now can insert a cartridge and
is spins up but does not access the disk - it then spins down and
I get the following code from the lights: 5 green and 3 orange.
Does anyone still have a description of these codes around?

****
====== Frank Lawrence ======
====== Norman OK US ======
****

4588. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7s0mq4$2hkl@enews3.newsguy.com>
Source record: 73271

On 15 Sep 1999 18:02:04 , Stichting ST wrote:

[snip]

>>Unfortunately, it was only available in .PDF format (Adobe Acrobat ?)!!
>>
>>Can anyone suggest a way of converting it to ascii on the Atari ?
>>
>You can read and print it with the GhostScript port for Atari.
>A lot of megabytes to download but it works!

I've been meaning o check out GEM Ghost Script, but I've only been able to find the German version, and I couldn't get it to work. Is there an English version available anywhere (FTP, web site)??

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!

4589. Re: converting atari music files to pc

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7s0qlojb1@news.worldonline.nl>
Source record: 73272

On 16 Sep 1999 20:49:54 , "Lola Perrin" wrote:

4590. Re: converting atari music files to pc

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <7s0qpojb2@news.worldonline.nl>
Source record: 73273

On 16 Sep 1999 20:49:54 , "Lola Perrin" wrote:
Hi Lola,
I will do it for you, but how many songs do you have ?
Please send me a personal email !
Jos

4591. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <37e3f359$0$12556@news.zetnet.co.uk>
Source record: 73274

On 15 Sep 99 02:59:06 GM, Remi Villatel wrote:
>Hi everybody,
>
>I know that I saw somewhere on the web (a list of Hades owners) that someone
>owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
>touch with this person, or any qualified person, to know how it is possible.

Fredi Aschwanden of Medusa re-programmed the ATI BIOS so the
card starts up in an Atari mode if no driver is installed.
To access the colour modes and higher resolutions (up to
1,600 x 1,200 in 24-bit is possible, if your monitor can handle
it) on Hades you need to buy this specially-reprogrammed version
of the card, and it will be supplied with a custom ATI VDI driver
for the Hades. You'll also need NVDI 5; exact instructions on
installation are provided with the ATI driver. Contact Medusa
Computer for details of local suppliers.

Shiuming Lai

4592. ma-ST-o-don't - new ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <IOSE3.9176$n4.145621@news.tpnet.pl>
Source record: 73275

```
[this is unique info about site updating]

New games on ma-ST-o-don't page:

http://www.atarist.w.pl
And please: click banner! Thank you.

--
nosty
---------------------------------------------------------------
Arek Staworzynski atarist@kki.net.pl
---------------------------------------------------------------
```

4593. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37e404d095b2031@ping.be>
Source record: 73276

on Sat 18-09-1999 18:29 Steve wrote:

>I'm using MagiC and Jinnee on my TT, but I seem to be having problems
>with VT52.PRG
>
>It simply doesn't keep the configuration - I'll set it up the way I like
>it and save the config (inf file goes inside the same folder as VT52).

Hmm, I'm not a MagiC user but can it be that that inf must be on $HOME? I
do know for sure MagiC use this but I can't tell you were it's located.
Somewhere on the C:/ (in /extension maybe)
CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4594. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <7s0tmd$mnk@freenet-news.carleton.ca>
Source record: 73277

Guido Goebertus (guidogoe@xs4all.nl) writes:
> Hi,
>
>>I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI zip
>>drive to it. How do I go about doing this?
>
> As far as I know, for an ST you'll need a host-adapter.
> ICD made one called 'the Link'. There was also one called Link 96, by
> a German company called Wieczorek.
> Software: Zip/Jaz Tools by Oregon Research, or HDDriver perhaps
> will do also.
>
> Bye
> Guido

You may have a problem using ICD LINK because the LINK derives its power from the SCSI device in the chain. I have a SCSI ZIP 250 which wouldn't work as the only device after the LINK. I have to include a SyQuest 230 in the chain. I'm not sure about the ZIP 100; does it have a built-in termination? The chain usually needs termination. To boot up the ZIP you'll need driver software like HDDIVER or ICD ADSCI. These will let you format and partition the drive.

--
Walter A. Cole
ai063@freenet.carleton.ca

4595. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyck6r.100nb7p1koc8huN@tnt-1-29.easynet.co.uk>
Source record: 73278

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> >It simply doesn't keep the configuration - I'll set it up the way I like
> >it and save the config (inf file goes inside the same folder as VT52).
>
> Hmm, I'm not a MagiC user but can it be that that inf must be on $HOME? I
> do know for sure MagiC use this but I can't tell you were it's located.
> Somewhere on the C:/ (in /extension maybe)

erm, tbh I've not much idea what you're saying - a config that needs
stating to use home (ie, where VT52 is stored)??

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4596. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyck8b.11gbgfp1sbwsaoN@tnt-1-29.easynet.co.uk>
Source record: 73279

Martin-Eric Racine <q-funk@spambuster.in> wrote:

> Oh, that! Well, the sound circuitry is rather sensitive to noise
> interference, yes. Nothing that can be done about that.

Typical, eh! ;-/

I've got another question for you (all) -

Why does my Falcon hate it's cpu cache? Let me explain...
When I boot up in MagiC mode, the blitter, cache, and 16mhz options are all enabled in the System Info CPX. (good!)
But when I boot up in TOS/GEM mode all are still enabled - except the cache. No matter how much I choose to save my options it will always be deselected again upon a reboot. Why?

Sure, I can keep going up to the Control Panel and selecting it on each and every time I boot up - but this is slow and anoying! Plus even a resolution change will make the cache option default back to being off! This really bugs me when I want to play demos and games that won't work under MagiC. :-(

fyi - all that is booted when I'm in GEM mode is FPATCH2.PRG, WDIALOG.PRG and the COPS control panel.

Any ideas?

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4597. Dungeon Master Help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7s0q03$bh4$5@news.campuscwix.net>
Source record: 73280

I've had so many requests for help with Dungeon Master lately
that I've put together this small archive which contains an
ASCII text file with the magic spells and potions, as well as
the first 13 levels in GIF format. It seems that a lot of PC
owners running TOS emulators as well as resurgent ST users
have (re)discovered the mystery and magic found in those dark,
dank dungeons... ;-)

PS Note that I used the following format for names:

DMLEV01.GIF = mono version
DMLEV01C.GIF = color version

with each set in a respective folder, color and
mono...

The file is DM_HELP.ZIP and can be downloaded from my BBS,
(see .SIG) or from the excellant Belgian ftp site at the
following: 193.190.204.128

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

4598. Chaos Strikes Back help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7s0q5u$bh4$6@news.campuscwix.net>
Source record: 73281

I've had so many requests for help with Chaos Strikes Back lately that I've put together this small archive which contains an ASCII text file with the magic spells and potions, as well as all 10 levels in GIF format. It seems that a lot of PC owners running TOS emulators as well as resurgent ST users have (re)discovered the mystery and magic found in those dark, dank dungeons... ;-)

PS Note that I used the following format for names:

CSBLV01.GIF = mono version
CSBLV01C.GIF = color version

with each set in a respective folder, color and mono...

The file is CSB_HELP.ZIP and can be downloaded from my BBS, (see .SIG) or from the excellant Belgian ftp site at the following: 193.190.204.128

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

4599. Re: ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <937731062-527999AEicMi@cwcom.net>
Source record: 73282

Brian Millson said:

>Are ST Applications and the FaST Club still going? Are there any ST publications
>left?

Both the mag. and the FaST Club are still in action - the only other mag in the UK is Atari Computing, however the issue to be published at the end of the year is slated to be the last.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4600. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937731604.23159.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 73283

Hi,

Your Name <drclu@swbell.net> wrote in message
news:37E3BFF7.2354@swbell.net...
> Also, what is the suggested text program to use with newsie? I have
> been using first word that works alright, except that lately it has been
> locking up when I send the mail. Also, my messages are not making it to
> the news group (currently writing from my old Mac...)

You just need a good modern text editor, for example Everest, available
from:

http://www-computerlabor.math.uni-kiel.de/~oschmidt/everest.html

Everest is shareware, there are freeware ones available. First Word is not
particularly well suited as it's a word processor so defaults to storing
files in its native format IIRC (long time since I used it) - may be why
your posts don't work. It's also old software so doesn't understand newer
system enhancements eg VA start etc, and it's a memory hog, which is a
problem on multitasking systems.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4601. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7s2ln7$4gc$1@news6.svr.pol.co.uk>
Source record: 73284

> Here's another related question to go along with this one. I have
> recently gotton a TT computer. I have been using 19.2K speeds, but I
> understand that the TT already has a higher speed port. How can I make
> use of that? I have a 28.8K modem and I want to make use of it.

You need to use Serial 2 which has a 115K DTE speed. This is compatible with most modems. The other Modem and Serial ports have higher speeds as well but many are Atari's "best-guess" at what the emerging standards would be. 115K DTE is about right for 28K8 DCE as it will handle 4x in-flight compression (which is normal).

> Also, what is the suggested text program to use with newsie?

I used Everest. A good no-nonsence ASCII editor. Others have been happy with QED.

Roger

4602. Re: ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909181953.a45552@su2.maus.de>
Source record: 73285

Hello Laurence,

LS>Anybody have any advice?
did you try to launch the ICDBOOT.PRG from the floppy?

You may try that even after you booted from your hard drive with a
different hard disk driver...

Sorry, Peter

4603. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909181958.a45553@su2.maus.de>
Source record: 73286

Hi Steve,

S>Which boot up manager are TT users using (I cannot get Stoop to run -
S>it says it needs 640x480 in 16 cols!) :-/
I prefer XBOOT. There are english and german versions, at least.

S>(well, without actually switching the speaker off!)
That is my standard setting!

S>Why when the speaker is turned on can I hear faint beeping noises
S>whenever I click on something... a menu, an icon, scrolling a window
S>scroll bar, etc, etc...
You didn't install Crazy Sounds or something like that, did you?

Peter

4604. Re: Atari TT030 Hard Drive Upgrade Kit

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2guu$j0h$3@news7.svr.pol.co.uk>
Source record: 73145

On 16 Sep 1999 23:23:13 , Slc.Dennis Bishop wrote:
:>On 16 Sep 1999 10:27:56 , "Sheldon H. Winick" wrote:

:>When I got my TT, it had the st-157n 48meg drive in it.

Blimey!, ive got a boot partition bigger than that!!. 8~))

:> I now have a 2.1ga drive inside.

A bit more breathing space, ive got 2 4.5Gigs in my MegaSTE and that
makes life rather comfortable.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4605. Re: TT Power supply problem

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gv0$j0h$4@news7.svr.pol.co.uk>
Source record: 73146

On 16 Sep 1999 15:01:32 , Schoengarth wrote:

:> Im having a problem with my TT & MSTe power supplies. The 12v
and 5v
:>are not constant they fluctuate all over the place. I have a TT Feild
:>Service Manual but, there is no section or information on the power
:>supply. Can someone please give me info on how to fix this problem. I
:>beleive its a capacitor thats bad but, Im just not sure.

Does the fan stil spin, this is mega important for these machines. I
would persnaly replace /all/ electrolytic capacitors before looking
elswhere.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4606. Re: WTD:Email for systems solutions/falcon

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gv2$j0h$5@news7.svr.pol.co.uk>
Source record: 73147

On 17 Sep 1999 13:26:20 , sanford@ns.sympatico.ca wrote:
:>i'm trying to find info on available falcon accelerator boards that are
:>compatible with cubase.

:>i'm told systems solutions sells these.where are they?
:>thanks

Blackwater Street, Dulwich, London, SE22,

Tel: 0208 693 3355,
Tel: 0208 693 1919

Tel Shuiming i sent you!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4607. Re: Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gv4$j0h$6@news7.svr.pol.co.uk>
Source record: 73148

On 17 Sep 1999 19:52:50 , "kevin dermott" wrote:
:>
:><kenkatz@my-deja.com> wrote in message
:>news:7ru26e$m03$1@nnrp1.deja.com...
:>> Looking for Atari Monochrome Monitor in good working order. Please
:>> respond here or to maemusik@aol.com or call Ken at 954.581.2203 Thanks
:>>
:>>
:>> Sent via Deja.com http://www.deja.com/
:>> Share what you know. Learn what you don't.

:>well how about sharing with everyone what country you are in and learning
:>to put it on your mails

8~)) You are being just a tad pickie. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4608. Re: Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gv6$j0h$7@news7.svr.pol.co.uk>
Source record: 73149

On 15 Sep 1999 08:38:37 , Gordy wrote:
:>Hi All,
:>
:>Where can I get a printer driver that will work on Star LC24-200
:>colour printer?
:>
:>I am using NVDI 4.11 so I will need one that would work with that.I
:>should be able to create a printer driver by using the makeprn.app
:>that came with NVDI but I have not got a clue what settings I need to
:>put in.

I seem to recall i used to use the NEC driver for my LC24 and maybe
an epson driver the LQ istr..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4609. Re: Falcon --> Apple

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gv8$j0h$8@news7.svr.pol.co.uk>
Source record: 73150

On 14 Sep 1999 21:07:14 , "Mr.G" wrote:

:>I just thought I'd try this and it works ;-)) I've connected my Falcon
:>to my G3 Mac. I'm using Connect on the Falcon and Black Night on the
:>Mac. They're both set on 57600bps and I'm getting average 5500cps each
:>way for text files, 3300cps for binaries. The only problem is I get a
:>lot of crc errors sending files to the Falcon but no probs the other
:>way. As you say the baudrate has to be the same otherwise nothing works.
:>57600 is the highest I can get on the Mac 'cause I'm using a serial port
:>adaptor as the G3 doesn't have it's own.

Are you using HSMODEM on the Falc.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4610. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dydoye.18kg59417ch9ckN@tnt-10-44.easynet.co.uk>
Source record: 73151

Gordy <tesla1@telsa1.freeserve.co.uk> wrote:

> If you are using MagiC 6 then your home folder will be in the
> c:\gemsys\ folder.When you first install MagiC 6 the enviriment
> varible $HOME is always set so all programs that use this enviriment
> varible will save their configuration files to the HOME directory.Try
> copying VT52.INF into th home directory....That works here.:-)

Thanks Gordy! It works (why didn't I see the HOME folder...Hmm) :)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4611. Re: AUNT CHAT session..

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37e4d8e9$0$12563@news.zetnet.co.uk>
Source record: 73152

On 18 Sep 1999 13:46:11 , Doctor Clu wrote:
>Just wanted to invite everyone who might be hanging out on the internet
>to a fun chat session at 8pm central standard time.
>
> The URL to meet at will be:
>
> http://www.atariusers.com/chat
> (for most browsers.. self updating) or...
>
> http://www.atariusers.com/cgi-bin/chat/chatform.html
> (Good for simple browsers, ie. CAB... which updates only when
> text input is given or a carriage return.)
>
> See you there!

Hi Greg!

This would be fun, but as I live in the UK (6 hours ahead of you) it'll be too late for me. (it'll be 02:00 on Monday morning). :(

Any chance of scheduling an earlier session some time? This will enable us in Europe to join in too...

Cheers!

James


```
___________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/___________________________________/_________________\
```

4612. TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dydseo.11phdni1xrypvcN@tnt-9-162.easynet.co.uk>
Source record: 73153

Anyone got some urls of demo web sites?

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

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4613. Re: [ADVERT] Low price on .co.uk domains and services

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: ary@noreply.com1
Message-ID: <MPG.124eec7e306146de98971e@news.btinternet.com>
Source record: 73154
Cross-posted to: comp.sys.atari.st,uk.net,uk.net.web.authoring

```
In article <slrn7tqpob.viu.peter@office.knowledge.com>,
peter@office.knowledge.com says...
> In article <37dd5f23.0@london.netkonect.net>, Denesh Bhabuta wrote:
> >Peter Gradwell wrote in message ...
> >>In article <37dc006d.0@london.netkonect.net>,
> >>"Denesh Bhabuta" <denesh@cyberstrider.net> wrote:
> >>... because he's a more cunning sales man <g>
> >
> >Who Peter is? ;)
>
> Erm, guys, can your please take you r polite, but thinly disguised
> spam somewhere else ? One advert a week is *more* than enough.
>
> ObSPAM: We will be selling uk domains too one day ;)
>
> Regards,
>

I was going to utter expletives but I shall suffice with go away yourself
-this is not an ad it is a debate. *plonk*
```

4614. Re: Nvdi 5.03? Problems!

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: peter.slegg@---ANTI-SPAM---zetnet.co.uk
Message-ID: <37e4e35f$0$20320@znews.zetnet.co.uk>
Source record: 73155

On 6 Sep 1999 19:53:47 G, Mark Friedman wrote:
>Has any one installed Nvdi 5.03 the "fresh up" to NVDI 5.01?
>I did and it seems buggy, the printer configurator CPX does not seem to work
>nor does the IMG displayer.
>It might have something to do with the settings for the various drivers,
>I have a Nova video card.
>In any case I must re-install Nvdi 5.01 because I can't change the
>printer settings.
>If you are "freshing up" make a back up first I think!
>Mark
>.

I have used the 5.03 fresh-up on my Milan without problems.

Peter.

4615. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: peter.slegg@---ANTI-SPAM---zetnet.co.uk
Message-ID: <37e4e360$0$20320@znews.zetnet.co.uk>
Source record: 73156

On 10 Sep 1999 00:14:00 , Trevor Spencer wrote:
>
>I'm looking to relace my printer and would be glad of some advice.
>Obviously the major point is compatability, printer driver and space.
>From a size point of view the Canon BJC2000 looks promising, but....
>
>Is there any major difference between inkjet and bubble jet?
>
>Any ideas, thoughts, suggestions would be appreciated.
>

Hi Trevor,

I've just ordered a BJC2000 because it does what most of the other
printers can do and it is about half the size.

My BJ10ex has proved trouble free but I once tried to get hold of
a replacement head cleaner, Canon UK were useless but apparently
the same is true of all the companies. They aren't interested in
spares and repairs to small printers, they would prefer that you throw
your old printer in a land-fill so they can sell you a new one.

Peter

4616. test

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <37e4f412362490@telsa1.freeserve.co.uk>
Source record: 73157

```
test
--
E-mail:tesla1@telsa1.freeserve.co.uk ICQ 37182286 Tel 07887 910616
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk/ for details
Otagger ss1.22: Back up my hard disk? I can't find the reverse switch!
```

4617. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <37e4f8be7094d0@telsa1.freeserve.co.uk>
Source record: 73158

on Sun 19-09-1999 12:55 Steve wrote:

>Gordy <tesla1@telsa1.freeserve.co.uk> wrote:
>
>> If you are using MagiC 6 then your home folder will be in the
>> c:\gemsys\ folder.When you first install MagiC 6 the enviriment
>> varible $HOME is always set so all programs that use this enviriment
>> varible will save their configuration files to the HOME directory.Try
>> copying VT52.INF into th home directory....That works here.:-)
>
>Thanks Gordy! It works (why didn't I see the HOME folder...Hmm) :)

Glad it worked...if you find any more problem programs not saving
their configuation files you now know what to do.:-)

Gordy.

--
E-mail:tesla1@telsa1.freeserve.co.uk ICQ 37182286 Tel 07887 910616
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk/ for details
Otagger ss1.22: I'm sure it's in the manual somewhere...

4618. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dydz73.jaz3qt1tj1gyqN@tnt-10-195.easynet.co.uk>
Source record: 73159

Gordy <tesla1@telsa1.freeserve.co.uk> wrote:

> >Thanks Gordy! It works (why didn't I see the HOME folder...Hmm) :)
>
> Glad it worked...if you find any more problem programs not saving
> their configuation files you now know what to do.:-)

Okay, cheers ;-)

Here's a question - why's MagiC boot up in ST High on the Falcon, but
TTMed on the (erm) TT?

:-)
Steve

--
http://web.ukonline.co.uk/macgamer/

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4619. Re: Tech Manuals

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37E4FB6B.107F2F28@midsouth.net>
Source record: 73160

Sure! I'll take them! Let me know where to send the money order. My address is:

Eric McCormack
11 Chestnut Drive
Clarksville,TN 37042

Thanks.

Eric

Darren B wrote:
>
> I have a whole crap load of atari tech manuals, You know the real good ones
> that show part numbers and stuff like that.. There is practially every atari
> component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good
> shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000
> sheets). The first person to email me wins the deal for the measly cost of
> shipping it to you. I have no need for these, and a friend gave them to me
> who was into that, and upgrading and things. If you would like to see them
> first. I could scan a few pages, and post them.. If you only interested in a
> certain manual, I'll see if it's here. These are NOT the manuals that came
> with the components, but Scamatics and such on how to reapair them.. Worth
> hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for
> The cost of Shipping (around $15-$20.00 US).

--
Do Not Remove This Tagline Under Penalty Of Law

4620. Re: Filesystems

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937754872.26714.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 73161

Hi Louis,

Louis Holleman <louis@holleman.demon.nl> wrote in message
news:937734753.608548952@news.demon.nl...
> Hi,
>
> just discovered something nice again: I used to transfer files from my
Atari's
> at home to machines at work (Win-95/FAT16) on floppies sometimes and never
had
> problems with it. Now my own machine is a Win-98/FAT32 system and whatever
I
> write to a floppy, it won't be seen on my Intelbox under Win-98. When I
use
> Linux (ext2) I get to the files alrite. Seems that Win-98/FAT32 is
incompatible
> with other systems?

AIUI, FAT32 only applies to hard discs. If you could use it on floppies you'd lose space, apparently. I had Grim95 OSR2 with a FAT32 hard drive until recently and floppies still worked. Just changed to Grim98SE (upgrade would be the wrong word, though it seems more stable: but then what wouldn't?), and it seems to read disks OK (just did a quick test, not exhaustive).

My hunch would be that this is nothing to do with FAT32 but lots to do with VFAT. Please make allowances for my rather hazy understanding of the problem in what follows!

I've had trouble with Grim95 (and therefore I guess G98, too - not had it long enough for exhaustive tests!) where it converts your disk to VFAT on the sly (when it accesses it if it isn't write-protected). If you then copy more files to it on a non-VFAT system (eg TOS, MagiC with VFAT off for A:), the new files don't show under Windows as the VFAT entries haven't been made. As it thinks it's now a VFAT disk, it doesn't read the ordinary entries any more, so the files are not there as far as it's concerned. Apparently running Scandisk on the floppy can fix it (not tried it myself, so no guarantees). I came across the problem while transferring data, so I just reformatted the disk on the Atari (quick format from Magxdesk) and started again.

To cheer you up, this problem affects DOS users too... :-)

> I experimented with the VFAT settings for MagiC, but even when disabling
VFAT
> on the A-drive it won't work.

I've never enabled VFAT under MagiC on the ST, so can't speak with any authority, but I would have *expected* things to be OK if you wrote the new files with VFAT turned on for the floppy under MagiC.

> Any solutions for this, except for getting back to FAT16 on Windoze, because I
> won't... :-)

You'd have a job without wiping the thing and starting again, IIRC!

HTH
John

4621. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dye2u9.10ea5fnbtz19yN@tnt-10-148.easynet.co.uk>
Source record: 73162

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> S>Which boot up manager are TT users using (I cannot get Stoop to run -
> S>it says it needs 640x480 in 16 cols!) :-/
> I prefer XBOOT. There are english and german versions, at least.

Ugh, no! I hated that (sorry Roger!!) so I keep Stoop on the Falcon and
wanted it for the TT also - but it doesn't seem to like my TT. Strange,
as it requires a TT Medium display to work.. :-/

> S>(well, without actually switching the speaker off!)
> _That_ is my standard setting!

Hmm, it's mine now.. Guess i'll have to get the speakers hooked up to
the back of the TT now!

> S>Why when the speaker is turned on can I hear faint beeping noises
> S>whenever I click on something... a menu, an icon, scrolling a window
> S>scroll bar, etc, etc...
> You didn't install Crazy Sounds or something like that, did you?

Nope, I've since found out that those noises are features of the TT ;-(

Steve

--
http://web.ukonline.co.uk/macgamer/

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4622. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1909991344210001@ts7-62t-18.idirect.com>
Source record: 73163

In article <37E3BFF7.2354@swbell.net>, clu-da-bard@geocities.com wrote:

> Also, what is the suggested text program to use with newsie? I have
> been using first word that works alright, except that lately it has been
> locking up when I send the mail. Also, my messages are not making it to
> the news group (currently writing from my old Mac...)

when using NEWsie I always used Edith Professional with it, and it did
a great job. I know of others who use Everest with excellent results.

4623. x-faces

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dye8i0.c0p70i17rzlu8N@tnt-9-16.easynet.co.uk>
Source record: 73164

anyone got any Atari Xfaces? :o)

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

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4624. help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: June & John Tester <junjon@aol.com>
Message-ID: <7s3adq$la7$1@news4.svr.pol.co.uk>
Source record: 73165

Sorry with such a trivial post but...
someone was clearing out their loft and gave me an old atari st. I took it home and plugged it in and hey presto! the gem desktop appeared. I went on the net and downloaded some games (in zip format) but how do I get the disks across to the atari as the windows machine won't recognise the atari disks??

Also the picture on the mono monitor is about half size with no apparent control to make it bigger, any ideas atari people. Please.

thanks

Ravi

4625. Re: Filesystems

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37e52ed3.28437648@news.demon.nl>
Source record: 73166

On Sun, 19 Sep 1999 13:16:07 +0100, "John Whalley"
<news@whalley.demon.co.uk> wrote:

>I've had trouble with Grim95 (and therefore I guess G98, too - not had it
>long enough for exhaustive tests!) where it converts your disk to VFAT on
>the sly (when it accesses it if it isn't write-protected). If you then copy
>more files to it on a non-VFAT system (eg TOS, MagiC with VFAT off for A:),
>the new files don't show under Windows as the VFAT entries haven't been
>made. As it thinks it's now a VFAT disk, it doesn't read the ordinary
>entries any more, so the files are not there as far as it's concerned.
>Apparently running Scandisk on the floppy can fix it (not tried it myself,
>so no guarantees). I came across the problem while transferring data, so I
>just reformatted the disk on the Atari (quick format from Magxdesk) and
>started again.
>
>To cheer you up, this problem affects DOS users too... :-)

Hi John,

well, I bit futher on I tried by reformatting one of the disks with
the Win-95 machine and hey presto!, all the files put on by the TT
were instantly seen... In fact I recall the disk in question came
formatted from the box, I don't recall ever having formatted it.
The other disks, that wouldn't show files were formatted by the Atari.
BTW, the TT works just fine on the PC-formatted stuff, so I think for
now I know how to handle this stuff.

Talking about a steady OS: I just tried to get my Linux bunch down,
but I couldn't... well, didn't try everything but I got an app down,
not the OS. I discovered the other day that while running around 75
processes, it eats all but 4 megs from the 128 megs available. Looks
like it uses mem as efficient as possible, without going to the swap
space.

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

4626. Re: help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8ubXhHA3KT53EwZ2@steverosie.demon.co.uk>
Source record: 73167

On Sun, 19 Sep 1999 at 19:36:22 a message from June & John Tester was
created on the subject of help, transfering files from pc to st.
>Sorry with such a trivial post but...
>someone was clearing out their loft and gave me an old atari st. I took it
>home and plugged it in and hey presto! the gem desktop appeared. I went on
>the net and downloaded some games (in zip format) but how do I get the disks
>across to the atari as the windows machine won't recognise the atari disks??

The simplest method is to format a double density disk (NOT hd disks) as
a 720k disk and stick the files on it, the ST will more than be happy
reading it:)

>
>Also the picture on the mono monitor is about half size with no apparent
>control to make it bigger, any ideas atari people. Please.
>

They do waste a hell of a lot of space, but you can use the controls at
the back of them to stretch the screen.

If it's a colour monitor, some programs (especially STE ones) can use
overscan enabling the border to be used!!

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

4627. FS: Complete 020 STE Setup

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Andrew Irvine <irvin@clara.co.uk>
Message-ID: <37E51D61.46BCDFEF@clara.co.uk>
Source record: 73168
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have the following for sale in the UK preferably:

STE 020/68000 switchable, with 6 meg (2 meg Fast RAM), with TOS 2.06, a 56k serial port, battery backed clock. With the 68020 processor and Fast RAM, this computer is faster for raw processor power than a Falcon 030 (everything except FPU, DSP and specialized Falcon functions)

Epson Stylus Colour 200 printer

Protar 40mb Hard Drive (One of the solid German slabs that you can sit the monitor on.)

High res. monitor

Pagestream, Calligrapher, Imagecopy, Diamond Back / Edge, Speedo GDOS and LOTS more disks.

Mail me and make an offer for the lot. May split, or swap for ST Book :)

Great setup, used it for years, hardly any problems. Ideal for GFA basic (what I ran on it for years :)

--
Mickey Take Of The Millennium: Apple: "We May not have got everything right, but at least we knew the century was going to end."

Andrew Irvine

4628. Home Accounts 2

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <7s3eq7$q8$1@news8.svr.pol.co.uk>
Source record: 73169

Anyone point me to where I can get a copy of Home Accounts 2 or something for keeping track of personal finance on an 2.06 STE.

thanks

Rob

4629. Re: ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7s3ig1blq1@plutonium.compulink.co.uk>
Source record: 73170

Derryck Croker <derryck@cwcom.net> wrote in message
news:937731062-527999AEicMi@cwcom.net...
> Brian Millson said:
>
> >Are ST Applications and the FaST Club still going? Are there any ST
publications
> >left?
> Both the mag. and the FaST Club are still in action - the only other mag
in the UK is
> Atari Computing, however the issue to be published at the end of the year
is slated to
> be the last.
Don't forget ST+ and this new magazine called Atarian which looks promising.

--
Regards

Joe
joe@inactive.cix.co.uk

4630. Wanted : MegaST2 or 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: 1465hehe <rawnerve@hotmail.com>
Message-ID: <7s3k7m$1egi$1@nnrp01.ops.uunet.co.za>
Source record: 73171

Hey all

I am looking to buy a MEGA ST2 or 1040ST Atari Computer System.
I am actually looking to both either or even BOTH. Please email me if
you can help me out in ANY way crawford@iarfica.com
THANKS!

4631. WHOOPS: Wanted : MegaST2 or 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: 1465hehe <rawnerve@hotmail.com>
Message-ID: <7s3l1k$1eoc$1@nnrp01.ops.uunet.co.za>
Source record: 73172

SORRY-
My previous pst has my email address wrong:
its CRAWFORD@IAFRICA.COM

Thanks!

4632. Re: CAB & NewsIE

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7s3pfcmnc1@plutonium.compulink.co.uk>
Source record: 73173

In message <37e2add7.8324144@news.demon.nl>, louis@holleman.demon.nl said:

>Another thing to consider is that the same size of file to attach
>gives a smaller file in MIME than compared to UUE. So if the phonebill
>gets important, you maybe know what to choose... :-)

Not necessarily - it depends on the contents. I always LZH my files
and then sometimes both UUE and MIME encode them in ESS-Code to see
which is the smaller. At times, to my surprise, UUE is, even if not by
much. I usually send MIME nevertheless, at it seems easier to decode on
non-Atari machines for some reason.

Regards, /Peter/

4633. Re: Tech Manuals

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37E573D2.67993784@midsouth.net>
Source record: 73174

Ooops. Sorry, hit the wrong button.

Eric McCormack wrote:
>
<SNIP>
--
Do Not Remove This Tagline Under Penalty Of Law

4634. Re: Tech Manuals

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Darren B <Lordogrin@geocities.com>
Message-ID: <7s40fa$1gk$1@winter.news.rcn.net>
Source record: 73175

Oh well glad you did, I forgot to reply to your last message. They are
yours. Send the money orger (or check) to:

Darren Berstler
p.o.box 2354
aston, pa 19014

I'll ship them out ASAP.. Here's What I have..
Well I said Reply in Email, But I guess that's Ok. I Guess your the winner..
Here is what you get..

Scamatics for 520 st and Mega's
Service Manual For:
sm124
sc1224
sf354 & sf314
xmm801
smm804
1050 disk drive
520st
1040st

If you don't need the 1050 disk drive book (atari 8-bit) let me know, and
I'll hold on to it for someone who needs 8-bit stuff, but if you want that
too, then it's yours..

Eric McCormack <earthshaker@midsouth.net> wrote in message
news:37E573D2.67993784@midsouth.net...
> Ooops. Sorry, hit the wrong button.
>
> Eric McCormack wrote:
> >
> <SNIP>
> --
> Do Not Remove This Tagline Under Penalty Of Law

4635. Re: Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909191646.a45849@su2.maus.de>
Source record: 73176

Hi Paul,

PN>Is there an English version
PN>
PN>available anywhere (FTP, web site)??
as the last Atari port I got was provided by a German programmer
(Christian Felsch) I'm afraid there will exist neither an English
version nor even an English documentation, sorry.

Furthermore he writes in his README file that he won't go on
developing this version being satisfied with the one running on his
Atari.

Sorry, Peter

Maybe I'm wrong!

4636. Re: Syquest 44 diagnostic

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909191639.a45848@su2.maus.de>
Source record: 73177

Hallo Frank,

FWL>After many years of no problems I now can insert a cartridge and is
FWL>spins up but does not access the disk - it then spins down and I get
FWL>the following code from the lights: 5 green and 3 orange. Does anyone
FWL>still have a description of these codes around?
I'm afraid your drive has faded away. Your description sounds as if both of the heads have gone away.

If one head had remained alive, you should at least have access to one half of your cartridge (22MB), but so... :-((

Hoping I'm wrong

Peter

4637. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909191653.a45850@su2.maus.de>
Source record: 73178

Hi Steve,

S>I'm guessing it's got something to do with "paths"?
I guess that too.

Have a look at your MAGX.INF file, normally on the root directory of the boot partition, e.g. C:\. There is a path for VT52.PRG.

Or, if you don't use MagiC, have an eye to your NEWDESK.INF file and remember it may be replaced at each bootup time by a boot selector.

Sorry, no more ideas left.

Peter

4638. Atari PS3000 power cord: where to find?

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-1909992111340001@47.221.35.234>
Source record: 73179

I have an Atari PS3000 display. This is a color monitor with a built-in
floppy drive. It came without the power cord. The connector on the PS3000
is odd: rectangular with 6 round pins in a 3x2 arrangement.

Any suggestions on where I might find the appropriate cord?

Thanks.

--
Gordon Eastman eastman@nortelnetworks.com
Nortel Networks (613) 763-2464

4639. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909192224.a45337@wun.maus.de>
Source record: 73180

Hallo Steve!

S>Any ideas?

Possibly a total of two (or more) CPXs which are all trying to set the cache
state, and the last one wins?

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4640. Re: Filesystems

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937809540.23745.1.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 73181

Hi Louis,

Louis Holleman <louis@holleman.demon.nl> wrote in message
news:37e52ed3.28437648@news.demon.nl...

> BTW, the TT works just fine on the PC-formatted stuff

Says it all, really. Beats me why PCs have to be so picky about reading
floppies when a "simple" Atari just gets on with the job.

> Talking about a steady OS: I just tried to get my Linux bunch down,
> but I couldn't... well, didn't try everything but I got an app down,
> not the OS. I discovered the other day that while running around 75
> processes, it eats all but 4 megs from the 128 megs available. Looks
> like it uses mem as efficient as possible, without going to the swap
> space.

One of these days (when I'm feeling brave and the machine has been working
OK for a while) I really must give Linux a try. The more I hear about it,
the more I like the sound of it. Though I guess there's a steep learning
curve involved unless you're a Unix-head already. MiNT managed to make my
head spin once I started to get below the surface!

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4641. Re: Home Accounts 2

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937809539.23745.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 73182

Hi,

Robert Riddell <robert@riddell4.freeserve.co.uk> wrote in message
news:7s3eq7$q8$1@news8.svr.pol.co.uk...
> Anyone point me to where I can get a copy of Home Accounts 2 or
> something for keeping track of personal finance on an 2.06 STE.

Don't use it myself, but Home Accounts 2 apparently has a problem with y2k.
You may be better off with PHEM (Probe House Expenses Manager?), which is
y2k compliant. You can get it from William Wong's Probe House Software page;

http://www.geocities.com/SiliconValley/6880/phsw.html

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4642. Connecting MSTe and TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Stef <stef.deko@village.uunet.be>
Message-ID: <7s8oi2$8lb$1@xenon.inbe.net>
Source record: 73183

I 'd like to connect my Mega STe to my TT, and vice versa using a
LAN-connection, the serial ports or the modem ports. I've already tried the
MIDI-ports with the DUET program. It works OK, but it's a bit too slow.
I'd like to read data from one HD to the other and vice versa and use the
same printer.
Can anyone suggest cheap/good/reliable programs and/or connections?
Are the cables (LAN, serial, modem) readily available?
Any suggestion or help is welcome!
Thanks!

Stef De Koninck - Belgium stef.deko@village.uunet.be
Mega STe/TT030/SLM605/Stacy4

4643. Tech Manuals

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Darren B <Lordogrin@geocities.com>
Message-ID: <7s1rhd$ee1$1@winter.news.rcn.net>
Source record: 73287

I have a whole crap load of atari tech manuals, You know the real good ones that show part numbers and stuff like that.. There is practially every atari component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000 sheets). The first person to email me wins the deal for the measly cost of shipping it to you. I have no need for these, and a friend gave them to me who was into that, and upgrading and things. If you would like to see them first. I could scan a few pages, and post them.. If you only interested in a certain manual, I'll see if it's here. These are NOT the manuals that came with the components, but Scamatics and such on how to reapair them.. Worth hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for The cost of Shipping (around $15-$20.00 US).

4644. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7s22gg$6c6$1@news7.svr.pol.co.uk>
Source record: 73288

On 18 Sep 1999 22:07:02 , Steve wrote:
>Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
>
>> >It simply doesn't keep the configuration - I'll set it up the way I like
>> >it and save the config (inf file goes inside the same folder as VT52).
>>
>> Hmm, I'm not a MagiC user but can it be that that inf must be on $HOME? I
>> do know for sure MagiC use this but I can't tell you were it's located.
>> Somewhere on the C:/ (in /extension maybe)
>
>erm, tbh I've not much idea what you're saying - a config that needs
>stating to use home (ie, where VT52 is stored)??

If you are using MagiC 6 then your home folder will be in the
c:\gemsys\ folder.When you first install MagiC 6 the enviriment
varible $HOME is always set so all programs that use this enviriment
varible will save their configuration files to the HOME directory.Try
copying VT52.INF into th home directory....That works here.:-)

Hope this helps,

Gordy.

E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
Join The Atari users Mailing List
Check http://www.telsa1.freeserve.co.uk/ for details
Oxford,England. Tel 07887 910616

4645. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dydcc5.1gzfhbk1ggr4o5N@pm-d28.rhein-main.de>
Source record: 73289

> You may have a problem using ICD LINK because the LINK derives its
> power from the SCSI device in the chain. I have a SCSI ZIP 250 which
> wouldn't work as the only device after the LINK. I have to include a
> SyQuest 230 in the chain. I'm not sure about the ZIP 100; does it
> have a built-in termination? The chain usually needs termination. To
> boot up the ZIP you'll need driver software like HDDIVER or ICD
> ADSCI. These will let you format and partition the drive.

Yes. That doasnï¿½t work. Also the SCSI adaptor must support TermPwr track
on SCSI bus, termination wouldï¿½n work without term power.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4646. Filesystems

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <937734753.608548952@news.demon.nl>
Source record: 73290

Hi,

just discovered something nice again: I used to transfer files from my Atari's at home to machines at work (Win-95/FAT16) on floppies sometimes and never had problems with it. Now my own machine is a Win-98/FAT32 system and whatever I write to a floppy, it won't be seen on my Intelbox under Win-98. When I use Linux (ext2) I get to the files alrite. Seems that Win-98/FAT32 is incompatible with other systems?
I experimented with the VFAT settings for MagiC, but even when disabling VFAT on the A-drive it won't work.
Any solutions for this, except for getting back to FAT16 on Windoze, because I won't... :-)

4647. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: lsimcox@zetnet.co.uk
Message-ID: <37e3cc45.23416622@news.zetnet.co.uk>
Source record: 73291

```
On Thu, 16 Sep 1999 19:49:30 +0100, "kevin dermott"
<kdermott@zetnet.co.uk> wrote:

>
>Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
>news:7rrd6s$kvl$1@news7.svr.pol.co.uk...
>>
>> Applied Chemicals <gareth.wright@virgin.net> wrote in message
>> news:37E0F5E1.412F@virgin.net...
>> > A question for anyone who would be kind enough to try and answer.
>> >
>> > I have an Atari 1040 ST and I want to hook up an IOMEGA Zip100 SCSI
>zip
>> > drive to it. How do I go about doing this?
>>
>> If you don't already have a host adapter (ACSI -> SCSI) you will need
>to
>> find one. You can then attach any SCSI device to the ST.
>>
>>
>isn't there also an inelegant lead to another port to handle the missing
>signals ?
>Kevin
>

Its a low voltage power line if IRC. Mine was powered from the joysick
port. Or connect the ZIP after a ext SCSI HD.
Lewis
```

4648. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37e5ad5d.38894557@news.demon.co.uk>
Source record: 73292

On Sat, 18 Sep 1999 18:29:20 +0100, macgamer@ukonline.co.uk (Steve)
wrote:

>I'm using MagiC and Jinnee on my TT, but I seem to be having problems
>with VT52.PRG
>
>It simply doesn't keep the configuration - I'll set it up the way I like
>it and save the config (inf file goes inside the same folder as VT52).
>Then whenver I reload this prg, the defaults have been restored! :(
>Interestingly, if I was to run a TTP/TOS program which is on another
>partition then saving my VT52 prefs again will save the inf file in the
>folder of the TOS program that I ran. erm, iyswim... why is this?
>I'm guessing it's got something to do with "paths"? But, ahem, this
>isn't my strong point - can someone give me some pointers.

I remember having the same problem myself and fixed it somehow and
have never needed to mess with it since. Either I had reverted to an
older version (current one is 1.81) or I'm remembering wrongly and
perhaps it could have been because I removed VT52.INF from the
magx.inf _TRM path.

Anyway, I've just done a search and there's three lurking about...

c:\apps\lha310\vt52.inf
c:\auto\vt52.inf
e:\bin

I can't explain the 1st, other than at some point that must have been
the cwd one time vt52 started. The 3rd is the current working
directory when I start the compiler's command shell (99.9% of use).
The 2nd is down to anything console orientated I start from the
desktop (Ease). This is plainly set to same as _TRM in Ease's
"installed apps"...

c:\gemsys\gemdesk\vt52.prg

...and thus this should be the cwd, but vt52 will have none of it and
gets c:\auto as its cwd.

I have also had it "stuck" autoloading apps and have had to delete
vt52.inf. Current contents of all are...

#COPY 0
#PASTE 0
#COLUMNS 80
#ROWS 25
#BUFFER 50

```
#UPDATE 0
#TIMER 200
#INPUTLINE 0
#CLOSE 1
#TERM 1
#FACE 1
#POINTS 10
#WINDOW 0 0 10000 10000
```

Not much help but you might gleam something from it.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4649. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2guq$j0h$1@news7.svr.pol.co.uk>
Source record: 73293

On 17 Sep 1999 02:28:34 , J�rgen Nyberg wrote:

```
:>>But...
:>>Once i'd installed a new TCP module and corrected the address, i was
:>>still unable to actually download anything, whatever i dragged or
:>>doubleclicked would bring up the progress guage to start the download
:>>and then a 2 bomb report from MAGIC would present itself.
:>>
:>>I remember Derryck Croker having drag & Drop prob's with aFTP that he
:>>never solved.

:>Maybe it is a configuration issue. Do you have any downloadpath
:>configured in aFTP? 2 bombs is, if i remeber correctly "disk not reday"

I thought 2 bombs was a bus error, 'Disk not ready' should display
otherwise unless its bugged.

Yep!, ive got a download path, a 'TEMP' path, and an environmet
variable for 'home' which it has found and is using for its config.

Thanks for your time dude!. I will double check paths and references
to in the dox.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

4650. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s2gus$j0h$2@news7.svr.pol.co.uk>
Source record: 73294

On 16 Sep 1999 19:56:48 , Frank Lockwood wrote:
:>On Tue 14-09-1999 19:53,

:>Steve Sweet wrote about aFTP in comp.sys.atari.st:

:>SS> I'm having probs with aFTP version 1.54b. I cannot connect to a lot
:>SS> of sites, i get an error, cannot resolve host, almost
:>SS> instantaneousley. I found a different TCP module yesterday and
:>SS> tried this tonight with no success.

:>I've found that for certain sites, including the Belgian Atari
:>archive, I have to add the site to aFTP's hotlist, and then edit the
:>connection parameters of that entry on the list - setting it to
:>"Passive Mode" seems to fix just about all the problems I've had.

I'l jot that on my 'things to try' list, thanks for your input.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4651. another tt question

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: NEG <govers@tip.nl>
Message-ID: <7s3nnn$9gv$1@news.worldonline.nl>
Source record: 73184

I just bought a internal IBM 1Gb harddisk, it's a ibm oem 663e12, but having problems installing it.
I boot up from floppy with hddriver version 7.73 and big dos, but I'm not able to acces or instal the driver onto the hd(if I instal the devices the icons appear on the desktop but can not acces them).
I have a TT with tos 3.05, I Have looked for binpatch.ttp to patch shdriver.sys (but couldn't find it) and couldn't find ahdibigd.prg.
Anybody have any advice??

Norbert

4652. Re: Thrust/Oids games

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: mug_uk@mindless.com
Message-ID: <MPG.124f831c7cc90e4e989728@news.lineone.net>
Source record: 73185

In article <1dybqx5.1tcbg47ikknfyN@tnt-9-52.easynet.co.uk>,
macgamer@ukonline.co.uk says...
> Can someone tell me what the two games where called for the STfm that
> where based around Trust/Oids - they where shareware btw and written
> around 88-91 (ish!)

Utopos ?

4653. Re: Thrust/Oids games

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyenp4.16rtr6e1d7shu0N@tnt-9-98.easynet.co.uk>
Source record: 73186

MUG U.K <mug_uk@mindless.com> wrote:

> > Can someone tell me what the two games where called for the STfm that
> > where based around Trust/Oids - they where shareware btw and written
> > around 88-91 (ish!)
>
> Utopos ?

That's it!! thanks :-))))))

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4654. FS: Lots of stuff (NYC)

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: "news.akula.com" <ctsprod@excite.com>
Message-ID: <rubd5n28lg729@corp.supernews.com>
Source record: 73187

These items gotta go!!! I need the space!!! They goes
as follows:

System Packages for sale:

System 1:
* Atari Mega ST
* Color Monitor
* 500 + Hard Drive w/CDRom & Tape backup Drives
(Comes with 20+ Tape Carts, 4 CD case caddies & 1 Atari CD with
lots of programs - <Gemini Atari CD-Rom, Dec. 1993>)
* Atari SM804 w/Outburst (Needs new drum and toner)
* Migraph Hand page scanner
* 14400 Fax Modem
* Programs left on the Hard Dive are: Data Manager, Degas Elete,
Mortcalc, Retcalc, GramSlam, PageStream, Touch UP, WordPerfect,
Animate, AVSPlay, Film Play, GemView Demo, Iff Src, JPEG, Player,
Games: Battle Chess, Battle Ship, Hackman2, Match, Missle Command,
Pinball, Spaceball, Tetris, Games end, STZip, ARC Shell, Esscode, LHARC,
IBM Emulator, Mac Emulator, CalShow6.2A, Geneva, STFax, Warp 9, Stalker,
DB3 Tape Backup Software, G+Plus, Connect, Virus Program and more!

System 2:
* Atari 1040 w/16 Megs and a switcher (8 to 16 Mhz)
* 130+ Hard Drive (In 2 cases connected by a cable)
* 14400 Fax Modem
* Color Monitor
* Migraph Hand Scanner
* Programs left on the Hard Drive are: Data Manager, Degas Elete, Mortcalc,
Retcalc, GramSlam, PageStream, Touch Up, WordPerfect, Word Write, STZip,
CalShow 6.2, Warp 9, STFax, Stalker, AB Calculator, Games: Loom, Match,
Missle Command, Pac Mania, Speech and more!

Hardware:
* Black & White Monitor
* External disk Drive (Needs Power Adapter, Radio Shack)

Software: All With Manuals
* Easy Draw
* Degas Elite
* Typesetter St
* Stalker/Telecommunication Software
* G+Plus
* Migraph OCR/Optical Character Recognition Software
* Mr Boston Official Bartender's Guide
* The Juggler

* Geneva/(Multi Tasking Program) & NeoDesk(Desk Top Prg
* Hyrid Arts Semte Track w/sync box

Software/No Manuals:
* Hybrid Arts Ludwig Music software
(Disk Only)

Games: All with Manuals
* F-15 Strike Eagle Flight Simulator
* Elite/A Fantastic Voyage
* Defender Of The Crown/Knight Fight
* Knightmare/Knight Fight
* ShadowLands/Barbarian Fighting
* Barbarian/Fighting
* Lemmings/Maze and Building
* Ultra V Warrior of Destiny/Knights
* Baby Jo/Baby Super Hero
* Drakkhen/Dragons
* The Pawn/Good and Evil Fight
* Dragon Of Flame
* Breach
* Time Bandit
* Quest Glory
* Romancing The Throne

Games Disk only:
* Dragon Master
* Rambo 3

Programing Software & Book Combination:
* Mark Williams C Compiler/4 Disk/ and Update (2 Disk)
Mark Williams C For The Atari

* CSD C Source Debugger1 Disk
Mark Williams CSD C Source Debugger For The Atari ST

Programing Books:
* Prospero C, Language, AES Bining, Library, VDI Binding
* Atari ST Internals/The Authoritative Insider guide
* Atari ST Graphics & Sound/Mastering Capabilities
* Peeks & Pokes/Hidden Secrets with in the Atari
* Atari ST Application Programming
* Atari ST Gem Programmer Reference

Software Books with no Disks:
* Mark Williams resource Editor For The Atari

Make me an offer I can't refuse. :> Buyer(s) pays shipping!!
All reasonable offers will be considered!!!

e-mail: ctsprod@hotmail.com.com
I'm also willing to set up meetings using these programs:
* IRC(Internet Relay Chat) <everyone can use this>

* Netmeeting
* iPhone

4655. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909200806110.97-100000@rakastaja>
Source record: 73188

> I've got another question for you (all) -
>
> Why does my Falcon hate it's cpu cache? Let me explain...

This becomes a Falcon thread, then, so I renamed it.
I however don't have a Falcon, so I'll let others reply.

> When I boot up in MagiC mode, the blitter, cache, and 16mhz options are
> all enabled in the System Info CPX. (good!)
> But when I boot up in TOS/GEM mode all are still enabled - except the
> cache. No matter how much I choose to save my options it will always be
> deselected again upon a reboot. Why?
>
> Sure, I can keep going up to the Control Panel and selecting it on each
> and every time I boot up - but this is slow and anoying! Plus even a
> resolution change will make the cache option default back to being off!
> This really bugs me when I want to play demos and games that won't work
> under MagiC. :-(
>
> fyi - all that is booted when I'm in GEM mode is FPATCH2.PRG,
> WDIALOG.PRG and the COPS control panel.
>
> Any ideas?
>
> Steve
>
>

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4656. Re: another tt question

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37e5ef87.77777634@news.demon.nl>
Source record: 73189

On Mon, 20 Sep 1999 00:33:31 +0200, "NEG" <govers@tip.nl> wrote:

>I just bought a internal IBM 1Gb harddisk, it's a ibm oem 663e12, but having
>problems installing it.
>I boot up from floppy with hddriver version 7.73 and big dos, but I'm not
>able to acces or instal the driver onto the hd(if I instal the devices the
>icons appear on the desktop but can not acces them).
>I have a TT with tos 3.05, I Have looked for binpatch.ttp to patch
>shdriver.sys (but couldn't find it) and couldn't find ahdibigd.prg.
>Anybody have any advice??

Hi there,

I once tried running an 0663 type. Had problems with it too. First of,
does the drive spin up at start or not? Jumper nr. 5 (seen from left
to right) is an autostart jumper. If on, it starts at power up, if off
it starts after HDD initializes the drive. Check with HDUtils if the
drive is listed correct, next activate the ID button and see what it
does then. Maybe you need HDD to use SCSI initiator. I couldn't get it
to work then, next I sent it back and got an 0664 back instead. That
one is differential SCSI and doesn't work at all. Sent that one back
too and after months I got a Seagate 2 gig drive, which works great.
Just looked on my TT for the 0663 specs, I fetched them once from the
IBM sites but it seems either I lost them from CAB's cache or I
overlooked. Anyways, this jumper nr. 5 might do the trick. The first 3
jumpers are the regular ID stuff. Last 3 (nrs. 6, 7, 8) are unknown.
Not listed in the specs at all...

CU NeXT msg
LOUIS

http://www.holleman.demon.nl

4657. Re: help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E5F3F8.1D40F478@online.TAKE.THIS.OUT.fr>
Source record: 73190

June & John Tester a ï¿½crit :
>
> Sorry with such a trivial post but...
> someone was clearing out their loft and gave me an old atari st. I took it
> home and plugged it in and hey presto! the gem desktop appeared. I went on
> the net and downloaded some games (in zip format) but how do I get the disks
> across to the atari as the windows machine won't recognise the atari disks??

The ST has to have at least a 720K double sided drive. The PC won't
read/write single-sided disks.

Format the disks as 720K format under DOS. and copy the files over. This
should work. Unzip/lzh them either on the PC or on the ST.

Games with the .ST or .MSA file extension need to be transferred onto a
floppy with Makedisk or ST2DISK.

> Also the picture on the mono monitor is about half size with no apparent
> control to make it bigger, any ideas atari people. Please.
>

That's the way it's supposed to be. You can enlarge by taking apart the
monitor (this is *DANGEROUS* if you don't know what you're doing) and
fiddling with some internal pots.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4658. Re: WHOOPS: Wanted : MegaST2 or 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E5F425.D386D461@online.TAKE.THIS.OUT.fr>
Source record: 73191

1465hehe a ï¿½crit :
>
> SORRY-
> My previous pst has my email address wrong:
> its CRAWFORD@IAFRICA.COM
>
> Thanks!
IN WHICH DAMN COUNTRY ???

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4659. GemGS (was: Hard Drive Question)

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37e60a089b02a0@club-internet.fr>
Source record: 73192

Hello,

in article <199909191646.a45849@su2.maus.de> (comp.sys.atari.st)
Peter Schneider wrote on Sun 19-09-1999 16:46 (+0200):

> Hi Paul,
>
> PN>Is there an English version
> PN>
> PN>available anywhere (FTP, web site)??
> as the last Atari port I got was provided by a German programmer
> (Christian Felsch) I'm afraid there will exist neither an English
> version nor even an English documentation, sorry.

There IS an English and a French available. Should be found through
the TransAction site.

Bye,
/Pascal/

--
Ric's HomePage: http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

4660. NEC Multisync 2A needs warm up to work???

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E60ABD.F0C73DD7@patent.gov.uk>
Source record: 73193

Have finally got my free monitor working with my Falcon. Problem was not my plug wiring, but the fact that the monitor needs about 10-15 mins warm up before the blank/rough, but sync'd raster changes to the correct diplay. Works like a dream on 640x480x256x63Hz and 800x592x256x53Hz only, with switching off and back on of one or both computer/monitor making no difference. Leave it switched off however for some time and problem is back. When Merv. --thanks for all your help over the years -- connected it cold to his Falcon, it had been out of use for some time, but started up first time, so could my Falcon be giving low voltages? There seems to be a relay in the circuitry, which seems to click twice when not working and once when working. Any ideas. 15 mins wait is nothing, but if all that is needed is an adjustment of the RGB gain pots, then please tell me.

An unexpected bonus is the very good mono display - Calligrapher Pro is a very good program.

Bob King

4661. Re: MajiC 6 & CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7s5433$cil4@news.ajou.ac.kr>
Source record: 73194

On 16 Sep 1999 02:35:15 , Brian Roland wrote:

<edited>

Brian,

Not sure if I read your posting correct or not.
Can you boot your CT2B in plain TOS TURBO 4.X or 7.X?

If not, look at the LED on the CT2B and see if it comes on when
you first try to boot in TURBO Mode. Should be a Yellow LED in the
Middle of the board. You should get Turbo Mode working in TOS Mode
before trying other OS's.

If it doesn't come on, then something isn't right. Make sure
you have installed the TURBO/STANDARD mode Switch correctly.
I made that mistake when installing mine.
phantomm@kih.net

4662. Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7s54m0$cjs2@news.ajou.ac.kr>
Source record: 73195

Just wondering if anyone has made a list of the Atari software
and hardware that may have problems when the year 2000 rolls
over?

Will all Atari machines continue to work correctly?
If so, what about those PC 286/386 hardware boards will those
continue to work? I think most of them rely on the Atari system
clock.

phantomm@kih.net

4663. MIDI Sequenzer ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Sven Gallenbacher <s.gallenbacher@feldmann-mg.com>
Message-ID: <7s59ku$14fo$1@black.news.nacamar.net>
Source record: 73196

Hello,

what is a good choice for a MIDI sequenzer for the ST 1024 ?
And by the way, where to get it ?

Thanks in advance, Svenson.

4664. Atari PS3000 power cord: where to find?

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37e63204.0@news.pacifier.com>
Source record: 73197

```
GE> I have an Atari PS3000 display. This is a color monitor with a built-in
GE> floppy drive. It came without the power cord. The connector on the PS3000
GE> is odd: rectangular with 6 round pins in a 3x2 arrangement.
GE>
GE> Any suggestions on where I might find the appropriate cord?

Try Best Electronics http://www.best-electronics-ca.com/

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

4665. Re: MIDI Sequenzer ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E642C5.A6F60C71@online.TAKE.THIS.OUT.fr>
Source record: 73198

```
Sven Gallenbacher a ï¿½crit :
>
> Hello,
>
> what is a good choice for a MIDI sequenzer for the ST 1024 ?

The bezt sequenzers are definitely Cubaze or Notator

> And by the way, where to get it ?

That's where trouble starts. You'll have to buy the packages either new
(if you can find them) or second hand.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

4666. Re: ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7s5nc9mtj1@news.campuscwix.net>
Source record: 73199

On 19 Sep 1999 10:14:18 , "Joe Connor" wrote:

->Don't forget ST+ and this new magazine called Atarian which looks promising.
->
->
->--
->Regards
->
->Joe

Hi Joe. Unfortunately, ST+ has become scarce in the US...in fact, I've stopped giving it away as a prize on DarkForce! because I'm unable to obtain it with any degree of reliability... ;-(

Sure you guys couldn't keep going with a quarterly (1 mag every 3-4 months) schedule? ;-)

See ya later...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4667. Re: Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937850264.8729.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 73200

Hi,

Phantomm <phantomm@kih.net> wrote in message
news:7s54m0$cjs2@news.ajou.ac.kr...

> Just wondering if anyone has made a list of the Atari software
> and hardware that may have problems when the year 2000 rolls
> over?

I have a page at:

http://www.whalley.demon.co.uk/atari/y2k.html

It contains everything I've spotted on y2k issues in c.s.a.s, plus a couple
of possibly useful programs and links to others.

> Will all Atari machines continue to work correctly?

In most cases yes, though some clock problems are known about (patch
available for the most serious one) and there are some packages with known
problems. If you don't use your system clock or the date and time (as with
many people using their machines for music etc) you probably won't be
bothered unduly by the problems. Main hassle are programs with date
functions, eg spreadsheets, databases, finance packages, possibly internet
software using date/time stamps for cache management or news downloads etc.

> If so, what about those PC 286/386 hardware boards will those
> continue to work? I think most of them rely on the Atari system
> clock.

No idea on this one: if you find out more, let me know and I'll add it to
the page.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4668. Re: AUNT CHAT session..

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37E66C5D.495E@swbell.net>
Source record: 73201

Tell you what, if you know of other people in the UK who are
interested, and can figure out a good time for you and when that
translates to Central Standard Time... I'll be there. ;)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4669. NVDI V4 help please.

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7s6118$45v$1@news5.svr.pol.co.uk>
Source record: 73202

Please help,

I have NVDI V4, and disk 1 has become corrupt.

Is there anyone who can help me replace this disk please. Either by sending me a zipped copy of disk 1, or I can send my disk to you for copying to.

Thanks in advance.

Keith Lever.
keith@lever.freeserve.co.uk

4670. Re: another tt question

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <937862113.3122.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 73203

On 20 Sep 1999 00:33:31 , "NEG" wrote:
>I just bought a internal IBM 1Gb harddisk, it's a ibm oem 663e12, but having
>problems installing it.
>I boot up from floppy with hddriver version 7.73 and big dos, but I'm not
>able to acces or instal the driver onto the hd(if I instal the devices the
>icons appear on the desktop but can not acces them).

4671. Re: Atari PS3000 power cord: where to find?

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E6ABFF.C9FD3C7A@qnet.com>
Source record: 73204

You can try Best Electronics they have it in their catalog for $90.00(page 68). Or better yet I have a PS3000 monitor that has a problem but, power supply is good and Ill sell you all of it for $30.00 plus shipping. The monitor is in great condition but, the screen roles when powered up.

Don

Im in California

Gordon Eastman wrote:

> I have an Atari PS3000 display. This is a color monitor with a built-in
> floppy drive. It came without the power cord. The connector on the PS3000
> is odd: rectangular with 6 round pins in a 3x2 arrangement.
>
> Any suggestions on where I might find the appropriate cord?
>
> Thanks.
>
> --
> Gordon Eastman eastman@nortelnetworks.com
> Nortel Networks (613) 763-2464

4672. Re: ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <7s69dc$g68$1@plutonium.compulink.co.uk>
Source record: 73205

We're still around! There's another issue of ST Applications in the pipeline, we now sell the Floppyshop range of products, and we've got the latest versions of Gemulator in stock. There'll be an updated web site at the end of this week.

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK
Tel. 0115-945-5250 ~ Fax. 0115-914-0545
stclub@cix.co.uk ~ http://www.cix.co.uk/~stclub

4673. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7s788i$2du$1@news.sasquatch.com>
Source record: 73206

I don't know... maybe I jumped the gun a bit...

I do use my ST here and there and am quite happy with it... I just a bit tired of having people laugh when they hear I'm running TOS 1.00, so I thought I'd check out a newer version and see what the advantages were. Can anyone tell me what those might be?

Thanks!
Louis

4674. Re: help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199909200000.a21050@lu.maus.de>
Source record: 73207

```
Hello "June,

j> the net and downloaded some games (in zip format) but how do I get the
j>
j> Also the picture on the mono monitor is about half size with no
apparent
Attention: Most games won't run with the monochrome monitor!

For playing, you have to connect a color monitor (a RGB one like the ones
for
Amiga or C64, not a PC VGA monitors) by SCART cable, or, at least, a telli
by
SCART cable or HF cable (if the ST has the appropriate connection,
indicated
by an "M" for modulator within the name, i.e. "STFM").

Greetings, Oliver

---
*We are Microsoft - Resistance is futile!*
---------------------------------------------------------------------------
CyBaer@koso.phoenix.de http://CyBaer.home.pages.de
```

4675. Re: help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909202013.a47737@su2.maus.de>
Source record: 73208

Hi Ravi,

J&JT>but how do I get the disks across to the atari as the windows
J&JT>machine won't recognise the atari disks??
as the ST is a gentle machine it will recognize PC formatted disks.

You may try to format on the ST PC-compatible disks but you'll not be
sure they'll work.

Even between PCs there may rise trouble... ;-(

J&JT>Also the picture on the mono monitor is about half size with no
J&JT>apparent control to make it bigger, any ideas atari people. Please.
The (screen of the) SM 124 may be blown up by tuning H-Size and V-Size
controls. But pay attention to keep the quotient H/V constant (~1.6
8/5=640/400) in order to avoid circles becoming eggs...

Tools needed: 1 inbus non-metal screw-driver.

No joke: High voltage is to be found! Danger of life!

Und TTschï¿½
ps

4676. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E688F6.5FCEED40@ihug.co.nz>
Source record: 73209

Gudday,

Steve wrote:
>
> Anyone got some urls of demo web sites?
>
> Thanks
> Steve

ftp://ftp.lip6.fr/pub/atari/Falcon/Demos/

This is a good place to start. Read the 'Index' file to get a bit more
info about the titles. Also try in the directories for each of the more
well knwon coding crews...

My personal faves are these...

Obnoxious (obnox_01.lzh and obnox_02.lzh)
Knockout (knock-1.zip and knock-2.zip)

Heaps of others are also impressive, but taste is individual...try a heap
of them!!

On the TT demos are not that common, but try and find TT-Wars demo,
which is a stunner...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4677. Software Available Free?

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37E68B7D.FAF92C61@ihug.co.nz>
Source record: 73210

Hi there,

Due to a hard drive crash some time back I have lost my
copies of some software packages that were included free
on my Falcon when I purchased it new in 1994. These are
namely Atari Works and FalconD2D, which I would like to
get hold of. I didn't receive manuals or install/backup
disk of these packages with my Falcon...

Can I get these from the internet (address would help),
or can some nice Falcon owner upload them to me? This
time I will put them on a backup disk!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4678. Re: FS: Lots of stuff (NYC)

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: kkatz1613@my-deja.com
Message-ID: <7s7r02$5rr$1@nnrp1.deja.com>
Source record: 73211

do you have an Atari monochrome monitor for 1040st computer?
ken

maemusik@aol.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4679. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <AEBF3.646$zV5.31463@typhoon01.swbell.net>
Source record: 73212

John,

Thanks for the suggestion of using Everest! This is working
great and has yet (knock on wood) to crash. Thanks for the
suggestion.
(Know of a good place to find a nice ANSI term program on the
internet while we're at it?)

Doctor Clu

@>-->-----------------

On 18 Sep 1999 19:42:39 , "John Whalley" wrote:
>Hi,
>
>Your Name <drclu@swbell.net> wrote in message
>news:37E3BFF7.2354@swbell.net...
>> Also, what is the suggested text program to use with newsie? I have
>> been using first word that works alright, except that lately it has been
>> locking up when I send the mail. Also, my messages are not making it to
>> the news group (currently writing from my old Mac...)
>
>You just need a good modern text editor, for example Everest, available
>from:
>
>http://www-computerlabor.math.uni-kiel.de/~oschmidt/everest.html
>

4680. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: wedd8454@my-deja.com
Message-ID: <7s8cr1jmr1@nnrp1.deja.com>
Source record: 73213

In article <37e3cc45.23416622@news.zetnet.co.uk>,
lsimcox@zetnet.co.uk (Lewis Simcox) wrote:

>
> Its a low voltage power line if IRC. Mine was powered from the joysick
> port. Or connect the ZIP after a ext SCSI HD.
> Lewis
>

Yes, mine is hooked up to the joystick port too. Works a treat. But
System Solutions' advert in Atari Computing offers a no lead solution -
don't know how it works, but they could tell you.

Laurie

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4681. Stacy 4 for sale

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: "Byron W. Nelson Jr." <nelsons@rapidcable.com>
Message-ID: <rue6hhkslg754@corp.supernews.com>
Source record: 73214

I have an Atari Stacy 4 for sale. It is in perfect working order, plus lots of software, no manuals, but there wasn't much of a manual for the Stacy 4. My wife used it with her keyboard back in our music days. If interested post here or email me: nelsons@peakonline.com

Byron W. Nelson Jr.

"You do not cease playing because you grow old,
You grow old because you cease playing"

4682. [GCC] gawk 304 ???

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: rpascal <rpascal@atos-group.com>
Message-ID: <37E73B3A.1C8BB5BC@atos-group.com>
Source record: 73215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Any wizard here having had made the generation of gawk 3.0.4 exes ?
(For TOS &| Magic , in TTP or GTP [or APP or PRG ??? , any GEM GUI
somewhere ?])
Or would and could make it and put it on a ftp ?

Thanx in advance, and BTW, if anyone had also : sed, tar, and so on
...-)

4683. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Simon <simon@webprecinct.co.uk>
Message-ID: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
Source record: 73216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so I can put screenshots of my old games on my website. I can load the palette information correct, then next is the screen information.

What I can remember is each byte is two nibbles(4 bits) - the high one gives the colour (palette index) of one (even numbered) pixel, the low nibble gives the colour of the next (odd numbered) pixel. Yet when I run my code, it looks like I've tried to load the picture in the wrong resolution! (black vertical stripes & distorted graphics)

Now is this anything to do with the fact the atari & PC stores bytes the in different ways (big & little endian) - I dont know if they do, but I should imagine it would cause a problem anyway!

Or is it anything to do with something not being aligned on a word boundary (erk - faint memories of atari programming!)

Please let me know if you can help!

Cheers,
Simon.

Here is a snippet of code (in VB - should make sense!) I'm using to display the image:

```
nCCount = 1
For nYLoop = 0 To 199
For nXLoop = 0 To 319 Step 2
nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCCount = nCCount + 1
Next
Next
```

4684. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E774B2.AD6280C4@online.TAKE.THIS.OUT.fr>
Source record: 73217

Prince Corum a ï¿½crit :
>
> I don't know... maybe I jumped the gun a bit...
>
> I do use my ST here and there and am quite happy with it... I just a bit
> tired of having people laugh when they hear I'm running TOS 1.00, so I
> thought I'd check out a newer version and see what the advantages were. Can
> anyone tell me what those might be?

The advantages of a TOS upgrade depend on what you do with the machine.
If it's mainly for games, keep the TOS 1.00. There's nothing laughable
about it. It's a bit bug-ridden, but it is the one that works best for
games.

You can (almost) easily upgrade to TOS 1.04, which solves a few bugs
with the serial port and hard drives. It also adds support for the
blitter, but you haven't got one.

TOS 2.06 is the most advanced but requires a few modifications on your
machine to run it. This gives you a new desktop with lots of new
features (ability to drag and drop to open files, or to put them on the
desktop, or change icons, support for extra hardware (IDE drives, over
4Mb RAM...), but has some incompatibility problems with older software.

The problem is availability the new TOS roms.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4685. FS: NEC Tripple Spin CD ROM

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: midigear@gis.net
Message-ID: <37e7ae73.13051186@news.gis.net>
Source record: 73218
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,ne.forsale,comp.sys.mac.wanted

```
FS: NEC Tripple Spin CD ROM
external SCSI CD ROM drive
excellent condition
also works great as stand-alone audio CD

(has transport controls, display, volume knob,audio outputs etc.)

with power supply and manual

$50 + shipping
```

4686. Magic Mac and Atari formatted Syquest 44 cartridges ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37E7AE60.5B06F53B@ping.be>
Source record: 73219

Hello,

I have now succeeded to install my Magic Mac set-up excepted one thing;
I have not yet succeeded to read my old TOS Syquest 44 cartridges under
Magic Mac desktop; that's annoying because I could transfer all my atari
files in an easiest way ...
I have assigned this drive to AHDI in the setup window but each time the
cartridge is accessed it only open an empty window ...

What's going on ? Can someone help me further ? Is there a hint to
access TOS cartridges under Magic Mac ?

Thanks for any answer.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

4687. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@wanadoo.be>
Message-ID: <937934128-61805AEicMi@wanadoo.be>
Source record: 73220

Jo Even Skarstein <joska@pingle.nvg.ntnu.np> wrote on 16-09-99:

>> Also, why isn't TT-High available? Surely my multiscan can handle
>> 1280x960 in mono?
>
>You need a ECL-monitor for this. Perhaps you can find some hardware
>to convert between TTL and ECL, let me know if you do.
A couple of months ago (july) OXO Systems announced in the French
newsgroup that they developed a piece of hardware that does just that.
IIRC it's a simple VGA switch with the hardware build in, something like

the Link. The price is quite reasonable ==> 300FFr ==> ï¿½30 ==> $45

Orders/info at mailto:oxo.systems@online.fr

Cheers from Belgium
Dennis

4688. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7s8ceokpf1@news.sasquatch.com>
Source record: 73221

Yes, Canon is quite useless when you you're trying to get parts from them...

I work in a small electronics repair center in the US and Canon doesn't want to cooperate with us when it comes to ordering parts for their camcorders and printers. No parts, no support... they want everything sent to their service center so THEY can fix it and charge you whatever they want to do it.

It sucks, but HP is even worse to try to deal with. One of our customers brought in a FAX machine made by HP (I think it was an Officejet 500) that had a bad clutch assembly: HP wouldn't sell us a replacement and said that if the customer wanted it fixed, it should be sent to HP for a rebuild. My cost on this little venture would have been $300! You can replace the whole bloody FAX machine for $159! Then again, I think that's the entire point.

<grumble>

Louis

4689. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7s8d00$l2f$1@news.sasquatch.com>
Source record: 73222

Great! That's all I needed to know.

I use my ST for word processing, a few games, a little MIDI and that's about it. All of my software works well and I am only running 1MB RAM and two floppies, so I'll keep TOS 1.00 for now.

Thanks again!
Louis

4690. FREE ST manuals!

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: shyam.oberoi@thortech.com
Message-ID: <37e7b908.1140299@news.infohouse.com>
Source record: 73223

two atari ST manuals up for grabs:

1. ST owner's manual
2. ST basic sourcebook and tutorial

both were published in 1986; both are spiral bound and in excellent condition; first person to send me their mailing address gets them; the only thing i ask is that you pay for the S/H:

- $5 for shipping within the US
- outside the US - we'll have to discuss it :-)

thanks,

shyam***

shyam.oberoi@thortech.com

4691. Atari PS3000 Power supply specs?

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-2109991628320001@bftzm4a8.ca.nortel.com>
Source record: 73224

Replies from a couple of people have helped me determine that rather than
just a cable with an odd connector, I need a special power supply for my
Atari PS3000 (combined color display and floppy drive).

I suspect that the power supply spits out the dc voltages for the
floppy on 4 pins and passes through 120V AC to the 2 pins which are a
bit separate on the connector:

```
-------------
| o o o |
| o o o |
-------------
```

Does anyone have specs for the PS3000 power supply?

Thanks.

--
Gordon Eastman eastman@nortelnetworks.com
Nortel Networks (613) 763-2464

4692. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937946327.7530.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 73225

Hi,

clu-da-bard <clu-da-bard@geocities.com> wrote in message
news:AEBF3.646$zV5.31463@typhoon01.swbell.net...

> (Know of a good place to find a nice ANSI term program on the
> internet while we're at it?)

Comms programs aren't something I use a lot, but ConNect seems to be the one to have. From comments seen here and in magazines, others tend to do non-standard things with GEM (if they use it all) and so cause trouble with modern OSes. I haven't got a URL for it handy, but it's worth trying the UTSI (http://www.ping.be/~ping1030/atari/prg-ind.htm). I do know that the last version was released as freeware (previously shareware, but the author has stopped developing it).

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4693. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7s8sf6$nh4$1@epos.tesco.net>
Source record: 73226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A PI1 has the format

1*word (usually 00 to indicate low rez)
16*word for the palette
32000 byes for the picture data

The low rez screen is in words for each plane.
1st word = plane 1
2nd word = plane 2
3rd word = plane 3
4th word = plane 4

the 5th word is the next word across the screen (screen base + 8).
This sequence carries on until the screen is filled.

Mark
MSD/POV

Simon <simon@webprecinct.co.uk> wrote in message
news:937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk...
> Hi,
>
> I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!),
so
> I can put screenshots of my old games on my website. I can load the
palette
> information correct, then next is the screen information.
>
> What I can remember is each byte is two nibbles(4 bits) - the high one
gives
> the colour (palette index) of one (even numbered) pixel, the low nibble
> gives the colour of the next (odd numbered) pixel. Yet when I run my
code,
> it looks like I've tried to load the picture in the wrong resolution!
> (black vertical stripes & distorted graphics)
>

4694. Re: aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7s8tmc$282$1@news7.svr.pol.co.uk>
Source record: 73227

On 17 Sep 1999 08:11:28 , Derryck Croker wrote:

:>Steve Sweet said:
:>
:>>Once i'd installed a new TCP module and corrected the address, i was
:>>still unable to actually download anything, whatever i dragged or
:>>doubleclicked would bring up the progress guage to start the download
:>>and then a 2 bomb report from MAGIC would present itself.

:>I had the same trouble (as you rightly said), however the problem went away
:>either as a result of the release of a new version, or all by itself.

Bummer dude!, ive got the latest version. I must scour the FM and
check if their an environment variable or summat ive missed!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4695. Link II adapter

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: danielfl@red.seas.upenn.edu
Message-ID: <7s8uv6aql1@netnews.upenn.edu>
Source record: 73228

Does anyone know where I can get an ICD Link II adapter? Thanks in advance.

- d

4696. Re: Connecting MSTe and TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <937951012.10413.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 73229

Hi,

Stef <stef.deko@village.uunet.be> wrote in message
news:7s8oi2$8lb$1@xenon.inbe.net...

> I 'd like to connect my Mega STe to my TT, and vice versa using a
> LAN-connection, the serial ports or the modem ports. I've already tried
the
> MIDI-ports with the DUET program. It works OK, but it's a bit too slow.
> I'd like to read data from one HD to the other and vice versa and use the
> same printer.
> Can anyone suggest cheap/good/reliable programs and/or connections?
> Are the cables (LAN, serial, modem) readily available?
> Any suggestion or help is welcome!

First off, let me state I'm *not* writing from experience here.

What I think you need is STinG set up for a LAN, with BNet to allow disk sharing over it. STinG will let you use whatever ports you have (IIRC both of your machines have LAN ports, so this would seem to be the obvious thing to use - it's likely to be the fastest, I'd guess. Both STinG and BNet should be locatable via the UTSI at:

http://www.ping.be/~ping1030/atari/prg-ind.htm

Also look for Olivier Booklage's site (he's written a STinG web server and an alternative CAB.OVL), as IIRC he has put up some indstructions for setting up a STinG LAN using the MIDI ports. Should be adaptable for LAN ports.

There are better qualified people here who can guide you through the minutiae, including Olivier Booklage and Vassilis Papathanassiou who is the author of BNet.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4697. Re: help, transfering files from pc to st

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: josephus <catbird@airmail.net>
Message-ID: <EC9CD6164BD6CAC6.7C0E061E32A56E7C.0FA66A53F7D0B9E9@lp.airnews.net>
Source record: 73230

June & John Tester wrote:
>
> Sorry with such a trivial post but...
> someone was clearing out their loft and gave me an old atari st. I took it
> home and plugged it in and hey presto! the gem desktop appeared. I went on
> the net and downloaded some games (in zip format) but how do I get the disks
> across to the atari as the windows machine won't recognise the atari disks??
>
> Also the picture on the mono monitor is about half size with no apparent
> control to make it bigger, any ideas atari people. Please.
>
> thanks
>
> Ravi

hi,

The simple answer is format the 720k disks on the PC
"FORMAT a: /f:720" . Check the format with the atari.
patching down a 1.44 disk wont work. The format is
organized differently on the disk. I use 720 disks
formatted on the PC. write the data. verify it.
check the data on the ST. I transfer data commonly
doing this. My machine is a mega4 with TOS 1.04.

The trick is that PC tries to put the directory info
at sector 5. Atari and PC 3.3 both put the dirctory
at sector 11. Apparently the PC does not tell the disk
that the directory is somewhere else.....

Hope this helps some with questions about using 720 disks.

--
Joe Widows -- 972 783 8944
I go sailing in the summer and look at stars in the winter.
Everybody's ignorant-- just on different subjects.
---- Will Rogers jr.----

4698. Re: Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: josephus <catbird@airmail.net>
Message-ID: <FE70B0131DCEC090.4A52869C79A8DBC9.E3207DDD6759FC50@lp.airnews.net>
Source record: 73231

John Whalley wrote:
>
> Hi,
>
> Phantomm <phantomm@kih.net> wrote in message
> news:7s54m0$cjs2@news.ajou.ac.kr...
>
> > Just wondering if anyone has made a list of the Atari software
> > and hardware that may have problems when the year 2000 rolls
> > over?
>
> I have a page at:
>
> http://www.whalley.demon.co.uk/atari/y2k.html
>
> It contains everything I've spotted on y2k issues in c.s.a.s, plus a couple
> of possibly useful programs and links to others.
>
> > Will all Atari machines continue to work correctly?
>
> In most cases yes, though some clock problems are known about (patch
> available for the most serious one) and there are some packages with known
> problems. If you don't use your system clock or the date and time (as with
> many people using their machines for music etc) you probably won't be
> bothered unduly by the problems. Main hassle are programs with date
> functions, eg spreadsheets, databases, finance packages, possibly internet
> software using date/time stamps for cache management or news downloads etc.
>
> > If so, what about those PC 286/386 hardware boards will those
> > continue to work? I think most of them rely on the Atari system
> > clock.
>
> No idea on this one: if you find out more, let me know and I'll add it to
> the page.
>
> HTH
> John
>
> --
> Replace news with john in email address if replying via mail
> All mail to news@whalley.demon.co.uk will be deleted
> The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

The only question I have is why does anybody care what time
and date the computer thinks it has? I often run older
system with a date in the 70's or 80's. It worked just
fine then and was nominally stable for other reasons.

I have An APPLE II, Commadore, and 1040's and mega4s.
If the date causes a problem I set the date to something
convenient. It works..... Most of the systems dont care
at all. The worst I have seen was date roll over. It thought
it was 1980. Games, compilers and stuff I use run just fine
even when my ST (ICD fast) tells me the date is 2036. Sometimes
I have problems with make but mostly touch realigns the data
and it all works again.

josephus

--
Joe Widows -- 972 783 8944
I go sailing in the summer and look at stars in the winter.
Everybody's ignorant-- just on different subjects.
---- Will Rogers jr.----

4699. Re: GemGS (was: Hard Drive Question)

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAM.cix.co.uk>
Message-ID: <938020900-331147AEicMi@NOSPAM.cix.co.uk>
Source record: 73232

Pascal Ricard said:

>There IS an English and a French available. Should be found through the TransAction
>site.

The English RSC file and docs are on my web site.

I've been trying to track down the whereabouts of the binaries themselves, which seem to have been moved to the Godel site - I can't find them there ATM.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4700. Re: 1040STfm TOS 1.00 question:

Newsgroup: comp.sys.atari.st
Date: 1999-09-21 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909212109.a48788@su2.maus.de>
Source record: 73233

Hi Louis,

PC>so I thought I'd check out a newer version and see what the advantages
PC>were.
get TOS 1.04. It will accelerate the access to any harddisk. And
furthermore it will allow to you to "move" files and rename folders...

But beware: For some games you should prefer TOS 1.0!

My advice: Get a second ST (here it's about 50DM ~ 30$ ~ 16 Sterling)
and have both!

Peter

4701. More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37e91402$0$25065@news.zetnet.co.uk>
Source record: 73095

Hi All,

When I got my first hd (105 megs - WOW!), it had the ICD hardware in the box, so I was using the ICD software.
One of the recommendations in the manual was to use as small a partition C as you could get away with - the suggested size being 5 megs. The idea was that, if the drive went down, you had less to re-install.

In these days of gigantic (and much cheaper) hds, what do people think now, bearing in mind the amount of AUTO folder programmes, ACCs, CPXs etc that are in everyday use ?

Also, when you add in the extra operating systems that are available (Mint, Magic and Geneva), and all their extras, 20 megs is starting to look like the minimum requirement !!

I must admit that I have yet to venture into multi-tasking despite having 14 megs + Nemesis in my Falcon and 12 megs in my TT.
Reading the comments of the people who are using such things on a daily basis makes me think that I could be getting much more fun out of my machines - although I am not sure how I would cope with the completely new world of Mint ;-))

Let's start with some basic stuff: if I want to try multi-tasking, what size partition C should I be looking at ?
Obviously I would want to try all of the available systems to find out which suited me best (read: 'easiest for me'), so would also be looking for advice on what size partition I would need to reserve for Mint too. (Space is not likely to be a problem once I get this 4.1 gig Barracuda installed.)

Finally; what about backups ?
The days are long gone when I backup even my Partition C to floppies !
(Does anyone still do this ?)
I do make regular backups of C to another partition on a separate hd using Diamond Back Up, but everything else gets archived away to CDs nowadays via my SyJet and a friendly PC user with SCSI card ;-)

So, come on you regulars, and tell me what a 'sensible' size would be for drive C.

TIA

Jim

4702. Re: Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7sb4nrijc1@snipp.uninett.no>
Source record: 73096

Steamer954 <steamer954@aol.com> wrote:

> I am tring to install this (Conner CFA170S) larger hard drive in my STacy.

I have a CP30170E on my desk right now, and AFAIK it's not possible to
disable parity on this drive. If this is the case with your drive as well
(I've never seen parity-jumpers on any of the Conner-drives I've owned)
you'll have to add a parity-checker to your Stacy's SCSI-adapter. See
http://atari.nvg.org/ (in the hardware-section) for details.

> 2) I have no jumpers on the front which according to the Segate web page should
> give me a SCSI ID of 0.

This is correct, any other ID will fail.

> I also noticed that the jumper for "TERMPWR Output Enable" is off, do I need to
> put it on?

Important: With Stacy's and Mega STE's you'll *have* to disable
termination on the drive!

> What about the switches on the STacy's controller all 3 are "ON"?

Hm... I can't remember if this gives you ACSI ID 0 or 7, but both should
be fine as long as your driver is configured to look for these.

> Any help or suggestions would be appriciated.

As I said, check parity and termination.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4703. [INF] New e-mail address for Martin "Nightowl" Byttebier

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <37e9263e27552d2@online.be>
Source record: 73097

```
Hello everyone,

Please note my new e-mail address: tos4ever@online.be
^^^^^^

TTFN
Martin
```

4704. PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <37e91baa567b590@telsa1.freeserve.co.uk>
Source record: 73098

Hi All,

Is there a file viewer of converter on the Atari for managing *.PDF
format files?

Thanks in Advance,

Gordy.
--
E-mail:tesla1@telsa1.freeserve.co.uk ICQ 37182286 Tel 07887 910616
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk/ for details
Otagger ss1.22: Whatever you delete today, you desperately need tomorrow.

4705. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e92353$0$25058@news.zetnet.co.uk>
Source record: 73099

On 15 Sep 99 02:59:06 GM, Remi Villatel wrote:
|Hi everybody,
|
|I know that I saw somewhere on the web (a list of Hades owners) that someone
|owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
|touch with this person, or any qualified person, to know how it is possible.

I don't have the card but System Solutions are advertising them -
apparently a special driver and NVDI 5 are needed. Price 189 UK
Pounds. Email hades@system-solutions.co.uk

John Logan

4706. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyjtf9.1uq3hzj11zf9mmN@tnt-6-151.easynet.co.uk>
Source record: 73100

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> ftp://ftp.lip6.fr/pub/atari/Falcon/Demos/
>
> This is a good place to start. Read the 'Index' file to get a bit more
> info about the titles. Also try in the directories for each of the more
> well knwon coding crews...
>
> My personal faves are these...
>
> Obnoxious (obnox_01.lzh and obnox_02.lzh)
> Knockout (knock-1.zip and knock-2.zip)
>
> Heaps of others are also impressive, but taste is individual...try a heap
> of them!!
>
> On the TT demos are not that common, but try and find TT-Wars demo,
> which is a stunner...

Thanks for the link, I'll take a good look at the weekend.
Most of the demos I've come across have been for rgb, really annoying
the a vga owner! :-\

I'll also take a look for TT Wars - I've got practically nothing remotly
like a demo for the TT, shame as it'd be great to make full use of a
32mhz 030, fpu and 256col gfx :)

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4707. now Falcon questions!

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyjtkf.13rvcm716ky1moN@tnt-6-151.easynet.co.uk>
Source record: 73101

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> Possibly a total of two (or more) CPXs which are all trying to set the cache
> state, and the last one wins?

That's quite a good idea, but I'm looking through the remaining cpx's
and there doesn't appear anything that sets the cache or at least gives
the user the option... unless General Info does??
But anyway, surely this would apply under the MagiC OS? But it doesn't,
as it's automatically enabled under this OS.

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4708. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.9909222123030.16865-100000@kairos.algonet.se>
Source record: 73102

> > Obnoxious (obnox_01.lzh and obnox_02.lzh)

this one is really good

> Thanks for the link, I'll take a good look at the weekend.
> Most of the demos I've come across have been for rgb, really annoying
> the a vga owner! :-\

simply coz most falcon owners at that time had (and still have) RGB
monitors, and they are a bit easier to get the things you want, like
line-double mode. (possible on VGA using 100Hz)

>
> I'll also take a look for TT Wars - I've got practically nothing remotly
> like a demo for the TT, shame as it'd be great to make full use of a
> 32mhz 030, fpu and 256col gfx :)
>
> --
> http://web.ukonline.co.uk/macgamer/
> ---------------------------------------
> Apple iMac | Atari TT + Falcon + Mega ST
>
>

---
nnnnn | Fredrik Egeberg aka deez
(.) (.) | deez@atari.org
_ooOo__n_/_oOoo_ | ICQ: 20585495

4709. atari.co.uk

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Tom Buck <tom@atari.co.uk>
Message-ID: <37E93E6C.ADB429F3@atari.co.uk>
Source record: 73103

Hey all,

Being the great bloke that I am, I've finally done a *big* update to my
site, "Gravity" at http://www.atari.co.uk .
There's now a lot more content and I'm looking at sticking more on
there.

Any comments/critisisms would be appreciated.

Tom Buck.
tom@atari.co.uk

4710. Re: Atari TT030 Hard Drive Upgrade Kit

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e9503c$0$25060@news.zetnet.co.uk>
Source record: 73104

On 16 Sep 1999 10:27:56 , "Sheldon H. Winick" wrote:

|>Fascinating - I thought all TTs came with an internal HD.
|>
|>John Logan
|
|
|They didn't. In fact, since Atari was only providing a small 50MB Seagate
|drive as a factory installed option, most TT030's that I sold were ordered
|from Atari without a hard drive to allow the customer to select a larger
|capacity drive. The TT030 base system allowed easy dealer or owner
|customization with any size hard drive and RAM capacity.

Ah. My TT certainly came with a smallish hard-drive. Of course,
having been used to floppies, I thought then that it was large. The
TT was said to be a 'return' (ie broke but fixed and cheaper than
new) and I was told that it was an early version with a 720kb
floppy.

John Logan

4711. Re: TT questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e9503e$0$25060@news.zetnet.co.uk>
Source record: 73105

On 16 Sep 1999 12:09:56 , Your Name wrote:
|Hi, just to add to the addage "misery loves company" I too am a TT030
|user. I'm not sure about the TT high. I know that it required a
|special monitor, but like you said, you would think that with a software
|hack and a multi-sync monitor this would be possible. I know I'm
|curious since I have yet to see TT high. . . . .

TT high uses emitter coupled logic (ECL) with, I persume, special
voltage levels. It is very fast. There must be some signal which
lets the TT know to switch to TT high (as occurs with ST high).

I have an Eizo 6500 flexscan and when used with TT high gives an
excellent picture, better than when it is used with a Hades.

John Logan

4712. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e95040$0$25060@news.zetnet.co.uk>
Source record: 73106

On 17 Sep 1999 11:30:08 , Phantomm wrote:

|Been extremely busy and haven't had time to e-mail or respond about
|the strange file. Its still on the hard drive as I haven't tried
|to remove it as of yet.
|
|I did go as far as running Diamond Edge 2.04 on the partition and
|nothing was reported as being wrong.

I once had this problem and wrote a small program in Devpack to get
rid of the file by calling whatever the system call is. It was a
ling time ago and I forget the details.

John Logan

4713. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37e95043$0$25060@news.zetnet.co.uk>
Source record: 73107

On 18 Sep 1999 20:17:29 , Shiuming Lai wrote:
|On 15 Sep 99 02:59:06 GM, Remi Villatel wrote:
|>Hi everybody,
|>
|>I know that I saw somewhere on the web (a list of Hades owners) that someone
|>owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
|>touch with this person, or any qualified person, to know how it is possible.
|
|Fredi Aschwanden of Medusa re-programmed the ATI BIOS so the
|card starts up in an Atari mode if no driver is installed.
|To access the colour modes and higher resolutions (up to
|1,600 x 1,200 in 24-bit is possible, if your monitor can handle
|it) on Hades you need to buy this specially-reprogrammed version
|of the card, and it will be supplied with a custom ATI VDI driver
|for the Hades. You'll also need NVDI 5; exact instructions on
|installation are provided with the ATI driver. Contact Medusa
|Computer for details of local suppliers.

Can it drive a Eizo Flexscan at say 1280 x 960 in monochrome? My
present driver can only do so in '256 colours' which on a monochrome
monitor is a bit crazy.

John Logan

4714. Re: Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990922180123.08286.00000112@ngol07.aol.com>
Source record: 73108

Thanks to all for the quick response.

In article <7sb4nrijc1@snipp.uninett.no>, Jo Even Skarstein
<joska@pingle.nvg.ntnu.no> writes:

>> I am tring to install this (Conner CFA170S) larger hard drive in my STacy.
>
>I have a CP30170E on my desk right now, and AFAIK it's not possible to
>disable parity on this drive. If this is the case with your drive as well
>(I've never seen parity-jumpers on any of the Conner-drives I've owned)
>you'll have to add a parity-checker to your Stacy's SCSI-adapter. See
>http://atari.nvg.org/ (in the hardware-section) for details.

I will check the website about parity, but the drive I am removing is a Conner
CP-3020 so I was hoping it would be a simple, straight swap :-).

>> I also noticed that the jumper for "TERMPWR Output Enable" is off, do I
>need to
>> put it on?
>
>Important: With Stacy's and Mega STE's you'll *have* to disable
>termination on the drive!

I see that I left the SCSI terminators in I have now removed them, but what
about the TERMPWR someone else said that I would need to enable it on the drive
if it was not on the controller, which waw do I need it in the STacy?

Thanks again

Stephen Davis
steamer954@aol.com

4715. JRI Genlock Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: John Perez <jperez@uhunix5.its.hawaii.edu>
Message-ID: <7sbjtijau1@news.hawaii.edu>
Source record: 73109

Greetings,

I just aquired a JRI Genlock M1000 and would like to install it in my Mega ST. Unfortunately, it didn't include any software or documentation. Can anyone tell me what I may need to know for installation? It appears straight forward, except for the stray black wire on the board that I don't know what to do with.

Also, are there any drivers required?

Cheers!

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

4716. Postscript from Pagestream 2.2se HHHEEELLLLLPPP

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7sblei$2j5$1@nnrp02.primenet.com>
Source record: 73110

Hello out there,
I am trying to learn to use pagestream to output a postscript file so
that I may send it in to a service buerau for outputing to film.
does anyone have any experience in this area. If so please email me.
Gene

4717. Re: Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <prY++xO.dpj@delphi.com>
Source record: 73111

Brian Millson <BMillson@csi.com> writes:

>I subscribed to Atari News and all I get is garble, anybody else have this
>problem?

Brian,

Are you referring to A-ONE? What is sent out is a text file which has
been compressed with ST-ZIP. The resulting archive is then uuencoded
using Ess-Code because nothing on the Atari platform can accept a
file attachment like the PC world can. To access the file, you must
reverse the process: uudecode the file, uncompress with a ZIP utility,
and read. Process takes a couple of minutes, tops. If that doesn't
work for you, you can download the ZIP'd file from one of our support
sites, or read it online. http://people.delphi.com/dpj/a-one.htm

-Dana

4718. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: vezz@freeREMOVEMEweb.org
Message-ID: <37e95f2e.3590103@news.nettuno.it>
Source record: 73112
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 22:11:12 +0100, "Mark Davies" <pov@tesco.net>
wrote:

>A PI1 has the format
>1*word (usually 00 to indicate low rez)
>16*word for the palette
>32000 byes for the picture data

This is one of the pi1 formats.

Degas Elite format saves files of 32066 bytes in size, because they
contain palette animation.
So
1*word (00 low rez, 01 mid rez, 02 high rez)
16*word palette
16*word palette animation
32000 bytes picture data.

A small hint... try run some picture conversion program on your st,
like picfib or Gemview. You can make a batch, generating all the .gif
you need.

Greetings

Marcello Vezzelli

Visit my homepage: http://vezz.freeweb.org

4719. Re: Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938044995.26819.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 73113

Hi,

josephus <catbird@airmail.net> wrote in message
news:FE70B0131DCEC090.4A52869C79A8DBC9.E3207DDD6759FC50@lp.airnews.net...

<snipped stuff about y2k>

> The only question I have is why does anybody care what time
> and date the computer thinks it has? I often run older
> system with a date in the 70's or 80's. It worked just
> fine then and was nominally stable for other reasons.
>
> I have An APPLE II, Commadore, and 1040's and mega4s.
> If the date causes a problem I set the date to something
> convenient. It works..... Most of the systems dont care
> at all. The worst I have seen was date roll over. It thought
> it was 1980. Games, compilers and stuff I use run just fine
> even when my ST (ICD fast) tells me the date is 2036. Sometimes
> I have problems with make but mostly touch realigns the data
> and it all works again.

For a lot of applications the date makes no difference whatsoever, you're right. However, where a program uses the system date for something important (eg backup programs which use the date/time stamp of files to see which ones need to be backed up as they've changed since last backup, or financial packages which keep track of standing orders etc) it becomes an issue. Games, paint packages, music packages etc etc won't generally be affected.

In the case of some operating systems which keep track of various tasks at boot time and schedule others the date/time being wrong can cause havoc.

There's more to y2k than just clocks, though. It can affect things like data entry. A non-Atari example would be the spreadsheet on my Psion 3a: it understands dates into next century on a calculation level, but you can't enter them direct as it only accepts two-digit years as valid and interprets 00 as 1900. To enter dates in 2000, you have to enter them as 1999 and add 366 days to them in a formula (or 365 for dates before Feb 28 2000 - the whole thing is complicated by the leap year).

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4720. FA: Atari 1040 ST system, monitor,...

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Bob Noonan <bob.l.noonan@compaq.com>
Message-ID: <7sc8fnemv1@mailint03.im.hou.compaq.com>
Source record: 73114

I am finally selling the 1040 ST system that got me through college years ago. It's in good shape and includes the SC1224 color monitor, a printer, a modem, and joysticks (and software). I decided to give Ebay a try, so if you are interested please check out http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=169231852

Thanks,
Bob

4721. Re: Does atari have ASCII problems

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E990D4.E0C38B31@jps.net>
Source record: 73115

Never seen this before, and I've done a lot of Postscript printing with
my Atari. Some Atari word processors native format (non-ASCII) produce
files that don't show the spaces though.

broncos@primenet.com wrote:
>
> Does anyone know if atari has problems writing ascii files correctly.
> I seem to see alot of wordsconnected like that last one I just typed.
> If anyone has seen this before then this may be a big problem with
> postscript printing or other things.
>
> Gene

4722. Re: CAB & NewsIE (and higher speeds)

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909220542.a45456@wun.maus.de>
Source record: 73116

Hallo Doctor Clu!

CDB>(Know of a good place to find a nice ANSI term program on the
CDB>internet while we're at it?)

You could give Starcall a try, to be found at
http://www.icc-computer.de/starcall/.
It's Shareware, and for Version 2.6c, english resources should be available.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4723. Re: Connecting MSTe and TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37eae334a4f0461@mail.otenet.gr>
Source record: 73117

on Wed 22-09-1999 09:00 Martin-Eric Racine wrote:

>> Can anyone suggest cheap/good/reliable programs and/or connections?
>> Are the cables (LAN, serial, modem) readily available?
>
>STinG using BNET could be a good start, if you only want to share disks.
>
>However, if you also need printer sharing, I would instead recommend
>MiNT-Net, which allows this rather easily.
>
Hmm, BNeT can be used for printer sharing with NVDI. One just needs
to select 'print to file', eg to P:\FALCON\Ux\DEV\PRN (or \DEV\FPRN
or whatever driver). Maybe not the best solution but it works :-)

There is also an lpr utility for STinG that can print to remotes
that have a running lpd spooling daemon.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

4724. FS: Software and hardware(UK)

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: mug_uk@mindless.com
Message-ID: <MPG.124f8fa5512f253c989729@news.lineone.net>
Source record: 73234

Do not email myself, this is posted on behalf of someone who cannot get
their Mac to read the news. Please contact him on his email address,
msteven25@yahoo.co.uk

The following software is for sale:-

Deluxe Paint (Unboxed, original, with manual)

VIP Professional (Unboxed, original, with manual) Also available Lotus
123 book.

All others boxed originals, with manual.
Family Curriculum: Play and Lear module & Junior School Module
Tobacco Personal
Timeworks Desktop Pub

4725. Re: Magic Mac and Atari formatted Syquest 4

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <rugi209alg740@corp.supernews.com>
Source record: 73235

Were the Syquest disk formatted with AHDI or HD Driver?
I don't remember what it was, but sometimes I had problems reading
disk formatted with HD Driver under MagiC Mac. I had a 44 connected at
one time, and it worked fine. I found that MagiC Mac would also read
DOS formatted carts.

Mike

On 21 Sep 1999 18:12:17 , Jo Vandeweghe wrote:
>Hello,
>
>I have now succeeded to install my Magic Mac set-up excepted one thing;
>I have not yet succeeded to read my old TOS Syquest 44 cartridges under
>Magic Mac desktop; that's annoying because I could transfer all my atari
>files in an easiest way ...
>I have assigned this drive to AHDI in the setup window but each time the
>cartridge is accessed it only open an empty window ...
>
>What's going on ? Can someone help me further ? Is there a hint to
>access TOS cartridges under Magic Mac ?
>
>Thanks for any answer.
>
>Jo
>
>--
>Jo Vandeweghe * dipching@ping.be
>http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
>" Sure highest mountains are not made of stone."
>* FREE TIBET *
>
>
>

4726. Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990922010337.08387.00000016@ngol01.aol.com>
Source record: 73236

Hi

I am tring to install this (Conner CFA170S) larger hard drive in my STacy.

I have done the following:

1) Checked that the drive spins (the first drive that I bought would not even spin).

2) I have no jumpers on the front which according to the Segate web page should give me a SCSI ID of 0.

3) Tried to use CBHD502. it finds no devices

4) Tried using the Supra HD utilities no SCSI device found.

5) Tried usnig Dimond Edge, it can not find it either.

6) Tried using the STacy Hard Drive utilities supplied by Atari with the machine, "Fatel Error, Cannot continue".

I also noticed that the jumper for "TERMPWR Output Enable" is off, do I need to put it on?

What about the switches on the STacy's controller all 3 are "ON"?

Any help or suggestions would be appriciated.
If you need more info. let me know I will try and find it.

Thank you
Stephen (steve) Davis

Stephen Davis
steamer954@aol.com

4727. Re: Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <ruh10h87lg759@corp.supernews.com>
Source record: 73237

I thought the STacy had an IDE internal drive. I have never owned one,
so it could just be a lost bit floating around my head. Find out
first, if it is scsi, does the STacy output termpower. If it doesn't,
then the drive will have to be configured to do this.

Mikey

On 22 Sep 1999 05:03:37 , Steamer954 wrote:
Hi

I am tring to install this (Conner CFA170S) larger hard drive in my STacy.

I have done the following:

1) Checked that the drive spins (the first drive that I bought would not even
spin).

2) I have no jumpers on the front which according to the Segate web page should
give me a SCSI ID of 0.

3) Tried to use CBHD502. it finds no devices

4) Tried using the Supra HD utilities no SCSI device found.

5) Tried usnig Dimond Edge, it can not find it either.

6) Tried using the STacy Hard Drive utilities supplied by Atari with the
machine, "Fatel Error, Cannot continue".

I also noticed that the jumper for "TERMPWR Output Enable" is off, do I need to
put it on?

What about the switches on the STacy's controller all 3 are "ON"?

Any help or suggestions would be appriciated.
If you need more info. let me know I will try and find it.

Thank you
Stephen (steve) Davis

Stephen Davis
steamer954@aol.com

4728. Re: Connecting MSTe and TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909221155410.101-100000@rakastaja>
Source record: 73238

On Sun, 19 Sep 1999, Stef wrote:

> I 'd like to connect my Mega STe to my TT, and vice versa using a
> LAN-connection, the serial ports or the modem ports.

In any case, you need a null-modem cable. They can be purchased at
most computer stores, or easily home-built, using these schematics
from "The Hardware Book" (type this, with quotes, to get the list of
mirror sites, in Yahoo).

> Can anyone suggest cheap/good/reliable programs and/or connections?
> Are the cables (LAN, serial, modem) readily available?

STinG using BNET could be a good start, if you only want to share disks.

However, if you also need printer sharing, I would instead recommend
MiNT-Net, which allows this rather easily.

A good place to start, for MiNT info: http://yescrew.atari.org/

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4729. Re: MIDI Sequenzer ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: TEW <thomas.waite@NoeSpammPlease.ericsson.se>
Message-ID: <7sanfm$fk8@newstoo.ericsson.se>
Source record: 73239

well... I think Breakthru is cool too as it allows you to sequence samples in there as well. Sort of proto Cubase Audio, aboyt 6 years before Steinberg...

4730. Menu Info question

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37E8E6FC.F34AB9E4@cfc.dnd.ca>
Source record: 73240

I have been using MenuInfo for a bit, and have suddenly encountered a
strange problem?!
Whhooa!! very weird! tell me what you think the problem is, please.
For no reason that I can see the time placeholders I was using to
display the time
in MenuInfo have been showing up as midnight. that is, 00:00:00. and it
will not
change! My system clock and time is correct, that hasn't changed.
Does anyone have any idea what might be causing this?
It is more of a puzzle than serious as I now use LEDpanel for the time,
and MenuInfo only for the memory left display.
ken
the TAF guy

4731. Re: Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e8ee30$0$25063@news.zetnet.co.uk>
Source record: 73241

Mikey <mgrove@iwvisp.com> wrote in message
news:ruh10h87lg759@corp.supernews.com...
> I thought the STacy had an IDE internal drive.

NO it has a SCSI but is equipped with Ataris own interface that only
supports one device no bigger than one gig and it is dead fussy as to
what drives it will work with,
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4732. Link II adapter

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37e8db37.0@news.pacifier.com>
Source record: 73242

DF> Does anyone know where I can get an ICD Link II adapter?

You might try Best Electronics at: http://www.best-electronics-ca.com/

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

4733. Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: BMillson@csi.com
Message-ID: <BMillson-2209991829200001@212.211.72.54>
Source record: 73243

I subscribed to Atari News and all I get is garble, anybody else have this problem?

Brian Millson

--
Brian Millson

4734. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-22 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7sb0hc$pe2$1@plutonium.compulink.co.uk>
Source record: 73244

In message <7s8cr1jmr1@nnrp1.deja.com>, wedd8454@my-deja.com said:

>Yes, mine is hooked up to the joystick port too. Works a treat. But
>System Solutions' advert in Atari Computing offers a no lead solution -
>don't know how it works, but they could tell you.

Can't one just connect the relevant pin on the Centronics to the +5V
supply - preferably via a diode to prevent 'feedback' if another device
on the bus also supplies termpower? But if so, which pin is it?

Regards, /Peter/

4735. Re: Link II adapter

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EA9925.93909997@cfc.dnd.ca>
Source record: 73045

Don Schmidt wrote:
>
> DF> Does anyone know where I can get an ICD Link II adapter?
>
> You might try Best Electronics at: http://www.best-electronics-ca.com/
>
> ... "May your shadow be found in happy places." (Orgin: Native American)
> --
> ---
> pacifier.com - Vancouver's Public access Internet (360) 693-0325
> telnet or dial the above and type "new" at the prompt to register

go to http://www.icd.com
they make them
they sell them
Tom has at least 50 left he was telling me!

4736. Re: Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EA98D7.5244EB5C@cfc.dnd.ca>
Source record: 73046

dpj@delphi.com wrote:
>
> Brian Millson <BMillson@csi.com> writes:
>
> >I subscribed to Atari News and all I get is garble, anybody else have this
> >problem?
>
>
> Brian,
>
> Are you referring to A-ONE? What is sent out is a text file which has
> been compressed with ST-ZIP. The resulting archive is then uuencoded
> using Ess-Code because nothing on the Atari platform can accept a
> file attachment like the PC world can.

that is interesting? I guess I've been
imagining NEWSie all this time.
time to make an appointment with an
optometriST! :-)

To access the file, you must
> reverse the process: uudecode the file, uncompress with a ZIP utility,
> and read. Process takes a couple of minutes, tops. If that doesn't
> work for you, you can download the ZIP'd file from one of our support
> sites, or read it online. http://people.delphi.com/dpj/a-one.htm
>
>
>
> -Dana

4737. Where do I find the 74HC280 chip?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990923174522.08836.00000411@ngol08.aol.com>
Source record: 73047

Hi and Thanks to all who helped so far in my attempt to fit a conner drive to my STacy.

I have solved the termination problem but as all but 4 models of Conner drives are parity enabled I need to mage the parity generator, but the required 74HC280 chip seems to be unavailable here in BC, Canada. Does anyone have any suggestions as to where I might find one?

Or does anyone know if a SN74LS280N (I have this one on a SCSI card for a PC, it is also 14 pin) will work?

thanks for your time

Stephen Davis
steamer954@aol.com

4738. Re: ICD Microhost Mega Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37eaa00f$0$25065@news.zetnet.co.uk>
Source record: 73048

On 23 Sep 1999 01:21:07 , John Perez wrote:
|Greetings,
|
|Can anyone tell me how to install an ICD Micro Host for internal hard
|disk into a Mega ST?

Would there be a slot on the board next to the DMA socket? I did
install some sort of internal adapter once but it was years ago.

John Logan

4739. Re: CAB: Runtime error 163?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37eaa011$0$25065@news.zetnet.co.uk>
Source record: 73049

On 23 Sep 1999 04:06:03 , clu-da-bard wrote:
| Attention all CAB drivers. I'm currently
|trying to figure out a few problems, and while
|I'll mention more as time goes on, this is the
|largest one that seem to come up frenquently and
|often and I wonder if there is a solution.
|
| Amoungst browsing with CAB, I will get an
|error stating:
|
|Runtime error 163 at offset $0004C8E6

I used to get this with early 'free' versions of CAB but have not
seen it at all with the commercial ones.

John Logan

4740. Re: Postscript from Pagestream 2.2se HHHEEELLLLLPPP

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <7se7vt$9cv$1@plutonium.compulink.co.uk>
Source record: 73050

> Hello out there,
> I am trying to learn to use pagestream to output a postscript file so
> that I may send it in to a service buerau for outputing to film.
> does anyone have any experience in this area. If so please email me.
> Gene
>

Yes, we did this for the first four or five years with ST Applications.
What is going wrong?

4741. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: lais@zetnet.co.uk
Message-ID: <37eab4cf$0$25057@news.zetnet.co.uk>
Source record: 73051

On 12 Sep 1999 14:53:30 , John Clausen wrote:
>I am looking for a MagiC/MagiCMac dealer in the US.

Contact: Kent@systemsfortomorrow.com

Shiuming Lai

4742. Re: Where do I find the 74HC280 chip?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7seecs$m18$1@nntp1.uunet.ca>
Source record: 73052

Hey;

Mouser Electronics in Texas has the 74HC280 for 60 American cents. Best of all, they have no minimum order. I live in Ontario and have ordered lots of stuff from them and have always been very happy with their sevice and products. If your order comes to more than $CAN20, though, you'll get stung for GST and a $5 service charge courtesy of our friends in Ottawa. Check out their website:

www.mouser.com.

Good Luck

Chris
crupert@netrover.com
http://www.netrover.com/~crupert
Steamer954 wrote in message
<19990923174522.08836.00000411@ngol08.aol.com>...
>
>Hi and Thanks to all who helped so far in my attempt to fit a conner drive
to
>my STacy.
>
>I have solved the termination problem but as all but 4 models of Conner
drives
>are parity enabled I need to mage the parity generator, but the required
>74HC280 chip seems to be unavailable here in BC, Canada. Does anyone have
any
>suggestions as to where I might find one?
>
>Or does anyone know if a SN74LS280N (I have this one on a SCSI card for a
PC,
>it is also 14 pin) will work?
>
>thanks for your time
>
>Stephen Davis
>steamer954@aol.com
>

4743. Re: Help wanted...

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <494645E87A%news@youmustbejoking.demon.com.uk>
Source record: 73053
Cross-posted to: comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.oric,comp.sys.sinclair,comp.sys.cbm,amiga.system,alt.amiga

In message <37EA2B7F.9E1F1FF7@cybea.com>
Robert Losch <rlosch@cybea.com> wrote:

> Sorry for the cross-posting. I'm in the process of doing research for a
> book I intend to write on the "golden days (ZX81 ---> Falcon/A1200)" of
> home computers in Europe. [...]

You forgot comp.sys.acorn.misc, and no, I haven't crossposted this there.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Spectrum +3, Risc PC, | Northumberland | s zap,uk,eu,org
| A3010, BBC Master 128 | Toon Army | @ retrospec,co,uk
| Z80Em and 6502Em Support Packs. AY sound support.

You are confused; but this is your normal state.

4744. Re: Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <J5WfuzW.dpj@delphi.com>
Source record: 73054

Ken Macdonald <macdonald@cfc.dnd.ca> writes:

>that is interesting? I guess I've been
>imagining NEWSie all this time.
>time to make an appointment with an
>optometriST! :-)

Ken,

What do you use? NEWSie? Maybe I haven't kept up with later versions, but I thought it to be a newsgroup reader, not an e-mail program. If NEWSie can accept file attachments, I've learned something new. Now Mart has multiple solutions to the problem! <g>

-Dana

4745. FS: ProCopy Backup

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Doug Wing <doug_wing@compuserve.com>
Message-ID: <hhAG3.6878$1a1.309272@elnws01>
Source record: 73055

I am selling my copy of ProCopy Backup for the ST. It is for sale at eBay,
and the current price is $0.25 plus shipping.

If interested, you can bid at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=167662220

Thanks,
Doug

4746. FS: Database for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Doug Wing <doug_wing@compuserve.com>
Message-ID: <%tAG3.6880$1a1.309324@elnws01>
Source record: 73056

I am selling TimeWorks DataManager Database for the ST at eBay, The current price is $0.25. For more details or to bid, please visit:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=166721826

Thanks,
Doug

4747. FS: PageStream for the ST/TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Doug Wing <doug_wing@compuserve.com>
Message-ID: <CsAG3.6879$1a1.309283@elnws01>
Source record: 73057

I am selling PageStream 2.2 with disks and manuals at eBay. The current price is $2.25 plus shipping. For more details or to bid, please visit:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=166902174

Thanks,
Doug

4748. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAM.cix.co.uk>
Message-ID: <938155280-59911AEicMi@NOSPAM.cix.co.uk>
Source record: 73058

Gordy said:

>Is there a file viewer of converter on the Atari for managing *.PDF format files?

Yes there is (do I detect a non-Atari Computing reader?)

You can find English RSC files and docs on my web site, however the link to the binaries themselves is currently broken, basically because the programmer's web page is closing.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4749. Re: More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909232016.a50852@su2.maus.de>
Source record: 73059

Hi James,

JS>In these days of gigantic (and much cheaper) hds, what do people think
JS>now, bearing in mind the amount of AUTO folder programmes, ACCs, CPXs
JS>etc that are in everyday use ?
my C:\ has about 200 megs, and I backup once or twice a month... :-)

JS>(Does anyone still do this ?)
No, I use magnetic-optical drives (640 megs a cartridge)

Und TTschï¿½
ps

4750. Falcon Beginner

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: a.berger@jakebox.sax.east.de
Message-ID: <7PQtgq6PpWB@p0000148.jakebox.sax.east.de>
Source record: 73060

Hi,

i'm new on the atari-world an would like to get links to usefuel WEBsites, infos on must-have-tools/apps/games/demos maybe special for the falcon. Is there also some kind like "aminet" for the atari? How can i connect the falcon to other computers, it seems (i have no books to the machine) that the max. serialspeed is 19200? Is the printerport usefuel for some kind of Laplink transfer like the amiga have?

Bye, Andreas

4751. Does atari have ASCII problems

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7sbriicdj1@nnrp03.primenet.com>
Source record: 73118

Does anyone know if atari has problems writing ascii files correctly.
I seem to see alot of wordsconnected like that last one I just typed.
If anyone has seen this before then this may be a big problem with
postscript printing or other things.

Gene

4752. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938048328.21613.0.nnrp-14.9e985e5c@news.demon.co.uk>
Source record: 73119

Hi,

Gordy <tesla1@telsa1.freeserve.co.uk> wrote in message
news:37e91baa567b590@telsa1.freeserve.co.uk...

> Is there a file viewer of converter on the Atari for managing *.PDF
> format files?

The only one is Ghostscript AFAIK. Haven't got a URL for it off the top of
my head, but try the UTSI or there has been a thread in here in the last
couple of days about it.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4753. ICD Microhost Mega Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: John Perez <jperez@uhunix4.its.hawaii.edu>
Message-ID: <7sbva3qsj1@news.hawaii.edu>
Source record: 73120

Greetings,

Can anyone tell me how to install an ICD Micro Host for internal hard
disk into a Mega ST?

Cheers!

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

4754. CAB: Runtime error 163?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <LGhG3.1081$161.42398@typhoon01.swbell.net>
Source record: 73121

Attention all CAB drivers. I'm currently
trying to figure out a few problems, and while
I'll mention more as time goes on, this is the
largest one that seem to come up frenquently and
often and I wonder if there is a solution.

Amoungst browsing with CAB, I will get an
error stating:

Runtime error 163 at offset $0004C8E6

Which naturally crashes the system. Any
idea on this?

Fellow CAB driver,
Doctor Clu

4755. Multitask on atari? sure...

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9909230004470.136-100000@tampa1-022.fdn.com>
Source record: 73122

This is the output of ps on this falcon running MiNT.
You can count. Close to 100 processes running at the same time.
It is not to show off at all, but to stop some rumours created by certain people claiming/thinking/saying that MiNT sucks, is slow and has low compatibility.
I recall that MiNT kernel is free, and a good AES (naes so far seems to be the best) combined with a functional desktop (THING is a very good choice), this still remain a very non-expensive solution for those who want to multitask efficiently.

Great Thanks to Frank, Guido, Draco, Mario, Martin etc etc.

```
PID PPID PRI CURPRI STATUS SIZE TIME COMMAND
000 000 0 0 Wait 450512 19:20.57 MiNT
001 000 0 0 Wait 56304 00:00.53 init
002 000 5 5 Ready 222720 02:02.67 sld
004 000 0 0 Wait 99120 00:00.05 mgw
005 000 0 0 TSR 6032 00:00.06 SILKMOUS
033 000 0 0 Sleep 86032 00:00.03 portmap
037 000 0 0 TSR 211152 00:00.23 gluestik
042 000 0 0 Sleep 436992 00:00.03 httpd
043 000 0 0 Sleep 293504 00:02.60 rpc
046 000 0 0 Sleep 330752 00:02.52 rpc
049 000 0 0 Sleep 114912 00:00.54 inetd
054 000 0 0 Sleep 70464 00:00.74 syslogd
059 000 0 0 Sleep 75952 00:00.86 cron
066 000 -20 -20 Sleep 634560 00:14.19 vconsd-v
070 001 0 0 Sleep 336016 00:01.51 bash
071 001 0 0 Sleep 60672 00:00.14 getty
072 001 0 0 Sleep 60672 00:00.12 getty
075 070 0 0 Ready 3570096 28:14.61 AESSYS
076 075 0 0 Ready 5440 01:33.65 SCREEN
077 075 0 0 Wait 170752 00:10.95 MINTSETT
078 075 0 0 Wait 103360 00:00.76 XCONTROL
079 075 0 0 Wait 35616 00:00.07 bubble
080 075 -20 -20 Wait 114368 05:37.53 taskbar
081 075 0 0 Wait 27968 00:45.11 olga
082 075 0 0 Wait 1364672 02:33.36 thing
089 075 0 0 Wait 37760 00:00.03 tw-call
090 075 0 0 Wait 499376 03:10.00 toswin2
091 075 0 0 Wait 37776 00:00.03 tw-call -f /var/log/ppp-log
092 090 0 0 Sleep 45360 00:16.46 tail -f /var/log/ppp-log
093 090 0 0 Sleep 14512 00:03.12 console
094 075 0 0 Wait 63984 00:00.08 STRNGSRV
095 075 -20 -20 Ready 4416 00:01.79 wakegemd
```

```
109 000 0 0 Sleep 186944 00:00.32 pppd
125 075 20 20 Ready 422112 02:01.87 ATARIRC
127 075 0 0 Wait 37760 00:00.03 tw-call kellis -
128 090 0 0 Sleep 402064 00:01.80 bash -
140 075 0 0 Wait 183056 00:13.14 TEXTVIEW C:\CLIPBRD\SCRAP.TXT
141 128 0 0 Sleep 2355440 00:05.78 pine
149 075 0 0 Wait 1915008 00:59.83 CAB
150 149 0 0 Sleep 1520176 00:06.35 CAB
153 075 0 0 Wait 376240 00:15.77 AFTP
157 075 0 0 Wait 454672 00:12.76 1STGUIDE G:\CAB27\CACHE\j\00000E75.jpg
159 075 0 0 Wait 161600 00:24.19 LANDMINE
160 075 0 0 Wait 393776 03:20.05 PACMAN
163 075 0 0 Wait 68944 07:13.12 MINES20
165 075 0 0 Ready 335952 00:23.43 POPGEM
166 075 0 0 Wait 52848 00:00.17 CORREC2
172 075 0 0 Wait 760032 00:02.23 AMAIL
173 075 0 0 Wait 101728 00:02.36 PROCALC
174 075 0 0 Wait 1409440 01:18.86 PAPYRUS6
177 075 0 0 Wait 26416 00:01.55 SMCP
178 075 0 0 Wait 445664 01:40.57 SMURF
179 075 0 0 Wait 256240 00:10.83 CDP
180 075 0 0 Wait 1328688 00:10.68 MP2AUDIO
181 075 0 0 Wait 37760 00:00.03 tw-call
182 090 0 0 Sleep 556608 00:01.07 ncftp
183 075 0 0 Wait 14400 00:01.54 FOURWINS
184 075 0 0 Wait 87632 00:00.42 SOLITAIR
185 075 0 0 Wait 537280 00:04.04 PUZZLE97
188 075 0 0 Wait 274512 00:05.42 TRIYAHOO
190 075 0 0 Wait 396432 00:02.06 PENTAGON
191 075 0 0 Ready 309520 05:16.88 AST
197 075 0 0 Wait 49872 00:00.39 TREE_CHK
203 075 0 0 Wait 669328 00:00.09 ANIPLAY
204 075 0 0 Wait 625552 02:52.26 ADAMAS
205 075 0 0 Wait 241024 00:00.41 OCR
207 075 0 0 Wait 64672 00:00.34 ST-GUIDE F:\OCR\HELP\OCR_E.HYP
208 075 0 0 Wait 61888 00:11.27 V-DESK
213 075 0 0 Wait 602384 00:19.02 TWIST
214 075 0 0 Wait 229008 00:27.38 JPEGEM
215 075 0 0 Wait 211200 00:43.51 CLOCK
217 075 0 0 Wait 14384 00:00.94 COLORS
218 075 0 0 Wait 106816 00:14.08 NEWTON
219 075 0 0 Wait 269088 00:01.48 ORB
223 075 0 0 Wait 160224 00:09.50 SND_PLAY
224 075 0 0 Wait 154800 00:03.34 MINTLOGO
228 075 0 0 Wait 80240 00:00.21 GFAMENU
234 075 0 0 Wait 1234752 00:06.33 TEXEL F:\TEXEL\SHEETS\DEMO.TXL
241 075 0 0 Wait 167104 00:01.20 THINGFND
243 075 0 0 Wait 44560 00:00.86 PARAFIN
244 075 0 0 Wait 486848 00:00.32 HDDRUTIL
248 075 0 0 Wait 37760 00:00.03 tw-call kellis -
```

```
249 090 0 0 Sleep 402064 00:01.15 bash -
251 249 0 0 Sleep 1547104 00:03.32 lynx http://csmd32.cs.uni-magdeburg.de:5480/
256 075 0 0 Wait 37776 00:00.02 tw-call F:\MARSU.INF
257 090 0 0 Sleep 272944 00:00.68 ee F:\MARSU.INF
263 075 0 0 Wait 44384 00:15.62 MARSU2
266 075 0 0 Wait 74816 00:01.24 MSWEEPER
267 075 0 0 Ready 86192 01:07.40 MC_COY2
271 075 0 0 Wait 213888 00:06.83 LINEUP
277 075 0 0 Wait 373216 00:02.91 QED C:\MULTITOS\MINT.CNF
287 075 0 0 Wait 31872 00:16.10 EYES
288 075 0 0 Ready 59376 00:42.36 AES_LUPE
290 075 0 0 Ready 29824 01:58.98 BOXES2
298 075 0 0 Wait 40688 00:00.72 FRACMNT
304 075 0 0 Wait 37760 00:00.04 tw-call
305 090 0 0 Sleep 402144 00:00.45 bash
306 305 0 -6 Ready 32624 00:00.68 ps
```

4756. Re: More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E9E0C6.7F24@ooc.de>
Source record: 73123

James Smith wrote:

> So, come on you regulars, and tell me what a 'sensible' size would be for
> drive C.

Any size that fits your needs.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4757. Re: Hades and ATI Rage PRO?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7scmr1$7dp@newstoo.ericsson.se>
Source record: 73124

In article <37e95043$0$25060@news.zetnet.co.uk>, jlog@zetnet.co.uk (JI Logan) writes:
>On 18 Sep 1999 20:17:29 , Shiuming Lai wrote:
>|On 15 Sep 99 02:59:06 GM, Remi Villatel wrote:
>|>Hi everybody,
>|>
>|>I know that I saw somewhere on the web (a list of Hades owners) that someone
>|>owns an Hades provided with an ATI Rage PRO graphic card. I'd like to get in
>|>touch with this person, or any qualified person, to know how it is possible.
>|
>|Fredi Aschwanden of Medusa re-programmed the ATI BIOS so the
>|card starts up in an Atari mode if no driver is installed.
>|To access the colour modes and higher resolutions (up to
>|1,600 x 1,200 in 24-bit is possible, if your monitor can handle
>|it) on Hades you need to buy this specially-reprogrammed version
>|of the card, and it will be supplied with a custom ATI VDI driver
>|for the Hades. You'll also need NVDI 5; exact instructions on
>|installation are provided with the ATI driver. Contact Medusa
>|Computer for details of local suppliers.
>
>Can it drive a Eizo Flexscan at say 1280 x 960 in monochrome? My
>present driver can only do so in '256 colours' which on a monochrome
>monitor is a bit crazy.
>
>John Logan

I have an ADI 17" monitor attached to my ADI Rage Pro card
and the only problem is that the monitor can not sync
at boot and the monitor is cold.

The driver is slower than the driver for ET6000
that i had before.

But it works very well i high res. like 1280 x 1024 16M colors.

/Erik Hll

4758. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E9F527.2908F3C3@patent.gov.uk>
Source record: 73125

As John says the only thing available is Ghostscript. There are two versions; one for basic ST, Falcon without FPU and one for TT and Falcon with FPU. Both available on Derryck's Cheshunt site or from me if you yell. You may have use an environment set up prog to tell GEMGS where to look for fonts etc.

It works, but slooooooooowww.

Bob King.

Gordy wrote:
>
> Hi All,
>
> Is there a file viewer of converter on the Atari for managing *.PDF
> format files?
>
> Thanks in Advance,
>
> Gordy.
> --
> E-mail:tesla1@telsa1.freeserve.co.uk ICQ 37182286 Tel 07887 910616
> Join the *All New Atari Mailing List*
> Check http://www.telsa1.freeserve.co.uk/ for details
> Otagger ss1.22: Whatever you delete today, you desperately need tomorrow.

4759. Re: Connecting MSTe and TT

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Fokko Veegens <95102562@si.hhs.nl>
Message-ID: <37E9F4DF.235DC35E@si.hhs.nl>
Source record: 73126

What are your experiences with Rufus??
I thought this was usable too for this kind of
communication.

Fokko Veegens.

Martin-Eric Racine wrote:

> On Sun, 19 Sep 1999, Stef wrote:
>
> > I 'd like to connect my Mega STe to my TT, and vice versa using a
> > LAN-connection, the serial ports or the modem ports.
>
> In any case, you need a null-modem cable. They can be purchased at
> most computer stores, or easily home-built, using these schematics
> from "The Hardware Book" (type this, with quotes, to get the list of
> mirror sites, in Yahoo).
>
> > Can anyone suggest cheap/good/reliable programs and/or connections?
> > Are the cables (LAN, serial, modem) readily available?
>
> STinG using BNET could be a good start, if you only want to share disks.
>
> However, if you also need printer sharing, I would instead recommend
> MiNT-Net, which allows this rather easily.
>
> A good place to start, for MiNT info: http://yescrew.atari.org/
>
> --
> ---
> Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk

4760. Re: ICD Microhost Mega Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E9F9C6.67BA6F96@patent.gov.uk>
Source record: 73127

I don't know if this will help, but I have a MegaST4 with an external HD with n ICD Micro Host board mounted on the HD. This is prefered to the internal fitting, due to possible over heating and power supply overloading problems. As far as I know, there is a specific space, on the lower(near)left part of the ST's board for the board and a pin set for connecting the flat ribbon cable. If this sounds interesting, I'll undo my MegaST and HD and look further. I think you need a mounting bracket as well.

Bob King.

John Perez wrote:
>
> Greetings,
>
> Can anyone tell me how to install an ICD Micro Host for internal hard
> disk into a Mega ST?
>
> Cheers!
>
> ---
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
> ---

4761. Re: ICD Microhost Mega Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: John Perez <jperez@uhunix5.its.hawaii.edu>
Message-ID: <7scuk7ius1@news.hawaii.edu>
Source record: 73128

Bob King <robert.king@patent.gov.uk> wrote:
: overloading problems. As far as I know, there is a specific space, on
: the lower(near)left part of the ST's board for the board and a pin set
: for connecting the flat ribbon cable. If this sounds interesting, I'll
: undo my MegaST and HD and look further. I think you need a mounting
: bracket as well.

I have the mounting bracket, and two cables. One short DMA-ribbon cable,
one longer ribbon cable. I expect that I will have to fabricate a power
connector as one was not included in my package.

I am guessing that the DMA-Ribbon connector is only for use if I decide to
install an external drive?

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

4762. ma-ST-o-don't - next 14MB ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <oGnG3.22837$n4.364850@news.tpnet.pl>
Source record: 73129

```
[this is unique info about site updating]

New games on ma-ST-o-don't page:

http://www.atarist.w.pl
And please: click banner! Thank you very much!

--
nosty
------------------------------------------------------------
Arek Staworzynski atarist@kki.net.pl
------------------------------------------------------------
```

4763. Re: ICD Microhost Mega Install

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EA1C6E.98C4C7EC@patent.gov.uk>
Source record: 73130

Sounds as if you are neraly there, I'll look at my set up tonight. There
should be a spare 4 pin 12v, 5v, earth pin set on your power board.

Bob King.

John Perez wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote:
> : overloading problems. As far as I know, there is a specific space, on
> : the lower(near)left part of the ST's board for the board and a pin set
> : for connecting the flat ribbon cable. If this sounds interesting, I'll
> : undo my MegaST and HD and look further. I think you need a mounting
> : bracket as well.
>
> I have the mounting bracket, and two cables. One short DMA-ribbon cable,
> one longer ribbon cable. I expect that I will have to fabricate a power
> connector as one was not included in my package.
>
> I am guessing that the DMA-Ribbon connector is only for use if I decide to
> install an external drive?
>
> --
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
> --

4764. Re: NEC Multisync 2A needs warm up to work???

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EA1E73.7818A2AC@patent.gov.uk>
Source record: 73131

For any one having similar problems with their monitor. Tracked down the problem to a badly connected video amplifier board, the one that plugs directly onto the CRT. Tried to remove it, but gave up (chickened out). Cut away most of sponge on back screen, pressing board onto CRT, so that board is now biased at an angle and pins all make contact. Now, at least for the present, it works first time from switch on.

Bob King.

Bob King wrote:
>
> Have finally got my free monitor working with my Falcon. Problem was not
> my plug wiring, but the fact that the monitor needs about 10-15 mins
> warm up before the blank/rough, but sync'd raster changes to the correct
> diplay. Works like a dream on 640x480x256x63Hz and 800x592x256x53Hz
> only, with switching off and back on of one or both computer/monitor
> making no difference. Leave it switched off however for some time and
> problem is back. When Merv. --thanks for all your help over the years --
> connected it cold to his Falcon, it had been out of use for some time,
> but started up first time, so could my Falcon be giving low voltages?
> There seems to be a relay in the circuitry, which seems to click twice
> when not working and once when working. Any ideas. 15 mins wait is
> nothing, but if all that is needed is an adjustment of the RGB gain
> pots, then please tell me.
>
> An unexpected bonus is the very good mono display - Calligrapher Pro is
> a very good program.
>
> Bob King

4765. Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EA1F47.FE1577AA@patent.gov.uk>
Source record: 73132

Now that I've got a VGA display, find that Magic insists on coming in at 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic directly, but from STOOP. Any ideas please.

Bob King

4766. Help wanted...

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Robert Losch <rlosch@cybea.com>
Message-ID: <37EA2B7F.9E1F1FF7@cybea.com>
Source record: 73133
Cross-posted to: comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.oric,comp.sys.sinclair,comp.sys.cbm,amiga.system,alt.amiga

Hi people,

Sorry for the cross-posting. I'm in the process of doing research for a book I intend to write on the "golden days (ZX81 ---> Falcon/A1200)" of home computers in Europe. I would like to make it a little different from the other books I've read on the subject so far which a) tend to focus on the U.S. and b) are most interested in the tech/business side of things. The tech will be treated, of course, but I'd like to focus on the people aspect (hw & sw designers, users), and the market differences across the different European countries - why, for example, did Oric do so well in France? Why was the Enterprise 64/128 a success in Hungary of all places, and so on.

I'm looking for the following:

- Technical documentation, brochures and advertisements, also of vaporware and prototypes
- Photos and screenshots
- Magazine articles (in English, French and German)
- Anecdotes and stories
- Contacts to people who ran user groups
- Contacts to people who worked for computer manufacturers and software companies
- Contacts to people who coded demos / cracked apps, etc...
- Info about machines that were limited to a single market (the Thomson, Matra and others in France, for example)
- Info about obscure and marginal machines

I also need more info on certain markets - Italy, Spain, Portugal, Scandinavia, Switzerland, Austria, and Eastern Europe.

As I said, I only recently got started on this, and it's still very much work-in-progress, and I really can't guarantee where it's going to go. As I go along, I'll probably set up a web site documenting the progress and which could also serve as a resource center for others who have similar interests. Think of it as an open source book :-) So if you have any info that I could use, or if you know somebody who could help, please let me know by e-mail.

Thanks,
Robert

4767. Re: ICD Link II question

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EA3EC0.D7C558EE@cfc.dnd.ca>
Source record: 73134

Laurence Shields wrote:
> Mike,
> I did run it from the floppy but it seems to disappear from memory when
> I've finished!
> Laurence

suggestion:
-turn off ext. hard drive/s
-turn on Atari
-wait for desktop
-insert ICD floppy disk
-configure ICDboot.prg in A:\auto folder with Utility program(ICDutil?)
to check for all the SCSI id's for your hard drive/s
-save to A:\auto\icdboot.prg
-turn on Hard drive/s
-run ICD boot when hard drive/s 'warmed' up

should work.
may have to run ICDboot.prg first to configure ICDboot.prg with
ICDutil, and reboot.

good luck.bonne chance
ken
the TAF guy

4768. Re: Conner CFA170S in a STacy?

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7sdmbj$52o$1@snipp.uninett.no>
Source record: 73135

Steamer954 <steamer954@aol.com> wrote:

> I will check the website about parity, but the drive I am removing is a Conner
> CP-3020 so I was hoping it would be a simple, straight swap :-).

Now that you mention it, I have two of those myself ;-)

> I see that I left the SCSI terminators in I have now removed them, but what
> about the TERMPWR someone else said that I would need to enable it on the drive
> if it was not on the controller, which waw do I need it in the STacy?

Since the STacy's SCSI-controller requires no termination it doesn't
matter anyway.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

4769. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37ea6293$0$25058@news.zetnet.co.uk>
Source record: 73136

Bob King <robert.king@patent.gov.uk> wrote in message
news:37EA1F47.FE1577AA@patent.gov.uk...
> Now that I've got a VGA display, find that Magic insists on coming in
at
> 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> directly, but from STOOP. Any ideas please.
>
>
> Bob King

have you set up a magic .inf in stoop
Kevin

--

Atari still lives
MAIN MAIL kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4770. Re: now Falcon questions!

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909231545.a45548@wun.maus.de>
Source record: 73137

Hallo Steve!

S>unless General Info does??

well, that one has a cache setting option, too.

S>But anyway, surely this would apply under the MagiC OS? But it doesn't,
S>as it's automatically enabled under this OS.

Not necessarily, as the order in which CPXs are executed may vary.

I just switched on the Falcon, and caches are on in TOS mode. There are several
CPXs that allow to set the cache state:

FALCONF.CPX, ID: FCNF (Version: 01.11)
GENERAL.CPX, ID: GEN_ (Version: 01.30, probably patched)
SI.CPX, ID: SI__ (Version: 01.00, add-on to NVDI)

S>Apple iMac | Atari TT + Falcon + Mega ST

Milan 040, 2* Falcon 030, Mega ST :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4771. Re: Multitask on atari? sure...

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <37ea7d4c47db3c0@online.be>
Source record: 73138

on Thu 23-09-1999 00:11 kellis wrote:

>It is not to show off at all, but to stop some rumours created by certain
>people claiming/thinking/saying that MiNT sucks, is slow and has low
>compatibility.

Indeed some people are telling some strange things about MiNT and the worst is
that they even don't know what they are talking about. They never has seen
MiNT working and yet they think they know all about it.

>I recall that MiNT kernel is free, and a good AES (naes so far seems to be
>the best) combined with a functional desktop (THING is a very good
>choice), this still remain a very non-expensive solution for those who
>want to multitask efficiently.

For those who want to, you can use Jinnee and probably some other
desktops too.
Wait until the new N_AES and Thing desktop will see the light.
>
>Great Thanks to Frank, Guido, Draco, Mario, Martin etc etc.

Also a great thank to Katherine ofcourse.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** ols04484@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4772. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <37ea7d4c47db3c1@online.be>
Source record: 73139

on Thu 23-09-1999 01:10 John Whalley wrote:

>Hi,
>
>Gordy <tesla1@telsa1.freeserve.co.uk> wrote in message
>news:37e91baa567b590@telsa1.freeserve.co.uk...
>
>> Is there a file viewer of converter on the Atari for managing *.PDF
>> format files?
>
>The only one is Ghostscript AFAIK. Haven't got a URL for it off the top of
>my head, but try the UTSI or there has been a thread in here in the last
>couple of days about it.

Yep, it's listed on the UTSI but you can find it also on the Belgian
ftp-server: ftp://193.190.204.128/atari/editors/ghostscript
total 11034
-rw-r--r-- 1183118 Jul 29 18:30 fonts-1.lzh
-rw-r--r-- 336240 Jul 29 18:32 fonts-2.lzh
-rw-rw-r-- 634980 May 5 10:58 gemgs12-ST.lzh (German language)
-rw-rw-r-- 611765 May 5 10:58 gemgs12-TT.lzh (German Language)
-rw-rw-r-- 12925 May 5 10:58 gmgs12fr.lzh # This holds the French docs/rsc
-rw-rw-r-- 393895 May 5 10:58 ps-550.lzh

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** ols04484@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4773. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dylix6.191clfc149oz4kN@tnt-9-211.easynet.co.uk>
Source record: 73140

Fredrik Egeberg <deez@algonet.se> wrote:

> > > Obnoxious (obnox_01.lzh and obnox_02.lzh)
>
> this one is really good

Sure I've seen this, rgb isn't it?

> > Thanks for the link, I'll take a good look at the weekend.
> > Most of the demos I've come across have been for rgb, really annoying
> > the a vga owner! :-\
>
> simply coz most falcon owners at that time had (and still have) RGB
> monitors, and they are a bit easier to get the things you want, like
> line-double mode. (possible on VGA using 100Hz)

Ahhh, is that why the newer demos are starting to have this option then?
I've got a few here.. So, this makes the 100hz vga mode as fast as the
rgb resolutions? Why I'm here - how come an rgb Falcon is faster anyway?

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4774. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dylj6a.1twuuke8f6fd4N@tnt-9-211.easynet.co.uk>
Source record: 73141

Bob King <robert.king@patent.gov.uk> wrote:

> Now that I've got a VGA display, find that Magic insists on coming in at
> 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> directly, but from STOOP. Any ideas please.

Try your NVRAM settings?
Mine boots up in ST High - on the Falcon. I just can't change this! :(

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4775. Re: Filesystems

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f16dcd.20155041@news.demon.co.uk>
Source record: 73142

On Sun, 19 Sep 1999 21:54:56 +0100, "John Whalley"
<news@whalley.demon.co.uk> wrote:

>Hi Louis,
>
>Louis Holleman <louis@holleman.demon.nl> wrote in message
>news:37e52ed3.28437648@news.demon.nl...
>
>> BTW, the TT works just fine on the PC-formatted stuff
>
>Says it all, really. Beats me why PCs have to be so picky about reading
>floppies when a "simple" Atari just gets on with the job.
>
>> Talking about a steady OS: I just tried to get my Linux bunch down,
>> but I couldn't... well, didn't try everything but I got an app down,
>> not the OS. I discovered the other day that while running around 75
>> processes, it eats all but 4 megs from the 128 megs available. Looks
>> like it uses mem as efficient as possible, without going to the swap
>> space.
>
>One of these days (when I'm feeling brave and the machine has been working
>OK for a while) I really must give Linux a try. The more I hear about it,
>the more I like the sound of it. Though I guess there's a steep learning
>curve involved unless you're a Unix-head already. MiNT managed to make my
>head spin once I started to get below the surface!

Do you have access to a copy of Partition Magic? If so, you can render
the risk minimal by creating a second primary partition and installing
onto that. Go for a unix config that boots off floppies (ie don't let
LILO loose) and you'd be a *very* unlucky person indeed to have the
original primary corrupted. Doing it this way is about as close as you
can get to having two separate hard disks, without having two separate
hard disks.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4776. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37ea4e94a92880@club-internet.fr>
Source record: 73143

Hello,

in article <37EA1F47.FE1577AA@patent.gov.uk> (comp.sys.atari.st)
Bob King wrote on Thu 23-09-1999 13:38 (+0100):

> Now that I've got a VGA display, find that Magic insists on coming in at
> 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> directly, but from STOOP. Any ideas please.

I also boot from Stoop: no problemo.

Do you mean that you save magx.inf from the desktop ? You should
instead save from the "resolution selector".

Bye,
/Pascal/

--
Ric's HomePage: http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

4777. Re: More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-23 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EA981E.A5A7E0E8@cfc.dnd.ca>
Source record: 73144

James Smith wrote:
> Hi All,
-snip-
> I must admit that I have yet to venture into multi-tasking despite having
> 14 megs + Nemesis in my Falcon and 12 megs in my TT.
> Reading the comments of the people who are using such things on a daily
> basis makes me think that I could be getting much more fun out of my
> machines - although I am not sure how I would cope with the completely new
> world of Mint ;-))

well, not so completely new!
MultiTOS should have come with your Falcon,
that uses GEM as the aes (gem.sys)
and MiNT to give you a multitasking OS.
Why not start there?
then progress to latest MiNT kernels,
MiNTnet(internet,...) etc
also you could try out Geneva as the aes, or
N.aes as the aes
(or even the freeware Oaesis, or Xaes)

> Let's start with some basic stuff: if I want to try multi-tasking, what
> size partition C should I be looking at ?
> Obviously I would want to try all of the available systems to find out
> which suited me best (read: 'easiest for me'), so would also be looking for
> advice on what size partition I would need to reserve for Mint too. (Space
> is not likely to be a problem once I get this 4.1 gig Barracuda installed.)

You are using ICD, right? (not the best now
btw, HDDriver is very good)
well, when booting you have the option to
boot up from different partitions!
Why not set up auto folders in you first 4
partitions, each say 50MB.
C:\ could be straight TOS
D:\ could be MultiTOS
E:\ could be Geneva (get the demo -
www.pair.com/gribnif)
F:\ could be Magic (demo??)
Desktops make a world of difference also
NeoDesk is good in TOS, Geneva
Thing is good in everyThing! :-)
and Jinnee is quite wild also.

> Finally; what about backups ?
> The days are long gone when I backup even my Partition C to floppies !
> (Does anyone still do this ?)
> I do make regular backups of C to another partition on a separate hd using
> Diamond Back Up, but everything else gets archived away to CDs nowadays via
> my SyJet and a friendly PC user with SCSI card ;-)
> So, come on you regulars, and tell me what a 'sensible' size would be for
> drive C.
> TIA
> Jim
>
for me? at _least_ 32MB!
although with the ability to choose which
partition to boot from under
ICD or HDDriver, it hardly matters! :-)
ken
the TAF guy

4778. Re: another problem.. :)

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7sgnv4rvu1@news7.svr.pol.co.uk>
Source record: 72995

On 18 Sep 1999 18:29:20 , Steve wrote:

:>I'm using MagiC and Jinnee on my TT, but I seem to be having
:>problems with VT52.PRG

:>It simply doesn't keep the configuration - I'll set it up the way I like
:>it and save the config (inf file goes inside the same folder as VT52).
:>Then whenver I reload this prg, the defaults have been restored! :(
:>Interestingly, if I was to run a TTP/TOS program which is on another
:>partition then saving my VT52 prefs again will save the inf file in the
:>folder of the TOS program that I ran. erm, iyswim... why is this?
:>I'm guessing it's got something to do with "paths"? But, ahem, this
:>isn't my strong point - can someone give me some pointers.

Ive got a #_ENV HOME=C:\System\ variable set so in my case VT52 saves
its config in the C:\SYSTEM\ path.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4779. Re: Slow uploading

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7sgknp$hrq1@news.ajou.ac.kr>
Source record: 72996

On 24 Sep 1999 09:43:30 , Kenneth Medin wrote:

>
>In DEFAULT.CFG change
>
>DEF_RTT = 50
>
>to
>
>DEF_RTT = 500
>
>
>Or if you have the "STinG Protocols" cpx installed open the TCP section
>and set Initial RTT to 0.500 sec. as an alternative. Note that this
>setting with only take effect if the cpx is installed and will override
>the DEFAULT.CFG value.
>

Thanks Kenneth for this info. :)

I checked my DEFAULT.CFG and DEF_RTT was set at 60. Changed this
to 500 and my uploading speed increased at least 4 times with
AFTP. ;)

Now is 500 the highest setting one can use for DEF_RTT?
Is it possible for me to get even faster uploading speed if I
set this number higher or lower?

And if you have a Atari thats upgraded with a Nemesis/CT2/AfterBurner
or other Accelerators, can one change some of the settings in STinG
to get faster downloading/uploading and etc, that one normally
couldn't get on a stock Atari?

The CT2B in my Falcon has really made a difference in modem to
computer speed and I would like to get the most out of it, so any
tips you or anyone else can pass along is most helpful to all of us
STinG users.

And any tips on getting the best preformance out of STinG on Stock
Ataris also would be a great help.
I do not fully understand some of these settings in the STinG
DEFAULT.CFG. It would be nice to have a text file describing what each
setting is for. This way one could play around abit and tune STinG for
the best performance on his/her system.

I know alot of you have been thru this before with setting up STinG.
But it wouldn't hurt to go over some of this again.

Thanks again for your help,
phantomm@kih.net

4780. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7sgkoa$hrq2@news.ajou.ac.kr>
Source record: 72997

On 22 Sep 1999 21:55:12 , JI Logan wrote:

>
>I once had this problem and wrote a small program in Devpack to get
>rid of the file by calling whatever the system call is. It was a
>ling time ago and I forget the details.
>
>John Logan

I've looked at that file a little more closely and I think the problem
is that there are blanks in the file name.
Thanks to Mike and others who e-mailed/Web page posted software to fix
the problem.

phantomm@kih.net

4781. Re: More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7sgkoj$hrq3@news.ajou.ac.kr>
Source record: 72998

On 22 Sep 1999 17:38:10 , James Smith wrote:

Hi James,

>
>I must admit that I have yet to venture into multi-tasking despite having
>14 megs + Nemesis in my Falcon and 12 megs in my TT.
>Reading the comments of the people who are using such things on a daily
>basis makes me think that I could be getting much more fun out of my
>machines - although I am not sure how I would cope with the completely new
>world of Mint ;-))
>
>Let's start with some basic stuff: if I want to try multi-tasking, what
>size partition C should I be looking at ?
>Obviously I would want to try all of the available systems to find out
>which suited me best (read: 'easiest for me'), so would also be looking for
>advice on what size partition I would need to reserve for Mint too. (Space
>is not likely to be a problem once I get this 4.1 gig Barracuda installed.)

If you have never used anytype of Multi-Tasking software before. Then
I would recommend starting out with Geneva. It's extremely easy to
setup and the manual is excellent. As for the DeskTop NeoDesk has
added benefits if used with Geneva, but there are alot of others that
will work fine with Geneva as well.
I use Geneva/NeoDesk on my CenTurbo II v.B Falcon with a 6.4Gig 2.5
IDE drive. You won't go wrong with Geneva for starting out and you can
always try MINT or some other OS later on if you find that you need it.
Geneva has extremely good compatibility with software. There are
actually some software that I can't run in Falcon TOS that I can with
Geneva.

As for the Boot partition, I'm using a 200meg boot partition on my
Falcon. Which is enough room for me. It would be a waste of space
for anything larger on my setup. I don't think having a large
Boot partition of 500megs to 1gig is a good idea. Unless you really
need that much space.
When using a ICD Link II on a STe, I've always used around 100
to 150meg boot partition without any problems.

Just make sure you have good software for Defragmentation and etc
such as Diamond Edge or Zorg.

>
>Finally; what about backups ?

It's a good idea to backup your boot partition setup to a
CD or floppies just in case. I have most of my Boot partition
backed up on a SCSI partition.

phantomm@kih.net

4782. Re: Where do I find the 74HC280 chip?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7sgqv7$i5u$1@nntp1.uunet.ca>
Source record: 72999

Hey;

Mouser Electronics in Texas has the 74HC280 for 60 American cents. Best of all, they have no minimum order. I live in Ontario and have ordered lots of stuff from them and have always been very happy with their sevice and products. If your order comes to more than $CAN20, though, you'll get stung for GST and a $5 service charge courtesy of our friends in Ottawa. Check out their website:

www.mouser.com.

Good Luck

Chris
crupert@netrover.com
http://www.netrover.com/~crupert

Steamer954 wrote in message
<19990923174522.08836.00000411@ngol08.aol.com>...
>
>Hi and Thanks to all who helped so far in my attempt to fit a conner drive
to
>my STacy.
>
>I have solved the termination problem but as all but 4 models of Conner
drives
>are parity enabled I need to mage the parity generator, but the required
>74HC280 chip seems to be unavailable here in BC, Canada. Does anyone have
any
>suggestions as to where I might find one?
>
>Or does anyone know if a SN74LS280N (I have this one on a SCSI card for a
PC,
>it is also 14 pin) will work?
>
>thanks for your time
>
>Stephen Davis
>steamer954@aol.com
>

4783. Atari users chat session Saturday night 8 pm CST!

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37EC2AF0.4D41@swbell.net>
Source record: 73000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Less than a day away, we are looking at having a chat session tomorrow (Saturday) at 8 pm central standard time. The chat session is a good way to kick back and hang out with other Atari enthusiasts.

Our chat room requires no special programs or even java script, but it accessable with CAB or any other browser. For CAB and earlier web browsers, you can reach the chat area at:

http://www.atariusers.com/cgi-bin/chat/chatform.html

For later web-browsers, you can jump right in at:

http://www.atariusers.com/chat

Also, if you are looking for other Atari information, check out or main website at:

http://www.atariusers.com/aunt

There you can find articles, meeting times (if you so happen to live in north texas) and we even have a message area for our friends outside of Dallas, Texas.

Look forward to seeing you at the chat tomorrow!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4784. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAM.cix.co.uk>
Message-ID: <938248684-434383AEicMi@NOSPAM.cix.co.uk>
Source record: 73001

Martin said:

[Ghostscript]

>Yep, it's listed on the UTSI but you can find it also on the Belgian ftp-server:
>ftp://193.190.204.128/atari/editors/ghostscript total 11034

I'll change the link on my page, thanks Martin.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4785. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EBACCC.77E5EF08@jps.net>
Source record: 73002

I checked your page and clicked on the Ghostscript link. It took me to
Christian Felsch's page just fine. Clicking on his gemgs link took me to
a page that had no link for binaries, but had a lot of other good
Ghostscript information and a link to the Ghostscript home page (Unix,
Windows, DOS, etc). So I went back to Christian's home page and clicked
on Download instead of gemgs. This took me to the Technical University
at Harburg (Germany) archive page where the gemgs folder was at the top
of the directory. I opened that and was able to download the entire
archive. Then I went back to your home page and got the English docs/rsc
files. Thanks for the links Derryck. I really appreciate it. I've been
wondering for quite some time where I could get the current
distribution. I hear it's tough to install, so we'll see how it goes!

Thanks again,

John

Derryck Croker wrote:
>
> You can find English RSC files and docs on my web site, however the link to the
> binaries themselves is currently broken, basically because the programmer's web page
> is closing.
>
> Rgds, Derryck

4786. Re: Replacement ST Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EBAD28.B32CAB45@jps.net>
Source record: 73003

On my Espon drive the circuit board is also labelled next to the jumper.

"Nicholas Bales (please edit email addressto reply)" wrote:
>
> Ben Hills a ï¿½crit :
> >
> > Hi All,
> >
> > I recently bought an Atari 520STFM from a Bric-a-brac type shop
> > for ten pounds. The computer itself works alright, but the floppy
> > drive doesn't. Although the drive makes all the right whirring and
> > clunking noises it will not read any disks. On closer inspection I
> > found that one of the Read/Write heads had actually broken off!
> >
> > I have managed to get another 720k drive from an old Epson XT PC.
> > The original drive from the ST was an Epson SMD-380. This
> > replacement drive taken from the PC is an Epson SMD-300. Both are
> > 720k drives and both look exactly the same, but I cannot persuade the
> > replacement drive to work. The drive spins correctly, but nothing
> > else happens.
> >
> > So, this is a bit of a long shot, but does anybody know what the
> > correct jumper settings should be on this SMD-300 drive, or does
> > anybody use an SMD-300 drive in their ST?
>
> You need to set the drive number to 0 instead of 1. Check the jumper
> settings on the original ST drive, they should be similar.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||===
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

4787. QuickFAQ

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EBAE75.4B4760ED@jps.net>
Source record: 73004

The link to quickfaq.atari.org goes to a test page that says the system update was succesful and that you may now delete that page and upload your page again. Not sure if you noticed :)

4788. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EBAF94.F312A5EF@jps.net>
Source record: 73005

The same solution is also available on Falcon. I use a Multisync monitor (Mitsubishi Diamond Scan) with a Chro-Magic video cable. The connector hood has a switch in it that enables me to change from VGA to RGB.

By the way Nicholas, what is the temporary address for the quickfaq? Thanks.

"Nicholas Bales (please edit email addressto reply)" wrote:
>
> Well the same old Atari monitor dilemma we had with the ST. Actually the
> only things that are a bit fussy about screens are demos. If you
> absolutely need to be able to run demos, then yes, you'll need an RGB.
> For anything else, a VGA offers better resolutions. Be aware that with a
> Falcon, speed depends a lot on resolution. The machine will be much
> faster if you run it on a good old SM124.
>

4789. Re: MIDI Sequenzer ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EBB02D.EE9B31CC@jps.net>
Source record: 73006

I couldn't get EditTrack Platinum to properly address the voices in my Roland JV-90, so I've been hoping to find Notator SL. Any ideas how to get EditTrack to work right?

Charlie Massey wrote:
>
> Hi Svenson,
>
> I have been using EditTrack Platinum-the last version of this fine
> Atari sequencer.

4790. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909242201.a51444@su2.maus.de>
Source record: 73007

Hi GOrdy,

G>Is there a file viewer of converter on the Atari for managing *.PDF
G>format files?
GEMGS

Und TTschï¿½
ps

4791. Replacement ST Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <7sf6ddgpj1@nnrp1.deja.com>
Source record: 73061

Hi All,

I recently bought an Atari 520STFM from a Bric-a-brac type shop for ten pounds. The computer itself works alright, but the floppy drive doesn't. Although the drive makes all the right whirring and clunking noises it will not read any disks. On closer inspection I found that one of the Read/Write heads had actually broken off!

I have managed to get another 720k drive from an old Epson XT PC. The original drive from the ST was an Epson SMD-380. This replacement drive taken from the PC is an Epson SMD-300. Both are 720k drives and both look exactly the same, but I cannot persuade the replacement drive to work. The drive spins correctly, but nothing else happens.

So, this is a bit of a long shot, but does anybody know what the correct jumper settings should be on this SMD-300 drive, or does anybody use an SMD-300 drive in their ST?

Any help would be greatly appreciated.

Regards,

Ben Hills.

Sent via Deja.com http://www.deja.com/
Before you buy.

4792. Re: 1040 ST and Zip Drive?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: wedd8454@my-deja.com
Message-ID: <7sfcujluc1@nnrp1.deja.com>
Source record: 73062

In article <7sb0hc$pe2$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:

> Can't one just connect the relevant pin on the Centronics to the +5V
> supply - preferably via a diode to prevent 'feedback' if another
device
> on the bus also supplies termpower? But if so, which pin is it?

In my HiSoft-supplied cable the connections are as follows (looking at
the outside end of the connector, the uppermost row having more pins or
holes than the lower):

Joystick plug bottom left centre to 25 way bottom second from right
Joystick plug bottom right centre to 25 way bottom right via a small
component which might be a resistor, marked

IR
N400

You could make up this cable fairly easily. If you have a dead mouse
lying around you could use its cable complete with plug.

Laurie

Sent via Deja.com http://www.deja.com/
Before you buy.

4793. Re: Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7sec38$g8v$1@uranium.btinternet.com>
Source record: 73063

> it was 1980. Games, compilers and stuff I use run just fine
> even when my ST (ICD fast) tells me the date is 2036. Sometimes

Almost any decent compiler building a project with more than one file will use "lazy" compilation, and check to see if the file has been modified since the last time it built it (assuming it still has the object file for that module). Incorrect date settings causing files to appear to have been created in the future confuse any of these "make" functions to build in-appropriate files, or more significantly, not build files when modifications have been made.

Agreed that many applications dont require date funtionality, but there are more than you would think at a first glance.

Anthony

4794. Re: CAB: Runtime error 163?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <dOzG3.308$EO6.1170@news.flash.net>
Source record: 73064

On 23 Sep 1999 21:48:01 , JI Logan wrote:
>On 23 Sep 1999 04:06:03 , clu-da-bard wrote:
>| Attention all CAB drivers. I'm currently
>|trying to figure out a few problems, and while
>|I'll mention more as time goes on, this is the
>|largest one that seem to come up frenquently and
>|often and I wonder if there is a solution.
>|
>| Amoungst browsing with CAB, I will get an
>|error stating:
>|
>|Runtime error 163 at offset $0004C8E6
>
>I used to get this with early 'free' versions of CAB but have not
>seen it at all with the commercial ones.

I still get this error from time to time with the CAB 2.7 demo. It is
very rare, though. It was rare for me to get it with version 1.5, too
- happened just about as much.

Mike Freeman
nameerf@flash.net

4795. Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <230919991844341165%macgod@rocketmail.com>
Source record: 73065

I'm looking into buying a used Falcon030, but I don't have a great deal to spend.. (~$400CDN, quite possibly a little more...) What sort of system should I be able to get for that amount? (If you're not already aware of the low value of the Canadian dollar <g>, check out http://www.xe.net/ucc/ to convert that figure to your local currency.)

I figure I get more Falcon-per-dollar if I supply my own multisync S/VGA monitor--all I need is a system with an RGB->VGA adapter, correct? I'm sure there's a hitch somewhere. I've seen separate RGB and VGA versions of Falcon software. This suggests to me that the RGB->VGA adapter might not be a total solution...(especially for demos and such.) can anyone offer some advice?

What resolutions/bit-depths does the Falcon support without additional video hardware?

I know the Falcon was designed to accept 2 1/2" HDs, but I've heard a lot of people saying that you can cram 3 1/2" HDs in there. :) Truth or fiction?

Also, do those 2 1/2" IDE drives use a different sort of cable than standard 3 1/2" drives?

I've dabbled with Linux and managed to get a few apps/simple IP router going.. am I ready for MiNT or should I stick to MagiC? I'd be using the system for Internet access, some graphics apps, audio (tracked and digital) and, of course, the odd demo...

Can us multitasking power users still live in 4MB of RAM? :) I'm guessing no...

Lastly, who's got a good Falcon system for $400? <grin> I've been

Thanks!
Derek Warren [MegaSTe user with some STs for sale, cheap..]

4796. CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sejne$2ndi@enews3.newsguy.com>
Source record: 73066

On 7 Sep 1999 00:34:26 +, "Claes Holmerup" wrote:

>CDRecorder is worth every penny it costs since it's complete and the
>audio part is actually better than most PC programs... It's nothing but
>great - and it has a complete functionality, without any low-budget aims
>which forces the programmers to make a less capable program...
>Besides - it's one of the few professional Atari programs that are still
>supported and developed. Hooray for SoundPool!!!

I'm just curious, does CDRecorder work with ExtenDOS Gold, or do you have to use another driver? I'm very happy with ExtenDOS Gold, and am about ready to get a CDRW drive to use with my Falcon / CAF.

I _was_ going to get Anodyne Software's CD Writer, but reading these posts about CDRecorder has made me reconsider my decision.

I don't really want to use another CD ROM driver though, so if it works with ExtenDOS Gold, looks like I'll have to get CDRecorder.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

4797. Help with Colour Icon Format (*.CIC)

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-deja.com>
Message-ID: <7sfn76$sl6$1@nnrp1.deja.com>
Source record: 73067
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Greetings all,

I wonder if any of you have got information on the colour icon file (*
.CIC) created by Ataris resource editor? How does it handle bitplanes,
mask and stuff?

Thanks in advance! :)

Regards,

Joakim

--
WWW: http://gokmase.atari.org

Sent via Deja.com http://www.deja.com/
Before you buy.

4798. Re: Syquest 44 diagnostic

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7serun$igg@nnrp1.farm.idt.net>
Source record: 73068

On 19 Sep 1999 16:39:00 , Peter Schneider wrote:
>Hallo Frank,
>
>FWL>After many years of no problems I now can insert a cartridge and is
>FWL>spins up but does not access the disk - it then spins down and I get
>FWL>the following code from the lights: 5 green and 3 orange. Does anyone
>FWL>still have a description of these codes around?
>I'm afraid your drive has faded away. Your description sounds as if both of the heads have gone awa>y.
>
>If one head had remained alive, you should at least have access to one half of your cartridge (22MB>), but so... :-((
>
>Hoping I'm wrong
>

Peter,

I figure it is most likely as you say. When I have time to un-box it and see what I can find. I was just offered a Syquest EZflyer 230 for free from a friend along with many cartridges so I am in luck there. Now, to chase down some way to get some very important stuff of of a number of 44's that I have. Thanks for the reply.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

4799. Re: MIDI Sequenzer ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: cmassey@gate.net
Message-ID: <7sf0ucmts1@news.gate.net>
Source record: 73069

Hi Svenson,

I have been using EditTrack Platinum-the last version of this fine
Atari sequencer. I purchased mine from Systems for Tomorrow:

Email: sales@systemsfortomorrow.com
Systems For Tomorrow
P.O. Box 3034
Independence, MO 64055
Home phone: 816-833-4738
Work phone: 800-875-4943

Charlie
Happy Faces Duo-Celebrating 27 Years of Music & Fun!
Winter Haven Fl USA
WX11/WT11, Xpander, VZ10M, Atari TT030 and various other musical
relics

On 20 Sep 1999 14:38:26 , "Sven Gallenbacher" wrote:
>Hello,
>
>what is a good choice for a MIDI sequenzer for the ST 1024
?
>And by the way, where to get it ?
>
>Thanks in advance, Svenson.
>.

4800. Slow uploading

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7seun3$grt1@news.ajou.ac.kr>
Source record: 73070

Greetings Folks,

I uploaded a few files to a FTP site recently and noticed that
it was much to slow than it should be.

Using STinG v.1.20 and latest version of AFTP, on CT2B Falcon.
Dowloading is fairly fast.

I remember awhile back that some other folks also had this problem
and it had something to do with the settings in STinG.

I'd appreciated any help or suggestions on how to increase the
Uploading speed.

Future Thanks,
phantomm@kih.net

4801. Re: CAB: Runtime error 163?

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: claytone@aa.net
Message-ID: <938152767.382142@cacheraq001>
Source record: 73071

Hi Doctor Clu,

I'm using CAB 2.7c (commercial), and I STILL get that once in awhile. I have no idea what causes it. It seems that the more browsing I do in a session, the more likely it occurs. Sorry I'm no help, except in knowing you are not alone in the problem. I'm using 14meg Falcon, Nemesis, TOS 4.04, Warp-9. My error number is the same, altho I have it listed as $0004CA3D2 in one of my notes.

Clayton Murray
Seattle, WA USA

On 23 Sep 1999 04:06:03 , clu-da-bard wrote:
> Attention all CAB drivers. I'm currently
>trying to figure out a few problems, and while
>I'll mention more as time goes on, this is the
>largest one that seem to come up frenquently and
>often and I wonder if there is a solution.
>
> Amoungst browsing with CAB, I will get an
>error stating:
>
>Runtime error 163 at offset $0004C8E6
>
> Which naturally crashes the system. Any
>idea on this?
>
> Fellow CAB driver,
> Doctor Clu

4802. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37EB22B0.36759BB0@student.canterbury.ac.nz>
Source record: 73072

Steve wrote:
>
> Try your NVRAM settings?
> Mine boots up in ST High - on the Falcon. I just can't change this! :(
>

Have a look at this program then,

<http://acp5.chemie.uni-kl.de/seimet/files/atari/bootc132.zip>

BOOTCONF 1.32, tool for configuring the TT/Falcon boot parameters

Later,
Karl.

4803. Re: Slow uploading

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37eb3aa27b2480@tripnet.se>
Source record: 73073

On Fri 24-09-1999 04:29 (GMT) Phantomm wrote:

>I uploaded a few files to a FTP site recently and noticed that
>it was much to slow than it should be.
>
>Using STinG v.1.20 and latest version of AFTP, on CT2B Falcon.
>Dowloading is fairly fast.
>
>I remember awhile back that some other folks also had this problem
>and it had something to do with the settings in STinG.

In DEFAULT.CFG change

DEF_RTT = 50

to

DEF_RTT = 500

Or if you have the "STinG Protocols" cpx installed open the TCP section
and set Initial RTT to 0.500 sec. as an alternative. Note that this
setting with only take effect if the cpx is installed and will override
the DEFAULT.CFG value.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4804. Re: Replacement ST Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EB3277.D8C858AF@online.TAKE.THIS.OUT.fr>
Source record: 73074

Ben Hills a ï¿½crit :
>
> Hi All,
>
> I recently bought an Atari 520STFM from a Bric-a-brac type shop
> for ten pounds. The computer itself works alright, but the floppy
> drive doesn't. Although the drive makes all the right whirring and
> clunking noises it will not read any disks. On closer inspection I
> found that one of the Read/Write heads had actually broken off!
>
> I have managed to get another 720k drive from an old Epson XT PC.
> The original drive from the ST was an Epson SMD-380. This
> replacement drive taken from the PC is an Epson SMD-300. Both are
> 720k drives and both look exactly the same, but I cannot persuade the
> replacement drive to work. The drive spins correctly, but nothing
> else happens.
>
> So, this is a bit of a long shot, but does anybody know what the
> correct jumper settings should be on this SMD-300 drive, or does
> anybody use an SMD-300 drive in their ST?

You need to set the drive number to 0 instead of 1. Check the jumper
settings on the original ST drive, they should be similar.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4805. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EB31C5.5DA8AB3E@online.TAKE.THIS.OUT.fr>
Source record: 73075

Derek Warren a ï¿½crit :
>
> I'm looking into buying a used Falcon030, but I don't have a great deal
> to spend.. (~$400CDN, quite possibly a little more...) What sort of
> system should I be able to get for that amount? (If you're not already
> aware of the low value of the Canadian dollar <g>, check out
> http://www.xe.net/ucc/ to convert that figure to your local currency.)

Well, to convert to a currency that I know, that's 1600FF. Second hand
Falcons here range from 1500 to 3000 depending on software and specs.
For that money, you could expect to get a machine with 14Mb, a small HD,
but not much software.

> I figure I get more Falcon-per-dollar if I supply my own multisync
> S/VGA monitor--all I need is a system with an RGB->VGA adapter,
> correct? I'm sure there's a hitch somewhere. I've seen separate RGB and
> VGA versions of Falcon software. This suggests to me that the RGB->VGA
> adapter might not be a total solution...(especially for demos and
> such.) can anyone offer some advice?

Well the same old Atari monitor dilemma we had with the ST. Actually the
only things that are a bit fussy about screens are demos. If you
absolutely need to be able to run demos, then yes, you'll need an RGB.
For anything else, a VGA offers better resolutions. Be aware that with a
Falcon, speed depends a lot on resolution. The machine will be much
faster if you run it on a good old SM124.

> What resolutions/bit-depths does the Falcon support without additional
> video hardware ?

You don't really need extra hardware. With a program like Videl Inside
or Videlity you can run extended video modes at the sole expense of a
bit of CPU speed. My Falcon successfully runs at 800x600 in 256 colours,
but I usually run it at 768x576, which is a better compromise
speed-wise.

> I know the Falcon was designed to accept 2 1/2" HDs, but I've heard a
> lot of people saying that you can cram 3 1/2" HDs in there. :) Truth
> or fiction?

Truth. 3.5" drives are cheaper. You usually need a 2.5" to 3.5" cable
adapter, a new bracket, and some cutting up of the shielding. Otherwise,
any old laptop IDE drive will do. DOn't forget that with Ataris, unless
you do D2D audio, you don't need that much disk space. For me, a 500Mb
drive would be more than enough.

> Also, do those 2 1/2" IDE drives use a different sort of cable than
> standard 3 1/2" drives?

Yep. The connector is smaller and includes the power pins, but the
pinouts are basically the same. You need an adapter.

> I've dabbled with Linux and managed to get a few apps/simple IP router
> going.. am I ready for MiNT or should I stick to MagiC? I'd be using
> the system for Internet access, some graphics apps, audio (tracked and
> digital) and, of course, the odd demo...

As I said above, very few demos use a VGA, and won't like either MinT or
MagiC. Audio doesn't really like multitasking either. For the rest, MiNT
or MagiC will both do. It depends on what kind of user you are, but if
you're more of a Unix-head then I'd say go for MiNT. If you prefer the
MacOS-no-trouble philosophy, then MagiC's for you.

> Can us multitasking power users still live in 4MB of RAM? :) I'm
> guessing no...

On an ST it was possible, but not really practical on a Falcon.

> Lastly, who's got a good Falcon system for $400? <grin> I've been

Not me, I'm keeping mine!!!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4806. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7sfcfu$if1$1@user2.teleport.com>
Source record: 73076
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. InFact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4807. Gemulator + NVDI + Geneva in VGA Resolution

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: koneno@my-deja.com
Message-ID: <7sg4jc$6qd$1@nnrp1.deja.com>
Source record: 73077

Hi All,

I have a problem. I've been trying to boot my Gemulator 98 with the following configuration:

1. Gemulator has a utility that enables you to use high VGA resolutions and and to choose any of the ST's monitor modes (color or mono). Both of the modes work fine with that utility

2. I have a NVDI 3.1 Gem accelerator, which also works fine with any VGA resolution within color or mono modes.

3. But when I add Geneva to this combination I can only get VGA high resolutions in mono mode. Color modes only work without increasing the VGA size.

It seems like the VGA utility is not the problem but Geneva (point 2)

Any ideas?

Thanks

Sent via Deja.com http://www.deja.com/
Before you buy.

4808. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EB41C3.A70A0C0F@patent.gov.uk>
Source record: 73078

Thanks for the hint, will try.

Bob King.

Pascal Ricard wrote:
>
> Hello,
>
> in article <37EA1F47.FE1577AA@patent.gov.uk> (comp.sys.atari.st)
> Bob King wrote on Thu 23-09-1999 13:38 (+0100):
>
> > Now that I've got a VGA display, find that Magic insists on coming in at
> > 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> > directly, but from STOOP. Any ideas please.
>
> I also boot from Stoop: no problemo.
>
> Do you mean that you save magx.inf from the desktop ? You should
> instead save from the "resolution selector".
>
> Bye,
> /Pascal/
>
> --
> Ric's HomePage: http://perso.club-internet.fr/pricard/index.html
> TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

4809. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EB43D3.6F387D3A@patent.gov.uk>
Source record: 73079

Yep, one for my RGB and one for my VGA, but will double check that I've
done it correctly. Thanks for the interest.

Bob King.

kevin dermott wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote in message
> news:37EA1F47.FE1577AA@patent.gov.uk...
> > Now that I've got a VGA display, find that Magic insists on coming in
> at
> > 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> > directly, but from STOOP. Any ideas please.
> >
> >
> > Bob King
>
> have you set up a magic .inf in stoop
> Kevin
>
> --
>
> Atari still lives
> MAIN MAIL kdermott@zetnet.co.uk Lancashire England
> Secondary kevin@kdermott.freeserve.co.uk
> mug shot and more at http://www.users.zetnet.co.uk/kevin/

4810. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EB449E.5D58C4C@patent.gov.uk>
Source record: 73080

Your's is the third suggestion and all different. Will check and get
back. It boots up to interlaced VGA on my RGB ok. Only with the VGA is
there a problem. Thanks.

Bob King

Steve wrote:
>
> Bob King <robert.king@patent.gov.uk> wrote:
>
> > Now that I've got a VGA display, find that Magic insists on coming in at
> > 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> > directly, but from STOOP. Any ideas please.
>
> Try your NVRAM settings?
> Mine boots up in ST High - on the Falcon. I just can't change this! :(
>
> --
> http://web.ukonline.co.uk/macgamer/
> ---------------------------------------
> Apple iMac | Atari TT + Falcon + Mega ST

4811. Re: Slow uploading

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: s.barbieri@ukf.net
Message-ID: <37eb54e5.0@news2.cluster1.telinco.net>
Source record: 73081

Hello Ken,

On 24 Sep 1999 09:43:30 , Kenneth Medin wrote:

>In DEFAULT.CFG change
>
>DEF_RTT = 50
>
>to
>
>DEF_RTT = 500
>
>
>Or if you have the "STinG Protocols" cpx installed open the TCP section
>and set Initial RTT to 0.500 sec. as an alternative. Note that this
>setting with only take effect if the cpx is installed and will override
>the DEFAULT.CFG value.

Sorry if this has come up a million times but:

I have a question on a similar vane. I have an STFM (4 MB, TOS 2.06
fitted but use MagiC_6 and with No processor accelarator fitted)and I
also use STinG 1.20 and CAB 2.7 for Internet access. Also use HSModem7
software with an Xlink 56k external modem.

Recently I have fitted the RSVE board but haven't really noticed a _major_
increase in general internet access speeds.I have my serial baud speed set
at 38400/8bits/no parity/1 stop bits/RTS-CTS/ with buffer sizes at =
send:1500 receive:1500.
I understand that I am limited with the 8MZ processor in terms of speed but
I would like to know how to get the best from this board.

I will try you're suggested setting for STinG DEF_RTT,but what other main
settings,if any,help accelarate the speed of transfer rate with STinG as I
have also tried Iconnect with it's basic settings and have noticed that at
the same time and with the same URL page the download speed on my computer
is around 2500-3000 bytes a sec with IC and with STinG is averaging around
1000-1500 bytes per sec. Now reading other users comments on STinG/Iconnect
merits I guess it must be a setting issue so I would be greatfull for futher
advice on this.

Regards
Sean

Location: M.Keynes, Buckingshire, England(UK) Email: s.barbieri@ukf.net
---

STFM 4MB. HDD 7.70 RSVE. MagiC_6. NVDI 5.03. STinG 1.20. CAB 2.7.

4812. Degas pictures (also "Reading PI1 files"...)

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Simon <simon@webprecinct.co.uk>
Message-ID: <938173565.28207.0.nnrp-01.c2deffda@news.demon.co.uk>
Source record: 73082

Firstly, thanks to all those that replied to my previous question ([Programming]: Reading PI1 files). I would reply to that thread, but Outlook Express has other ideas! Anyway, the code is now working (bar bugs caused by me!)

The next question I'd like to ask is: Are there any famous degas(PI1, not the artist!) pictures? Like any standard image that was used to advertise the package? I mean something similar to that clowns face that was used with a few packages...

If you have any of these images (in PI* only!), please could you send them to me!

Cheers,
Simon Hazelgrove.
http://i.am/simonhazelgrove

4813. BNeT 2.07

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37eae334a4f0462@mail.otenet.gr>
Source record: 73083

Hi all,

If anyone is using BNeT and thinks that directory browsing is slow (it is ;-) can get the new version from my homepage. Folder browsing is much faster in this version when used with MagiC (with Dreaddir to be exact). Please make sure that the new version is installed on all your computers in the network.

Enjoy!

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

4814. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7sg3ov$h2f$1@news.campuscwix.net>
Source record: 73084

```
On 23 Sep 1999 19:34:20 , Steve wrote:
->Bob King <robert.king@patent.gov.uk> wrote:
->
->> Now that I've got a VGA display, find that Magic insists on coming in at
->> 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
->> directly, but from STOOP. Any ideas please.
->
->Try your NVRAM settings?
->Mine boots up in ST High - on the Falcon. I just can't change this! :(
->
->--
->http://web.ukonline.co.uk/macgamer/
->---------------------------------------
->Apple iMac | Atari TT + Falcon + Mega ST
->.

Umm...actually-you can change the Falcon's boot up res to anything
you want with the "boot-init pref" CPX v1.1 by Richard Kurz. ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4815. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7sg4b0$h2f$2@news.campuscwix.net>
Source record: 73085

On 24 Sep 1999 01:40:52 , Derek Warren wrote:
->I'm looking into buying a used Falcon030, but I don't have a great deal
->to spend.. (~$400CDN, quite possibly a little more...) What sort of
->system should I be able to get for that amount? (If you're not already
->aware of the low value of the Canadian dollar <g>, check out
->http://www.xe.net/ucc/ to convert that figure to your local currency.)
->
->I figure I get more Falcon-per-dollar if I supply my own multisync
->S/VGA monitor--all I need is a system with an RGB->VGA adapter,
->correct? I'm sure there's a hitch somewhere. I've seen separate RGB and
->VGA versions of Falcon software. This suggests to me that the RGB->VGA
->adapter might not be a total solution...(especially for demos and
->such.) can anyone offer some advice?

<snip> Nick answered most of your questions with his usual efficiency
and thoroughness, so the only thing I wanted to add is that with the
Falcons "dual" video VGA/RGB modes, I heartily recommend that you get
a good multisynch monitor that will synch down to ST video levels. I
got my 17" Electrohome GMP1701 from Software Hut (an Amiga dealer,
because the A1200 has the same video needs/problems as the Falcon)
for $679.00. That is a high price, but that was about 2 years ago. I
am guessing that they would be cheaper now. At that time, they also
had a 14" model with built-in speakers for around $369.00. The key
thing is, that using *one* monitor, I can run up to 1280 x 1200 res,
(I use 800 x 592 x 256 colors right now) in VGA, and still run ST
games and Falcon demos that use RGB...

Catch ya later!

PS You'll love the Falcon-its a great machine! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4816. NEWSie was: Re: Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EB9749.DCFCEB36@cfc.dnd.ca>
Source record: 73086

dpj@delphi.com wrote:
> Ken Macdonald <macdonald@cfc.dnd.ca> writes:
> >that is interesting? I guess I've been
> >imagining NEWSie all this time.
> >time to make an appointment with an
> >optometriST! :-)
>
> Ken,
> What do you use? NEWSie? Maybe I haven't kept up with later versions,
> but I thought it to be a newsgroup reader, not an e-mail program. If
> NEWSie can accept file attachments, I've learned something new. Now Mart
> has multiple solutions to the problem! <g>
> -Dana

yes, despite it's name NEWSie can do:
-newsgroups
-eMail(ind., lists)
-ftp
-WWW(text only)

latest version is 0.94 I believe
http://www.primenet.com/~rojewski/newsie.html
ken

4817. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EB97E8.5F0F2B23@patent.gov.uk>
Source record: 73087

A fourth route to try, that's my weekend acounted for!

Thanks

Bob King.

DarkChyld wrote:
>
> On 23 Sep 1999 19:34:20 , Steve wrote:
> ->Bob King <robert.king@patent.gov.uk> wrote:
> ->
> ->> Now that I've got a VGA display, find that Magic insists on coming in at
> ->> 640X240, although I save to MAGX.INF at 640X480. I don't boot to Magic
> ->> directly, but from STOOP. Any ideas please.
> ->
> ->Try your NVRAM settings?
> ->Mine boots up in ST High - on the Falcon. I just can't change this! :(
> ->
> ->--
> ->http://web.ukonline.co.uk/macgamer/
> ->---------------------------------------
> ->Apple iMac | Atari TT + Falcon + Mega ST
> ->.
>
> Umm...actually-you can change the Falcon's boot up res to anything
> you want with the "boot-init pref" CPX v1.1 by Richard Kurz. ;-)
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>

4818. SV: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <RVNG3.109$Mb6.254@nntpserver.swip.net>
Source record: 73088

Hi,

> >CDRecorder is worth every penny it costs since it's complete and the
> >audio part is actually better than most PC programs... It's nothing
but
> >great - and it has a complete functionality, without any low-budget
aims
> >which forces the programmers to make a less capable program...
> >Besides - it's one of the few professional Atari programs that are
still
> >supported and developed. Hooray for SoundPool!!!
>
>
> I'm just curious, does CDRecorder work with ExtenDOS Gold, or do you
have to
> use another driver? I'm very happy with ExtenDOS Gold, and am about
ready to
> get a CDRW drive to use with my Falcon / CAF.
>
> I _was_ going to get Anodyne Software's CD Writer, but reading these
posts
> about CDRecorder has made me reconsider my decision.
>
> I don't really want to use another CD ROM driver though, so if it
works with
> ExtenDOS Gold, looks like I'll have to get CDRecorder.

The driver software is only necessary to make the Falcon able to _read_
the CD's. CDRecorder doesn't need ANY driver to be able to burn CD's -
but if you don't already have a driver, a version of Metados is
included. The only thing you have to think of is to enable the bus
arbitration - but again, there's a program included with CDRecorder that
does this... :)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4819. Re: Ataru News is Garbled!!

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938193895.27229.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 73089

Hi,

<dpj@delphi.com> wrote in message news:prY++xO.dpj@delphi.com...

> Are you referring to A-ONE? What is sent out is a text file which has
> been compressed with ST-ZIP. The resulting archive is then uuencoded
> using Ess-Code because nothing on the Atari platform can accept a
> file attachment like the PC world can

Okami is quite happy dealing with file attachments in both mail and news, as
is Newsie as others have mentioned.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4820. Re: now Falcon questions!

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyloj4.8xsyaq1jm33psN@tnt-9-45.easynet.co.uk>
Source record: 73090

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> S>unless General Info does??
>
> well, that one has a cache setting option, too.

Actually, I got a bit mixed up then.. My TT has that option, but on the
Falcon this cpx doesn't have anything to alter the cache on/off

> I just switched on the Falcon, and caches are on in TOS mode. There are
> several CPXs that allow to set the cache state:
>
> FALCONF.CPX, ID: FCNF (Version: 01.11)
> GENERAL.CPX, ID: GEN_ (Version: 01.30, probably patched)
> SI.CPX, ID: SI__ (Version: 01.00, add-on to NVDI)

I've just had a quick (mid-week!) search on Shareware.com for
FalconF.cpx, but I couldn't find it. Will look on the ftp sites proper
at the weekend.

> S>Apple iMac | Atari TT + Falcon + Mega ST
>
> Milan 040, 2* Falcon 030, Mega ST :-)

I've could include my Power Mac G3 300, PSX, N64, Saturn, Dreamcast,
3xJaguar (one being NTSC!), and 3xZX Spectrum's ;-P

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4821. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37EBB6EE.F9F2EA73@cfc.dnd.ca>
Source record: 73091

Derek Warren wrote:
> I'm looking into buying a used Falcon030, but I don't have a great deal
> to spend.. (~$400CDN, quite possibly a little more...) What sort of
> system should I be able to get for that amount? (If you're not already
> aware of the low value of the Canadian dollar <g>, check out
> http://www.xe.net/ucc/ to convert that figure to your local currency.)

my second hand Falcon cost a little than that
about 3 years ago, so you're not
out of line, IF you can find one! :-)

> I figure I get more Falcon-per-dollar if I supply my own multisync
> S/VGA monitor--all I need is a system with an RGB->VGA adapter,
> correct? I'm sure there's a hitch somewhere. I've seen separate RGB and
> VGA versions of Falcon software. This suggests to me that the RGB->VGA
> adapter might not be a total solution...(especially for demos and
> such.) can anyone offer some advice?

99% of my time is spent in VGA. I _only_ use
RGB for demos.

> What resolutions/bit-depths does the Falcon support without additional
> video hardware?

15-16 bit (32K - 65K)

> I know the Falcon was designed to accept 2 1/2" HDs, but I've heard a
> lot of people saying that you can cram 3 1/2" HDs in there. :) Truth
> or fiction?
> Also, do those 2 1/2" IDE drives use a different sort of cable than
> standard 3 1/2" drives?

true to the 3.5", but I've only used 2.5"
and the cables are _very_ difficult to get.
3/5" IDE cables won't work,
if you can't find any, I can get you one for
cost (10$Cdn)
My Falcon came with an IDE cable, yours
probably will also.

> I've dabbled with Linux and managed to get a few apps/simple IP router
> going.. am I ready for MiNT or should I stick to MagiC? I'd be using
> the system for Internet access, some graphics apps, audio (tracked and
> digital) and, of course, the odd demo...

MiNT is a lot easier to set and run than
Linux, it's more modular

as functions are not compiled into the
kernel, but loadable as you need
them. It is a sort of bridge between TOS and
Unix.

> Can us multitasking power users still live in 4MB of RAM? :) I'm
> guessing no...

Magic is better than MiNT here, but MiNT
still works, just slower.

> Lastly, who's got a good Falcon system for $400? <grin> I've been
> Thanks!
> Derek Warren [MegaSTe user with some STs for sale, cheap..]

hmmm... not me! :-)
keep an eye open here, or check ibid or
ebay...
ken
the TAF guy

4822. FS Two 2.5" Drives

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7sgdi9skp2@ns1.thpl.lib.fl.us>
Source record: 73092

1. 2.5 inch Seagate 340 meg IDE harddrive top shape.....30.00

2. 2.5 inch Connor 88 Meg IDE harddrive good shape....13.20

both prices include shipping to anywhere in the United States
postal money orders only please e-mail only please thanks

4823. CT2 & Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rung0515lg786@corp.supernews.com>
Source record: 73093

Greetings,

My setup is CT2, 32mbTT, 14mbST, NO IDE Drive(s).
NVDI 5

In turbo modes, I get loads and loads of SCSI errors with Cubase Audio Falcon. Yes, I did install the patched MROS, also tried the unpatched version.

Also in Normal Mode, if using Cecile I get these errors, thoe not as often.

In Normal mode with HD-Driver, CAF works perfectly, I can thrash the hard disk for hours on end, with large fragmented multi track work sessions and experience no problems.

CC_Tools reports no transfer errors...ran tests in Normal and both TOS Turbo modes.

All other software I have (except booting MajiC 6) works fine thus far, in NORMAL and TURBO modes.

All tests suggested by the CT2 docs have been run, and passed.

All CT2 software and patches have been updated to the LATEST versions found on www.centek.fr.

The most common and EXACT behavior of CAF in turbo mode is this.

Upon hitting play with one or more audio tracks on the arrangement, the SCSI bus seems to lock, HD LED stays lit, and I get either a SCSI 2, 4, or Check id and termination message.

Upon hitting enter or return a few times, the arrangement begins to play, after a few seconds, the SCSI bus seems to lock again...same message(s).

Sometimes it does manage to start playing with no fuss, and play all the way thru the arrangement, but, when I hit (stop), I get the SCSI lock up and error again.

Of course, after each SCSI error, CAF seems to reset the SCSI bus or something, as everything on the SCSI array suddenly blinks and does their whirls (like at boot time).

I've double checked my SCSI array for ID conflicts and termination. I do use a termination block that came with an old Syquest EZ125 drive. Might that be a problem? As I said, all works well in normal modes with HD Driver...Cecile as well (except the mentioned CAF

problem in normal and turbo modes).

I'm simply at a loss for what to try...
Any tips?

Oh, BTW, I have contacted Centek...
I'm sure they'll get back ASAP, but my message is in English, so I expect it may take a while for a response from them.

Thanks,
Brian

4824. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 1999-09-24 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <37ebd98a22a9e61@online.be>
Source record: 73094
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@online.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**
atari/html-edit/ex100b.lzh (291.320 bytes) (Expresso: A French WYSISYG html-editor)

**utilities**
ftp://193.190.204.128/atari/utilities/cd-rom/cdpl_23s.zip (124.319 bytes) (French CD
player)

ftp://193.190.204.128/atari/utilities/desktops/gemdesk.zip (159.512 bytes)

ftp://193.190.204.128/atari/utilities/icons/art_icons.zip (78.782 bytes)
ftp://193.190.204.128/atari/utilities/icons/bengy_icons.zip (58.417 bytes)
ftp://193.190.204.128/atari/utilities/icons/beos_icons.zip (56.199 bytes)
ftp://193.190.204.128/atari/utilities/icons/folder_icons.zip (18.101 bytes)
ftp://193.190.204.128/atari/utilities/icons/imac_icons.zip (9.851 bytes)
ftp://193.190.204.128/atari/utilities/icons/readme_icons.zip (14.480 bytes)
ftp://193.190.204.128/atari/utilities/icons/simpsons_icons.zip (16.195 bytes)
ftp://193.190.204.128/atari/utilities/icons/various_icons.zip (28.869 bytes)
ftp://193.190.204.128/atari/utilities/xxl100e.lzh (164.487 bytes) (French spreadsheet
demo)

ftp://193.190.204.128/atari/utilities/kaweer.zip (88.827 bytes) ( crossword designer,
German language)

**science**
ftp://193.190.204.128/atari/science/pse4.zip (200.881 bytes) (a prg. around the Periodical
system, English)

**internet**
ftp://193.190.204.128/atari/internet/cabovl/cab-booklage_ovl-556.lzh (57.088 bytes)
```

game
ftp://193.190.204.128/atari/game/harfe.zip (118.589 bytes)
ftp://193.190.204.128/atari/game/help/csb_help.zip (146.420 bytes)
ftp://193.190.204.128/atari/game/help/dm_help.zip (184.099 bytes)

mathematics
ftp://193.190.204.128/atari/mathematics/equation.zip (44.991 bytes)
Equation Calculation v1.4 (German name: Gleichungsberechnung)
Find the solution for the p-q-formula

programming
ftp://193.190.204.128/atari/programming/agnus133a.zip (561.737 bytes)
AGNUS - GNU C/C++/OC/F Development Environment

sound-utils

ftp://193.190.204.128/atari/sound-utils/dspt.lzh ((32962)

DSPT is a module player with some differencies from most of them,
in that it boots from the \AUTO\ folder and installs a cookie
interface allowing other programs to call its functions to play
MOD-files, and manipulate various parameters to that playing, as
well as to request that DSPT find out some information about a loaded mod.

video-films
ftp://193.190.204.128/atari/video-films/money.zip (462.211 bytes)
This is a Apex Media/Expose created .FLH video demo of something
we all could use a little more of. ;)

ftp://193.190.204.128/atari/video-films/dogspin.zip (799.495)
This is a Apex Media/Expose created Video Demo of a
spinning dog with see-thru ears. :)

falcon
ftp://193.190.204.128/atari/falcon/audio/dump15.zip (21.697 bytes)
DUMP is a simple player for 4/6/8 channel .mod files

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4825. Re: another tt question

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: NEG <govers@tip.nl>
Message-ID: <7sh1bo$s5g$1@news.worldonline.nl>
Source record: 73008

yep autostart jumper is on(I have been on the site ffom ibm), i'm sorry I didn't told you every thing.
btw if your looking for the info look over here :
http://www.storage.ibm.com/techsup/hddtech/0663e/0663ejum.htm
anyway if I start up with(from disk), in my auto folder, hddriver (7.73 demo version) it sees the harddisk (ibm oem 0663e12, direct acces) but when I tried to install the driver (shdriver.sys) onto the harddisk it doesn't recognize the harddisk , if I want to use bigdos I need a patch (binpatch.ttp), it says in the txt file, because shdriver.sys can not go beyond 1 gb.
But the strange thing is (yes I have a pc, it's been a while before I rediscoverd my atari) if I use fdisk on my pc and make two partitions on my atari it shows two icon harddisk when I select 'install devices' but still can not acces my harddisk. what is SCSI initiator???
Which HDUtils do I have to use (HDX.prg, if I try to format the hd , the scsi 0 through 7 are not responding.) but with hddrutil.ttp (from hddriver 7.73) if I scan the scsi bus it recognize it but can not install hddriver onto the hd it says it needs hddriver.sys (wich I don't have and can not find, anyone knows were I can find this).
Thanx for the reaction

Norbert

4826. Falcon030 Networking

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Matt DeJonge <mattdejonge@home.com>
Message-ID: <HaWG3.170$d23.5335@ha1>
Source record: 73009

Hello, all. It is time to take my Falcon out of the closet! I haven't touched it in about three years, but the hunger has arisen. :) My question:

I have two PCs on a 10MB 10-Base-T network running at my house. I'd like to get my Falcon030 4MB/65MB/4.04 to participate too. What type of hardware do I need? I am quite Atari-literate (coded for 6 years in MWC and GFA), but I have lost track of what hardware (if any) is available to convert from the AppleTalk type port to a RJ-45. Should I run under GEM/AES? I'd like to run NetBSD 1.4.1 or Linux, though, if the hardware will be supported....

Thanks in advance.

- Matt

4827. Re: Falcon030 Networking

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909251223510.95-100000@rakastaja>
Source record: 73010

On Sat, 25 Sep 1999, Matt DeJonge wrote:
> I have two PCs on a 10MB 10-Base-T network running at my house.
> I'd like to get my Falcon030 4MB/65MB/4.04 to participate too.
> What type of hardware do I need?

Have a look at Saka's homepage for an overview of the possibilities:

http://gallery.uunet.be/saka/

> I have lost track of what hardware (if any) is available to convert
> from the AppleTalk type port to a RJ-45.

Currently, none, because none of the manufacturers of LAN-to-Ethernet
converters agree to releasing any programing infos to allow someone to
write Atari drivers.

> Should I run under GEM/AES?

If you still enjoy any of your Atari software yes.

> I'd like to run NetBSD 1.4.1 or Linux,

Entirely possible, though a bit slow.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4828. Re: Falcon030 Networking

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37EC976E.3A55E579@village.uunet.be>
Source record: 73011

Matt DeJonge wrote:
>
> Hello, all. It is time to take my Falcon out of the closet! I haven't
> touched it in about three years, but the hunger has arisen. :) My question:
>
> I have two PCs on a 10MB 10-Base-T network running at my house. I'd like to
> get my Falcon030 4MB/65MB/4.04 to participate too. What type of hardware do
> I need? I am quite Atari-literate (coded for 6 years in MWC and GFA), but I

Take a look here :

http://gallery.uunet.be/saka/atari/network/index.htm

> have lost track of what hardware (if any) is available to convert from the
> AppleTalk type port to a RJ-45. Should I run under GEM/AES? I'd like to
> run NetBSD 1.4.1 or Linux, though, if the hardware will be supported....

hmm.. appletalk to RJ-45... don't think something like that is available
for the atari F030.

Hope this will help you...

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4829. Cubase Atari - Mixer Maps

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Trevor@stainsby.demon.co.uk
Message-ID: <37eca38f.5203512@news.demon.co.uk>
Source record: 73012

Hi,

Does anyone know where I can find find Mixer Maps for Cubase - I'm specifically looking for a General Midi map that would allow me to control effects etc. on my P.C. soundcard.

BTW I have returned to my truty Atari ST after wasting a lot of time struggling with Windows and the P.C.

Good to be back

Trevor

4830. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Chris Gray <chris@kiffer.eunet.be>
Message-ID: <Pine.NEB.3.95.990925095734.1669A-100000@localhost>
Source record: 73013

On Sat, 4 Sep 1999, John Kolak wrote:

> As far as I know there's only the TT Unix (AT&T System V ?), Linux 68k,
> MinT, and a few older Unix workalikes and multitasking C shells.

You forgot the most important one for the TT: NetBSD. Very stable, and
looks pretty cool on a 19" monitor. Among other things, I use hylafax
on the TT as my fax machine.

--

Chris Gray chris@kiffer.eunet.be chris_gray@bcs.org.uk

4831. Re: VGA monitor

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Chris Gray <chris@kiffer.eunet.be>
Message-ID: <Pine.NEB.3.95.990925100431.1669B-100000@localhost>
Source record: 73014

On Tue, 7 Sep 1999, Glenn Bruner wrote:

> I just recently went through this problem with connecting a SVGA monitor
> to a Atari 1040STF so I can use the monochrome high rez mode. Visit the
> following web page for information on making a cable:
>
> http://columbia.digiweb.com/kiffer/ATW/ST-VGA.html
>

Digiweb seem to have changed that to
http://www.digiweb.com/kiffer/ATW/ST-VGA.html .
The most reliable address would be
http://purl.org/net/ATW/ST-VGA.html .

--

Chris Gray chris@kiffer.eunet.be chris_gray@bcs.org.uk

4832. Free Atari junk in Belgium

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Chris Gray <chris@kiffer.eunet.be>
Message-ID: <Pine.NEB.3.95.990925100945.1669C-100000@localhost>
Source record: 73015

I just transferred my MegaST back from a Lighthouse tower back to its original box and you know what? It doesn't work any more. :[Preliminary tests indicate the power supply may be dead: did I maybe connect that floppy drive upside-down the first time? 8-0 Anyway, anyone who thinks they may be able to fix it, or can use it in any way, is welcome to come to Antwerp or Leuven and pick it up. 4MB, with an AdSpeed 16MHz 68000, TOS 2.06, an ATIN HD floppy adaptor (but only the original DD drive), and the much sought-after ;> Titan Reflex graphics card.

While I'm at it, the Lighthouse tower might as well go, including its "multiboard" gizmo. Plus there's an XD(!) floppy conversion kit which I never installed ...

Anyone interested should email me at <chris@kiffer.eunet.be> -- I may miss replies on this newsgroup.

--

Chris Gray chris@kiffer.eunet.be chris_gray@bcs.org.uk

4833. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyos5q.fn80cshpfpzgN@tnt-9-44.easynet.co.uk>
Source record: 73016

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> Umm...actually-you can change the Falcon's boot up res to anything
> you want with the "boot-init pref" CPX v1.1 by Richard Kurz. ;-)

Any chance of an email? :)

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4834. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyos6d.1n9az0shwknwgN@tnt-9-44.easynet.co.uk>
Source record: 73017

Karl Ashton <kma54@student.canterbury.ac.nz> wrote:

> > Try your NVRAM settings?
> > Mine boots up in ST High - on the Falcon. I just can't change this! :(
> >
>
> Have a look at this program then,
>
> <http://acp5.chemie.uni-kl.de/seimet/files/atari/bootc132.zip>
>
> BOOTCONF 1.32, tool for configuring the TT/Falcon boot parameters

Will do, thanks.

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4835. Enchanted Land (TCB)

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyou5y.lysco0y5sqtgN@tnt-9-228.easynet.co.uk>
Source record: 73018

Managed to finally find this great ST game today, but the link doesn't work! :(
Here it is - does it work or is it just me?

http://atari.d-n-a.net/dbug/dbug148.zip

Anyone got other links I can use?

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4836. Re: Enchanted Land (TCB)

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7siflh$l78$1@zingo.tninet.se>
Source record: 73019

On 25 Sep 1999 12:47:54 , Steve wrote:
>Managed to finally find this great ST game today, but the link doesn't
>work! :(
>Here it is - does it work or is it just me?
>
>http://atari.d-n-a.net/dbug/dbug148.zip
>
>Anyone got other links I can use?
>
>Thanks
>Steve
>
>--
>http://web.ukonline.co.uk/macgamer/
>---------------------------------------
>Apple iMac | Atari TT + Falcon + Mega ST
>.
Hi Steve

Fired up CAB and tried it but it seems like it is another dead site :-<

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4837. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7sii70lkd1@news.campuscwix.net>
Source record: 73020

On 24 Sep 1999 19:51:38 , Phantomm wrote:

->I've looked at that file a little more closely and I think the problem
->is that there are blanks in the file name.
->Thanks to Mike and others who e-mailed/Web page posted software to fix
->the problem.
->
->phantomm@kih.net

Hi Phantomm! Well, if it is blanks in the filename, for example:

"DESK TOP 1.GIF" (instead of DESKTOP1.GIF)

then Kobold will fix it no problem...

Later! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4838. Re: Enchanted Land (TCB)

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyoyjt.h5sh4v151wuu6N@tnt-10-228.easynet.co.uk>
Source record: 73021

> >Managed to finally find this great ST game today, but the link doesn't
> >work! :(
> >Here it is - does it work or is it just me?
> >
> >http://atari.d-n-a.net/dbug/dbug148.zip
> >
> >Anyone got other links I can use?

> Hi Steve
>
> Fired up CAB and tried it but it seems like it is another dead site :-<

The homepage still works, and I downloaded Legends Of Valour from them
the other day.. maybe it is just this one file? (typical!)

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4839. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f09052.17760638@news.demon.co.uk>
Source record: 73022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 09:36:39 +0100, "Simon" <simon@webprecinct.co.uk>
wrote:

>Hi,
>
>I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so
>I can put screenshots of my old games on my website. I can load the palette
>information correct, then next is the screen information.
>
>What I can remember is each byte is two nibbles(4 bits) - the high one gives
>the colour (palette index) of one (even numbered) pixel, the low nibble
>gives the colour of the next (odd numbered) pixel. Yet when I run my code,
>it looks like I've tried to load the picture in the wrong resolution!
>(black vertical stripes & distorted graphics)
>
>Now is this anything to do with the fact the atari & PC stores bytes the in
>different ways (big & little endian) - I dont know if they do, but I should
>imagine it would cause a problem anyway!

That may (or may not) depend on the source and target formats. The
conversion, should it need applying, is simple provided you are
dealing with whole word and longwords. (ie if you want a real headache
try and deal with 12 bit FAT's as used by floppies).

16 bit word: exchange hi and lo bytes (eg $1234 -> $3412). Job done.

32 bit longword: exchange ho and lo words, then do word conversion on
each word (eg $12345678 -> $78563412).

To clarify:
$1234 5678
$5678 1234 <- word exchange
$7856 3412 <- byte exchange on each word.

>Or is it anything to do with something not being aligned on a word boundary
>(erk - faint memories of atari programming!)
>
>Please let me know if you can help!

From "picfmt.doc" on (iirc) umich...
<<PICFMT.DOC>>...

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

```
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2
= right)
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2
= right]
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
```

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is
compressed
separately; i.e., all data for a given scan line appears before any
data
for the next scan line. The scan lines are specified from top to
bottom
(i.e., 0 is first). For each scan line, all the data for a given bit
plane
appears before any data for the next higher order bit plane. Note
that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the
lowest
order bit plane of scan line zero, followed by the data for the next
higher
order bit plane of scan line zero, etc., until all bit planes have
been
specified for scan line zero. The next data in the file will be the
data
for the lowest order bit plane of scan line one, followed by the data
for
the next higher order bit plane of scan line one, etc., until all bit
planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being
decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

...<</PICFMT.DOC>>

>Cheers,
>Simon.
>
>Here is a snippet of code (in VB - should make sense!) I'm using to display
>the image:
>
> nCCount = 1
> For nYLoop = 0 To 199
> For nXLoop = 0 To 319 Step 2
> nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
> imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
> imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCCount = nCCount + 1
> Next
> Next

eek! Basic! run away - run away! :-)

Looks something like you're drawing directly on a canvas above (I
dunno any VB btw). Have you considered a direct file conversion? I had
a quick peek at the Win95 programmer's docs. A direct conversion
doesn't seem wholly impossible. These datatypes are worth perusing...

BITMAPFILEHEADER
BITMAPINFOHEADER
RGBQUAD

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4840. Re: Magic boot up resolution in VGA

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37ece921$0$25057@news.zetnet.co.uk>
Source record: 73023

Bob King <robert.king@patent.gov.uk> wrote in message
news:37EB43D3.6F387D3A@patent.gov.uk...
> Yep, one for my RGB and one for my VGA, but will double check that I've
> done it correctly. Thanks for the interest.
>
> Bob King.

just in case you've missed this bit ,when you have saved your rez's you
have to copy that .inf into the stoop folder you have made and call it
what you want

--
Kevin
Atari still lives
MAIN MAIL kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

4841. FS: Atari 1.44 Diskdrive

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7siv0rgkg1@ns1.thpl.lib.fl.us>
Source record: 73024

Need a 1.44 IBM type diskdrive for your ST line machines (internal drive)
this 1.44 drive is ready to work, a lot better than that Chinon Drive
that came in it. Still only reads 720K but a lot quiter and more reliable.
$15.00 includes shipping by priority mail to anywhere in the U.S. Postal
money order gets it going your way e-mail please

4842. Re: now Falcon questions!

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909250620.a45649@wun.maus.de>
Source record: 73025

Hallo Steve!

S>My TT has that option, but on the Falcon this cpx doesn't have anything
S>to alter the cache on/off

That's why I wrote "patched". The General.cpx checks which machine it is
running on, and normaly doesn't display the cache setting unless it's a TT.

IIRC, there was one byte to be altered, but don't ask me which one. That was
back in '94 or the like...

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4843. ST Files

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <37ed0f6b$0$25058@news.zetnet.co.uk>
Source record: 73026

Hi All

I`ve just collected a few .ST files from the `net.Anyone
like to give me some info on this type of file and how to
use it on my STFM (4MB) TOS 1.00/2.06

Grateful Thanks

dhunt@zetnet.co.uk

The Non Welsh Welshman.

4844. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <250919991113575897%macgod@rocketmail.com>
Source record: 73027

In article <37EBAF94.F312A5EF@jps.net>, John Kolak <jkolak@jps.net>
wrote:

> The same solution is also available on Falcon. I use a Multisync monitor
> (Mitsubishi Diamond Scan) with a Chro-Magic video cable. The connector
> hood has a switch in it that enables me to change from VGA to RGB.

Thanks for your help, everyone... I guess I'll have to do without RGB
video--the Falcon will be for serious work and I've got my STs for
games anyhow. <g>

> By the way Nicholas, what is the temporary address for the quickfaq?
> Thanks.

That was going to be my next question.. :)

Derek

4845. WTT: 486DX2 66MHz Computer for an Atari computer

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Thomas Ferreira <tj@oro.net>
Message-ID: <7sj9sb$1l1$1@W.oro.net>
Source record: 73028

Will consider all trades...

All in good condition and housed in a nice MiniTower Case with 230Watt Power Supply. Intel 486DX2 66MHz CPU, 20MB RAM, 400MB HDD, 200MB HDD, 3.5" FDD, 5.25" FDD, Trident Video Card, and has pre-installed Windows 3.1 with Calmira 95 Desktop. I will even include a free keyboard and mouse. Looking for an even trade or I can sell mine for only $99 plus freight.

4846. Re: Free Atari junk in Belgium

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8L3ZtDAO0S73EwaA@steverosie.demon.co.uk>
Source record: 73029

On Sat, 25 Sep 1999 at 10:18:06 a message from Chris Gray was created on
the subject of Free Atari junk in Belgium.
>
>I just transferred my MegaST back from a Lighthouse tower back to its
>original box and you know what? It doesn't work any more. :[Preliminary
>tests indicate the power supply may be dead:

That's funny I've come across similar problems in the pass!!! I removed
and refitted the PSU and it didn't work! however, after checking all
connections it worked again! for 5 mins anyway and off it went.....
weird.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4847. Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VqgDVGAQcT73EwNe@steverosie.demon.co.uk>
Source record: 73030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I have a Mega STE, you probably figured that one out:), how do I install
and internal hard drive? it has an Ethernet card fitted...

and how do I get the thing to go above the 19,200 baud rate on serial 2?

thanks in advance

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4848. WTB: Atari Falcon030 at a reasonable price...

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <250919991417088108%macgod@rocketmail.com>
Source record: 73031

Starving student seeks Falcon030 at a reasonable price. :) I don't have a great deal to spend (~$400CDN), so I'd like to stick to a basic system... say, at least 4MB of RAM, any size hard drive and a VGA adapter--that's all I ask. Please reply via e-mail to the above address or to the newsgroup.

Thanks!
Derek

4849. ICD ADSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37ED5340.35399E39@qnet.com>
Source record: 73032

I have a 1040 STf with a ICD ADSpeed and have no information on it. Ive found many pages with people who have this product but, have yet to find the information on it. Did it come with any utilities? When I use Profile2 to view its information its says its running a 8mhz.Why?

If you have any ADSpeed utilities please send them to me thanks.

Don

4850. ST games wanted...

Newsgroup: comp.sys.atari.st
Date: 1999-09-25 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7sjuimqgq1@news.sasquatch.com>
Source record: 73033

I will be moving soon, so please send any responses to eldren@juno.com
instead of this account as I will be closing it in 1 week.

I am looking for the following games if they will run on my bone stock
1040STfm (1MB RAM and TOS 1.00):

Space Quest (any)
Zork (any)
Typhoon Thompson/Search for the Sea Child
King's Quest (any)
Leisure Suit Larry (any[sp?])

Also, is there a version of Deluxe Music Construction Set or any other
visual composer that will work with my ST and a Tweety Board? If not, then
I'll probably get rid of it (the Tweety Board, not my faithful 1040).

Anyhow, as I said, please send any responses to eldren@juno.com and we can
work something out.

Thanks!
Louis

4851. *Several* Minix partitions?

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: maxilys@normandnet.fr
Message-ID: <af5c796b90B802A1.46@nest.ftn>
Source record: 73034

Hi everybody,

I think that it is possible to have several minix partitions but HOW?

I already have a minix partition on a ZIP-cartridge where all my unified system is (/bin, /etc, /usr, etc). That was a silly idea because my ZIP became an un-removable media... Just the contrary of its purpose.

So I decided to make a new minix partition on a 1.2 Gb IDE harddisc I just retreived in the corpse of my dead Falcon. I partitionned it in 3: 510 Mb RAW, 510 Mb RAW and 201.6 Mb BGM. I wanted to change the two 510 Mb partitions into minix partitions.

Under BASH I typed:

```
minit -V -n 2 -P K:

minit -V -n 2 -P L:
```

Minit reported no error except that it complained for the unnecessary options. After that, both partitions K: and L: became unreachable either under BASH or from Jinnee.

Here is what fsinfo reports:

```
files links path_max name_max atomic trunc case file
75 1 128 12 0 8+3 no K:

files links path_max name_max atomic trunc case file
75 1 128 12 0 8+3 no L:
```

Just as if both were plain TOS partitions... and fsck says that K: and L: are "Not recognized MinixFS partitions or MinixFS not running" and later "Bad Superblock: Invalid Magic Number".

I also used minit to re-write the superblock (option -S). It worked without error but made no effect. I tried to partition with SCSITools and HDDriver but it made no difference. I tried to re-boot after partitionning and after "minit-ing" but the problem remained unsolved.

While typing, I got an idea: Are all my problems due to the fact that it is an IDE harddisc?

If not, what did I forgot to do? Please... Help me... I'm ready to drop MiNT and to buy a Wintel crapbox... ;-)

Important informations: Hades 060, MiNT 1.15.2b, Minit 0.31, Minix.XFS 0.71.

==========
Remi Villatel
E-mail: maxilys@normandnet.fr
==========

Via *OpenHand* v1.0.r1 Gateway

4852. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <rur22gde3i510@corp.supernews.com>
Source record: 73035

You can always get a composite video cable for the Falcon to watch
demos and play games on your TV. You could also just get the RGB
adapter and use your ST monitor on the Falcon for those "special"
times. I didn't follow the thread, hope I didn't duplicate any post.

On 25 Sep 1999 18:10:12 , Derek Warren wrote:
>In article <37EBAF94.F312A5EF@jps.net>, John Kolak <jkolak@jps.net>
>wrote:
>
>> The same solution is also available on Falcon. I use a Multisync monitor
>> (Mitsubishi Diamond Scan) with a Chro-Magic video cable. The connector
>> hood has a switch in it that enables me to change from VGA to RGB.
>
>Thanks for your help, everyone... I guess I'll have to do without RGB
>video--the Falcon will be for serious work and I've got my STs for
>games anyhow. <g>
>
>
>
>> By the way Nicholas, what is the temporary address for the quickfaq?
>> Thanks.
>
>That was going to be my next question.. :)
>
>
>
>
>Derek

4853. Re: Falcon -> LOV & Elite2

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <xKhH3.30890$n4.496656@news.tpnet.pl>
Source record: 73036

On 16 Sep 1999 13:34:46 , Phantomm wrote:
>On 16 Sep 1999 08:58:46 , please edit email addressto reply wrote:
>>
>>
>>Phantomm a crit :
>
>>>
>>> I tried getting LOV to run on my Falcon many times without any luck,
>>> But I thought that Elite 2 worked on the Falcon??
>>
>>Elite 2 "works" on my Falcon, but is buggy it's hardly playable. Nothing
>>to do with compatibility, it's like that on all systems.
>>
>>Nick
>
>Hi Nick,
>
>The version of Elite 2 I have ran fine on my 4meg STe Tos 1.62.
>I played that game many times and never noticed any bugs at all.
>It worked fine on the hard drive as well, just never tried it on
>the Falcon. I got it new from Toad Computers when the game first
>came out. Still have it, one of my all time favorite games.
>
I got Frontier (Elite II) and played it for months without any problems.
No backward, just ST-LOW resolution. BTW it doesn't "see" partitions
higher than E.

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

4854. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909270236170.84-100000@rakastaja>
Source record: 73037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 26 Sep 1999, Steve Stupple wrote:

> >At any rate, don't use Atari's modem.cpx, which should be replaced
> >with Peter Rottengatter's serial.cpx, if using STinG.
>
> I'm using that one and have the ports setup for the required [baud],
> but still can only connect at 19,200!!!

Then, obviously, some other app is trying to override the baudrate
you have set in SERIAL.CPX and STinG. Your old MODEM.CPX wouldn't
be still enabled, would it? Also, check DEFAULT.CFG and DIAL.SCR,
in STinG's configurations.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4855. [place2be.de] Site News

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199909261950.a25275@kr.maus.de>
Source record: 73038

Hi!

Here is a small message to inform you about the latest additions to my site:

First of all I am happy to announce that for some time now the site is (partly) also available in French language. Big thanks to Sylvain Perchaud who is doing a great job here and who is also adding some French specific news! Jump to the French pages directly via

- http://place2be.de/indexf.htm

Then I just started a new Reviewed! section. From now onwards I hope to review some interesting bits of software there. Starting off with an exclusive review of the upcoming Luna version.

And finally you can take a tour through a bit of 'what could have been' Falcon gaming history. Mc Fly of Risk alias Bleick Bleicken worked at Eclipse and did some of the graphics for their game projects (e.g. Iron Soldier). He also spent some time to paint the complete graphics for a Sierra style Falcon adventure which was canceled in favour of other projects. This unreleased artwork (and some others as well) is now featured in the Mc Fly of Risk Scene Special. Mc Fly also offers everyone who would like to give the gfx a bit of interactivity to get in touch with him.

http://place2be.de/ (German)
http://place2be.de/indexe.htm (English)
http://place2be.de/indexf.htm (French)

Regards,
Jan

4856. MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-26 00:00:00 UTC
From: Joshua Kaijankoski <joshuak@isys.ca>
Message-ID: <ruujc9543i512@corp.supernews.com>
Source record: 73039

Is there someone who could send me a copy of MagicPC 6.1? In my stupidity I deleted all the files from my HD. Even if you could tell where to find it. I'd really appreciate it. Thanks.

Joshua.

joshuak@isys.ca

PS. I don't want to hear any piracy lecture from anyone...

4857. Re: PC to ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Trevor@stainsby.demon.co.uk
Message-ID: <37f318a3.587091@news.demon.co.uk>
Source record: 72895

On Sat, 25 Sep 1999 15:38:09 -0500 (CDT), you wrote:

>Hey trevor got your name from the newsgroup. Have you found a way to
>successfully download atari software from PC for use on your 1040ST. It
>alludes me..
>peace
>tracy
>
Hi Tracy,

Can't seem to reply directly to your e-mail, keeps bouncing back to
me, but here's the info.

You need a double density disk 720K (DD), not a HD 1.44 Mb.
Format on the PC under DOS:-

format a: /f:720

and you should be able to read the disk on both the PC and ST and so
be able to transfer files back and fore.

If you need any further info.... feel free...

Trevor

4858. Re: Falcon Beginner

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EF2224.55967305@online.TAKE.THIS.OUT.fr>
Source record: 72896

Andreas Berger a ï¿½crit :
>
> Hi,
>
> i'm new on the atari-world an would like to get links to usefuel WEBsites,
> infos on must-have-tools/apps/games/demos maybe special for the falcon.

Check out the tons of things available from FTP sites.

> Is there also some kind like "aminet" for the atari?

There are plenty of FTP servers around, but unlike aminet, they are all
different. The main ones are:
ftp://ftp.lip6.fr
ftp://chapelie.rma.ac.be
ftp://ftp.funet.fi
ftp://ftp.uni-paderborn.de

> How can i connect the
> falcon to other computers, it seems (i have no books to the machine) that
> the max. serialspeed is 19200?

115kbps on the Modem 2 and LAN ports. Check out the Quick FAQ for
details:

http://bales.online.fr/atari

> Is the printerport usefuel for some kind of
> Laplink transfer like the amiga have?

Yes, but the port is not standard, so you need to build a special cable
and use special software. This is also in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4859. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <zfrEtLA+Gy73EwaR@steverosie.demon.co.uk>
Source record: 72897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 26 Sep 1999 at 23:40:08 a message from Martin-Eric Racine was created on the subject of Mega STE: How do I? twice:).
>Then, obviously, some other app is trying to override the baudrate
>you have set in SERIAL.CPX and STinG. Your old MODEM.CPX wouldn't
>be still enabled, would it? Also, check DEFAULT.CFG and DIAL.SCR,
>in STinG's configurations.

I used to use an STE with HD drive, serial mod etc... This is now my back-up machine just in case the unthinkable happens:)

When I moved over to the MSTE the only thing I've done was to adjust and change the port settings!!! I will rebuild the entire software/hard drive as soon as I can, maybe there's a rogue program that's responsible.

I did encounter a small problem on my tower STE using certain programs, like Harlekin II with the higher port speed (28,800 my speed). They caused bad and unreliable transmissions, so these programs are not active/running on the MSTE.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4860. Re: PC to ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <5vOGxOApNy73Ew53@steverosie.demon.co.uk>
Source record: 72898

On Mon, 27 Sep 1999 at 07:12:05 a message from Trevor was created on the subject of PC to ST.

>Hi Tracy,
>
>Can't seem to reply directly to your e-mail, keeps bouncing back to
>me, but here's the info.
>
>You need a double density disk 720K (DD), not a HD 1.44 Mb.
>Format on the PC under DOS:-
>
>format a: /f:720
>
>and you should be able to read the disk on both the PC and ST and so
>be able to transfer files back and fore.
>

Hi

Not forgetting that it is possible to format a disk that IS usable on you ST, and what's more to can take advantage of extended formatting. I use DC Format 3, but there are other programs that can do the MS-DOS biz.

There is also other ways to transfer data between PC and ST: there's Ghost link in DOS, or using a communications program from Windoze. Both of these require a null modem cable and aren't exactly fast, but ok for small files or larger files if you don't want to keep changing disks.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4861. Problems connecting to the internet

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: CWesterh@_remove_this_casema.net
Message-ID: <37ef2e82.5569249@news.nl.net>
Source record: 72899

I changed my internet connection from TT to PC about a year ago, because the modem of the PC was faster. When I tried to work with the TT again a few weeks later, Sting refused to connect. Because it was not very important, I left it at that. But a friend of mine with a Mega ST wants to go on the internet, so I got on it again. After a lot of trouble I found out that there was a problem with the serial CPX. Proberly this had to do that I changed from ZControl to Freedom2.

On the TT I can now connect with Sting, but when I trie this with the Mega ST I get four bombs. What could be the problem, and what could I do about it?

Secondly, on the TT I can browse with Cab and send e-mails with Newsie. But when I want to receive e-mail Newsie crashes. In Magic I get error -69 and in Tos I get two bombs if I remember well. Also ftp and receiving newsgroups does not work. In the past there was no problem, anybody an idea what is happening, and what to do?

Thanks in advance,

Cecil Westerhoff.

4862. IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Stefan Svensson <stefan.svensson@network.combitech.se>
Message-ID: <37EF3C46.300C1985@network.combitech.se>
Source record: 72900

Hi!

I tried to change my 125 MB internal harddisk in my Falcon030 to
a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
recognize this correctly and can only allocate 50 MB! AHDI
formats the disk fine, but when I try to partition the disk, it
just says that "boot information corrupted".

Is 2100 MB too much for the internal IDE controller?

Stefan

4863. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: CWesterh@_remove_this_casema.net
Message-ID: <37ef65ad.11559090@news.nl.net>
Source record: 72901

On Sun, 26 Sep 1999 06:56:28 -0700, "Joshua Kaijankoski"
<joshuak@isys.ca> wrote:

>Is there someone who could send me a copy of MagicPC 6.1? In my stupidity I
>deleted all the files from my HD. Even if you could tell where to find it.
>I'd really appreciate it. Thanks.
>
>Joshua.
>
>joshuak@isys.ca
>
>PS. I don't want to hear any piracy lecture from anyone...
>
Then do not ask for this here. MagicPC is not that expensive, so just
buy it. Strange how people can complain about not being software they
like, after they do not buy but steal.

Cecil.

4864. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.9909271423170.24350-100000@kairos.algonet.se>
Source record: 72902

On Mon, 27 Sep 1999, Stefan Svensson wrote:

> Hi!
>
> I tried to change my 125 MB internal harddisk in my Falcon030 to
> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
> recognize this correctly and can only allocate 50 MB! AHDI
> formats the disk fine, but when I try to partition the disk, it
> just says that "boot information corrupted".
>
> Is 2100 MB too much for the internal IDE controller?

dunno if its the IDE-controller but ahdi sux.. get hddriver or something..

---
nnnnn | Fredrik Egeberg
(.) (.) | deez@atari.org
_ooOo__n_/_oOoo_ | ICQ: 20585495

4865. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <37EF6B97.699B29C2@cu2000.com.pl>
Source record: 72903

Stefan Svensson wrote:

> Hi!
>
> I tried to change my 125 MB internal harddisk in my Falcon030 to
> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
> recognize this correctly and can only allocate 50 MB! AHDI
> formats the disk fine, but when I try to partition the disk, it
> just says that "boot information corrupted".
>
> Is 2100 MB too much for the internal IDE controller?

No!
You must have different IDE driver (HDDRIVER).

--
Pozdrowka
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
irekp@atari.org.pl | http://www.cu2000.com.pl/guma
tel. 0603 439 935 |

4866. Re: ICD ADSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7so7shcdr4@news.campuscwix.net>
Source record: 72904

On 25 Sep 1999 15:57:05 , Schoengarth wrote:
->
->I have a 1040 STf with a ICD ADSpeed and have no information on it. Ive
->found many pages with people who have this product but, have yet to find
->the information on it. Did it come with any utilities? When I use
->Profile2 to view its information its says its running a 8mhz.Why?
->
->If you have any ADSpeed utilities please send them to me thanks.
->
->Don

Hi Don. I use an AdSpeed accelerator on the Mega ST that runs
my BBS. I'll send you that software shortly... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

4867. Re: ICD ADSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7so81fcdr5@news.campuscwix.net>
Source record: 72905

On 26 Sep 1999 16:34:09 , clu-da-bard wrote:

-> I'm not good at sending files yet using any
->of my Atari utilities, but I believe you can find
->a copy of this one the Dark Forces BBS. I'll see
->if I can find the number.
->
-> Doctor Clu

Hi Doctor Clu! Well, that software is still commericial,
even if its no longer supported, so I've not put it on
my BBS as a freely available download. I've made other
arrangements with the original poster though. ;-)

See ya later!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4868. Re: ICD ADSpeed

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7so86bcdr6@news.campuscwix.net>
Source record: 72906

On 26 Sep 1999 16:44:36 , clu-da-bard wrote:

<snip>

-> Fun BBS really. Been there many times.
->
-> Doctor Clu
->.

Thanks for the endorsement! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4869. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dyswhn.1dyyoaz147s66eN@pm-d21.rhein-main.de>
Source record: 72907

Stefan Svensson <stefan.svensson@network.combitech.se> wrote:

> Hi!
>
> I tried to change my 125 MB internal harddisk in my Falcon030 to
> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
> recognize this correctly and can only allocate 50 MB! AHDI
> formats the disk fine, but when I try to partition the disk, it
> just says that "boot information corrupted".
>
> Is 2100 MB too much for the internal IDE controller?

You should - NOT - format IDE hard drives..
Create some partitions is engough!

Looks like this drive lost manufacture track on disc.
Try HDDriver, but i think this drive is death.

You can use a 10Gig device, the -partition size- is the point.
TOS 4.x -> 1Gig per partition!

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4870. FS/T Atari ST Games, Components and Magazines (Updated)

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <D6OH3.3975$Y6.426273@news1.telusplanet.net>
Source record: 72908
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 09/27/99
- Sold / traded items removed

I have the following Atari ST components, software and manuals/magazines for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST - Boxed with power supply and mouse
- Atari Mega4 ST - Boxed with keyboards/mouse/power supply (two units left)
- Atari SC1224 Monitor 13" ST Color Monitor
- Atari PCT1426 Monitor 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supply and Laser Printer Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supply (two units left)
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Magic Sac 1 - Macintosh Emulator Cartridge (with manuals, but NO ROMS)
- Magic Sac 1+ - Macintosh Emulator Cartridge (with manuals and ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Best Data Smart One 2400X - 2400 baud modem

Controllers Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore

units

ST Software Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

ST Books Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

Manuals & Technical Guides (software status specified) Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)

- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

4871. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyt2ym.1ry21fglkhe5oN@tnt-11-212.easynet.co.uk>
Source record: 72909

Patrice Mandin <pmandin@caramail.com> wrote:

> Hello everybody,
>
> Here is a new Doom version
> - Sound mixing is correct now
> - Procontroller buttons added.
> - No more crash when using the mouse.

Excellent! :-)

btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's amazing. Is this still being developed? Hope so, as it's the fastest Doom for my Falcon.

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4872. File transfer from Atari ST to PC

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Frank Thomsen <thomfunk@get2net.dk>
Message-ID: <5jPH3.389$W43.615@news.get2net.dk>
Source record: 72910

Hello there.

I used to have an Atari 1040 ST E for making MIDI music. Later I got a PC and sold the good old and trusty Atari. Unfortunately I forgot to transfer my old MIDI-files on to the PC and now I have this load of old Atari disks that my PC refuses to read. Is it possible to do something about that? It would shure make me very happy.

Greetings for all of you.

Frank

4873. Re: File transfer from Atari ST to PC

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37efdc11.4106495@news.wxs.nl>
Source record: 72911

On Mon, 27 Sep 1999 21:10:10 +0200, "Frank Thomsen"
<thomfunk@get2net.dk> wrote:

>Hello there.
>
>I used to have an Atari 1040 ST E for making MIDI music. Later I got a PC
>and sold the good old and trusty Atari. Unfortunately I forgot to transfer
>my old MIDI-files on to the PC and now I have this load of old Atari disks
>that my PC refuses to read. Is it possible to do something about that? It
>would shure make me very happy.
>
>Greetings for all of you.
>
>Frank

I think if you run GEMULATOR, the Atari ST emulator, it will let you
read Atari disks in your PC. You can then simply copy them over to a
partition of your PC.

4874. REQ: Sequencer One?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Laurence Shields <mercybox@hotmail.com>
Message-ID: <37EFD11F.186D8DBC@hotmail.com>
Source record: 72912

Hi everybody,

Does anyone know where I can get a copy of a program called "Sequencer One" for the Atari? It came free with ST Format magazine but I haven't been able to track one down.

Thanks,
Laurence

4875. Re: SV: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: peter.slegg@---ANTI-SPAM---zetnet.co.uk
Message-ID: <37efcf76$0$22554@znews.zetnet.co.uk>
Source record: 72913

Could someone correct me if I have this wrong:

Anodyne CDWriter Plus with ExtenDOS Gold
Consists of CDWriter Audio and CDBackup and allows the Atari to write
to CD-R(W) media. It can Write audio and data CDs and it also allows
Re-Writing on RW media.
Reviews: Atari Computing 12 & 13

SoundPools CD-Recorder
Doesn't need any driver to Write to CDs but needs either ExtenDOS or Spin
to Read them. Supports ISO9660 and Red Book formats (?)
Doesn't support Re-Writing of RW media.
Reviews: Atari Computing 9

Do these products work with both SCSI and IDE CD drives?

Peter

4876. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyt8m1.u1k1b1cthfb2N@tnt-10-78.easynet.co.uk>
Source record: 72914

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> To start with RGB resolutions are normally lower than VGA resolutions. eg
> 640x400 is highest (without overscan) while 640x480 is highest on a VGA
> screen. This is 'standard' Falcon video modes I'm talking about...

That's fair enough.

> Second reason is that VGA modes are driven at 60 Hertz while RGB modes are
> driven at a PAL video friendly 50 Hertz.

Hmmm, so how come a Pal PSX is slower than a NTSC PSX ?
Afterall, the cpu, bus, custom chips, etc.. are all the same. It's just
the output rate (plus less virtical lines) that's different..

> All this means there is less clogging of the Falcon data bus with video
> data, as video and program data are resident in the same RAM and grabbed
> on the same data bus. Thats why high-res, high-colour modes make a standard
> Falcon feel slower...because it is in those modes...

Hmmm (again!), so when I'm presented with the various screen frequency
options in the DHS demos I should really choose 50hz then? I normally
select (rgb) 60hz as this gives a bigger screen and (I thought) faster
display??
Here's one for you(!) - Blood Money had the 50/60hz option in it. I used
to select 60hz back then and got a faster and bigger display. Why should
the Falcon be different then?
:-)

> Graphics Cards and bus/CPU accelerators give more bandwidth for data transfer
> hence less lag on the system...

I know, I want the Centurbo upgrade next! ;-)

Thanks for the answers (and questions!)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4877. my TT (again!)

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyt8a1.nvs8o31vjs3ueN@tnt-8-86.easynet.co.uk>
Source record: 72915

Just wanted to ask if the TT needs any TOS patches.
STe's use rainbow patches and Falcon's have FPATCH.PRG, so does the TT
have any? Thanks!
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4878. Re: my TT (again!)

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909280015190.84-100000@rakastaja>
Source record: 72916

> Just wanted to ask if the TT needs any TOS patches.

Nope, as long as you have TOS 3.06, everything is fine.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

4879. Re: my TT (again!)

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyta2r.lepnzpthzl7mN@tnt-10-72.easynet.co.uk>
Source record: 72917

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> > Just wanted to ask if the TT needs any TOS patches.
>
> Nope, as long as you have TOS 3.06, everything is fine.

Excellent reply! thanks :-)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4880. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <938469129.14264.0.nnrp-08.9e98e4aa@news.demon.co.uk>
Source record: 72918

And I guess even more stupidly you 'accidently' formatted your original
floppy disks that MagiCPC6.1 came on too? Amazing how such accidents happen
so easily ;-)

Do you really think people in this group are stupid enough to believe this
extremely lame attempt at getting it for FREE?
As for not wanting to hear 'anti-piracy lectures' then what did you really
expect, posting such a blatant attempt at trying to get hold of a brand new
version of MagicPC for free. Buy it, you skinflint, and stop trying to
insult peoples intelligence!

Gary

Joshua Kaijankoski <joshuak@isys.ca> wrote in message
news:ruujc9543i512@corp.supernews.com...
> Is there someone who could send me a copy of MagicPC 6.1? In my stupidity
I
> deleted all the files from my HD. Even if you could tell where to find it.
> I'd really appreciate it. Thanks.
>
> Joshua.
>
> joshuak@isys.ca
>
> PS. I don't want to hear any piracy lecture from anyone...
>
>

4881. STACY 4 CMOS Loss/HD Failure?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: "Dr.Matrix" <drmatrix@hotmail.com>
Message-ID: <7sopkgfja1@news1.fast.net>
Source record: 72919

I have a STACY 4 that has been working fine for many years. Yesterday, I turned it on and the hard drive failed to boot up. Could this be a CMOS bios loss? Is there a battery to replace? Where do you find it and how to replace? Once replaced, how do you restore the original settings to get back to hard drive? Any help would be greatly appreciated. Thanks to anyone who will help.

4882. Looking for Another World for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: John Hines <jhines@gofree.indigo.ie>
Message-ID: <GURH3.367$r46.329@news.indigo.ie>
Source record: 72920

Hi folks,
Can some kind person help me? My 2nd Another World disk is corrupted for my
Atari ST. Anyone got the this game that can copy the 2nd disk for me?
Please email me at :
conrad.gibbons@lyit.ie
Thanks,
Conrad
PS: Anyone know where I can buy a Hard Drive for my ST????

4883. For Sale - Band-in-a-Box autosequencer for ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37EFFC49.927BE865@earthlink.net>
Source record: 72921

For sale on Ebay, Band-in-a-Box AutoSequencer for the Atari ST computer

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=171214101

4884. FS - Doctor T's Tiger Cub sequencer/notator

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Duane O'Donnell <outwest2@earthlink.net>
Message-ID: <37EFFEC5.B122C4AB@earthlink.net>
Source record: 72922

> For Sale on Ebay - Doctor T's Tiger Cub 24 track sequencer and score printer for Atari ST computer
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=171076392
>
>
>

4885. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <938501764-40563AEicMi@NOSPAMcix.co.uk>
Source record: 72923

John Kolak said:

>I checked your page and clicked on the Ghostscript link. It took me to Christian
>Felsch's page just fine. Clicking on his gemgs link took me to a page that had no
>link for binaries, but had a lot of other good Ghostscript information

In order to keep this simpler I've linked to the Ghostscript directory on the ftp site 193.190.20.128

>archive. Then I went back to your home page and got the English docs/rsc files.
>Thanks for the links Derryck. I really appreciate it.

We should also thank Peter West of the TransAction team who did most of the translation work for this.

> distribution. I hear it's tough to install, so we'll see how it goes!

It's not nearly as difficult as the versions distributed before Christian took it on, but the fontmapper file will repay close inspection if you want to change or add fonts.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4886. Re: Print from FAX program?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <938501766-41047AEicMi@NOSPAMcix.co.uk>
Source record: 72924

Jim DeClercq said:

>I need either advice on how to make ST FAX print, using NVDI, or what other fax
>program to use, and were it can be found.
>

The only problem I've ever had printing from STFax with NVDI was cured by setting the NVDI printer CPX to print in the foreground (NVDI5/MagiC6).

Otherwise look out for STARFAX, part of a suite of comms progs that is available for download from the web.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4887. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Joshua Kaijankoski <joshuak@isys.ca>
Message-ID: <rv17k7oj3i553@corp.supernews.com>
Source record: 72925

You know Gary, you're a really nice guy aren't you?

4888. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199909272008.a54457@su2.maus.de>
Source record: 72926

Hi Joshua,

JK>PS. I don't want to hear any piracy lecture from anyone...
but it _is_ piracy that you are asking for.

Sorry, Peter

4889. [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7sn3a2pat1@nnrp1.deja.com>
Source record: 73040

```
Hello everybody,

Here is a new Doom version
- Sound mixing is correct now
- Procontroller buttons added.
- No more crash when using the mouse.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Before you buy.
```

4890. Print from FAX program?

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7smij9adu1@nnrp02.primenet.com>
Source record: 73041

Help?

I have the last and greatest version of ST FAX, and a recent version of
NVDI. NVDI prints from CAB, so it is OK. But even setting that program
to run its tsr after NVDI loads does not work. It cannot find the
installed printer, and goes into an eternal hang.

I need either advice on how to make ST FAX print, using NVDI, or
what other fax program to use, and were it can be found.

Can anyone help?

Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4891. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7smme4$pr5$1@newshost.comnet.co.nz>
Source record: 73042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> eek! Basic! run away - run away! :-)

... at least it wasn't LINE-NUMBERED basic - that would be a criminal offense punishable by death. {[:-)]

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

4892. Re: Free Atari junk in Belgium

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <37ef00c3$0$25062@news.zetnet.co.uk>
Source record: 73043

On 26 Sep 1999 16:25:30 , clu-da-bard wrote:
On 25 Sep 1999 10:18:06 , Chris Gray wrote:

Very Very big snip.....

Doctor Clu
^^^^^^
/ /|\ ATARI TT030 / Stik2/CAB 2.7
^^^^^^
^^^^^^

Where did you get STiK2 from please ?

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

4893. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EF16E1.A20B1E30@online.TAKE.THIS.OUT.fr>
Source record: 73044

John Kolak a ï¿½crit :
>
> The same solution is also available on Falcon. I use a Multisync monitor
> (Mitsubishi Diamond Scan) with a Chro-Magic video cable. The connector
> hood has a switch in it that enables me to change from VGA to RGB.
>
> By the way Nicholas, what is the temporary address for the quickfaq?
> Thanks.
>

The temp address is: http://bales.online.fr/atari

Please don't use it to link from personal web pages, as it is temporary
and will be redirected as soon as I get the quickfaq.atari.org address
back.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4894. Re: TT/Falcon demos

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37EFC340.9A07CC31@ihug.co.nz>
Source record: 72927

Hi there,

Steve wrote:
> rgb resolutions? Why I'm here - how come an rgb Falcon is faster anyway?

Several reasons...

To start with RGB resolutions are normally lower than VGA resolutions. eg
640x400 is highest (without overscan) while 640x480 is highest on a VGA
screen. This is 'standard' Falcon video modes I'm talking about...

Second reason is that VGA modes are driven at 60 Hertz while RGB modes are
driven at a PAL video friendly 50 Hertz.

All this means there is less clogging of the Falcon data bus with video
data, as video and program data are resident in the same RAM and grabbed
on the same data bus. Thats why high-res, high-colour modes make a standard
Falcon feel slower...because it is in those modes...

Graphics Cards and bus/CPU accelerators give more bandwidth for data transfer
hence less lag on the system...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4895. [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7sq4g9$t0f$1@nnrp1.deja.com>
Source record: 72928

In article <1dyt2ym.1ry21fglkhe5oN@tnt-11-212.easynet.co.uk>,
macgamer@ukonline.co.uk (Steve) wrote:

> btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's
> amazing. Is this still being developed? Hope so, as it's the fastest
> Doom for my Falcon.

This is a DSP version, and is incomplete (lack of monster IA), has many
bugs. I do not develop it any more (even bugs will remain). I work now
on the complete engines.

Planned work in pm[doom,heretic,hexen]:
- DSP support on Falcon for sound,music,rendering
- Music support with sample or MIDI-port output
- Ym2149, mv16, st-replay sound output
- VDI graphic output

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Before you buy.

4896. SV: seti@home

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <4mTH3.2644$Mb6.5378@nntpserver.swip.net>
Source record: 72929

Jim Odell <fodell@wincom.net> wrote:

> I can't download any new data from seti@home. Anyone else having
> trouble?

Absolutely!
Every now and then, it's just hanging when it's supposed to send and load a new data unit. Wait for a few minutes and give it another try and normally it'll work. If it doesn't work after a couple of tries, don't bother - just try again next day instead and I'm sure it'll be ok.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4897. SV: SV: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <4mTH3.2645$Mb6.5378@nntpserver.swip.net>
Source record: 72930

Hi,

> Could someone correct me if I have this wrong:
>
> Anodyne CDWriter Plus with ExtenDOS Gold

Haven't tried it so I don't know a thing about it...

> SoundPools CD-Recorder
> Doesn't need any driver to Write to CDs but needs either ExtenDOS or
Spin
> to Read them.

You can use any CD-driver software to use the burner as a reader and a version of Metados is included with CDRecorder, so you actually don't have to buy other drivers, like the ones you mention...

>Supports ISO9660 and Red Book formats (?)

Yes - but also "foreign format CD's". That is, you can copy your sampler synth's harddisk to a CDR by using the SCSI-copy function - a great function. You can choose to write in a foolproof ISO9660-format, which is readable on a PC, but you can also write in Atari-format, which allows you to use ALL characters in file- and foldernames.
When you make audio-CD's, you can change the pause between the tracks to any length - individually for every track. You can also insert Indexes, you can insert the ISRC-code for identification and you can choose whether or not to activate the copyprotection bit.

> Doesn't support Re-Writing of RW media.

Since version 2.34b, you press Record with an empty file box and the CDRW will be erased.

> Do these products work with both SCSI and IDE CD drives?

Only SCSI is supported.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4898. SV: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <5mTH3.2646$Mb6.5378@nntpserver.swip.net>
Source record: 72931

Stefan Svensson wrote:

> I tried to change my 125 MB internal harddisk in my Falcon030 to
> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
> recognize this correctly and can only allocate 50 MB! AHDI
> formats the disk fine, but when I try to partition the disk, it
> just says that "boot information corrupted".
>
> Is 2100 MB too much for the internal IDE controller?

Hi,
It's not too much for the controller - but it's too much for AHDI, which
only supports up to 1GB IDE-disks :(
I'd recommend HDDriver instead.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4899. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37F04356.965A8781@student.canterbury.ac.nz>
Source record: 72932

Joshua Kaijankoski wrote:
>
> Is there someone who could send me a copy of MagicPC 6.1? In my stupidity I
> deleted all the files from my HD. Even if you could tell where to find it.

Have you lost your original master disks ?!

4900. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <938502503.25471.0.nnrp-06.9e98e4aa@news.demon.co.uk>
Source record: 72933

Ah. Now we get to the truth. Here's the reply this jerk sent me to my earlier response. Nice attitude!!
I hope nobody in this group is going to help this moron out!!

Oh, and I've forwarded his reply to ASH. I'm sure they'd be interested, as it's them he's stealing from.

Gary

----- Original Message -----
From: Gary Priest <gary@the-gap.demon.co.uk>
Newsgroups: comp.sys.atari.st
Sent: Monday, September 27, 1999 2:45 PM
Subject: Re: MagicPC 6.1

Hey! Screw you! I happened to have MagicPC 6.1 at one point cracked of course but I did delete it by accident. I don't give a shit what you say. I got a pirated copy once and I will get one again.

Joshua.

4901. Re: File transfer from Atari ST to PC

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37F06AB5.E20A3BC7@online.TAKE.THIS.OUT.fr>
Source record: 72934

Frank Thomsen a ï¿½crit :
>
> Hello there.
>
> I used to have an Atari 1040 ST E for making MIDI music. Later I got a PC
> and sold the good old and trusty Atari. Unfortunately I forgot to transfer
> my old MIDI-files on to the PC and now I have this load of old Atari disks
> that my PC refuses to read. Is it possible to do something about that? It
> would shure make me very happy.

Unforunately, PCs often cannot read the format of older STs, although
the other way round works fine.

You have the following options:

- Send the disks to someone who own an Atari and have them copy the
files over to DOS disks. This is a 10 minute job that can be done on any
Atari with a 720K drive. It's a shame you didn't do it before selling
your ST.

- Try messing with an emulator such as WinSTon or PaCifiST and a disk
image converter such as MakeDisk. You'll want to convert your disks to
.ST files, and use the emulator to copy the files contained in the .ST
disk images onto your DOS hard drive.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4902. TEST

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <xd_H3.40$G3.23922@news1.atlantic.net>
Source record: 72935

1...2...3...4...

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

4903. Cubase Lock-up

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <Zq_H3.41$G3.24107@news1.atlantic.net>
Source record: 72936

Hi all,
Cubase 2.6 was running fine on my C-LAB Falcon030 (a while ago) but
now locks up when importing .AIF files. MIDI imports and playbacks are OK!
I've tried re-installing from the original disks and in an empty partition
on my Seagate hard drive with no accessories (not even the x-control panel)
nor any auto folder programs. The result is the same (lock-up or crash
when importing or loading an .ALL file with .AIFs).

Any ideas out there???
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

4904. RGB Monitor on ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Knut Lassmann <k.lassmann@q-bus.de>
Message-ID: <37F084AD.E3318EF3@q-bus.de>
Source record: 72937

Hi Folks,

I have an old RGB Monitor from my Amiga. Is there any way to connect it
to my 1024 ST. Do I have to confige a special cable for it or is there
one I can use?

Thanx in advance

Knut

4905. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F08B28.40B6@ooc.de>
Source record: 72938

Stefan Svensson wrote:

> I tried to change my 125 MB internal harddisk in my Falcon030 to
> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
> recognize this correctly and can only allocate 50 MB! AHDI
> formats the disk fine, but when I try to partition the disk, it
> just says that "boot information corrupted".
>
> Is 2100 MB too much for the internal IDE controller?

IDE is such a simple interface that there is no controller at all, just
a few logic chips. Anyway, there is no limit for the capacity of drives
you can connect to the Falcon's IDE or SCSI port. Note, however, that
old drivers might not work. Try the demo version of HDDRIVER:

http://home.nikocity.de/nogfradelt/atari_english.html

HDDRIVER supports IDE and SCSI drives of any size.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4906. 2 for 1 modem exchange

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37F095EA.21CD986D@patent.gov.uk>
Source record: 72939

I want to upgrade to 33,600 and have a 28.8 Hayes Optima Business, Voice, Data, Fax and a Trust 1414, 14,400, both external. I want a straight swap for an external 33,6. If it's a badged make I may add a bit of dosh.

Still trying to get rid of my gray scale PrintTeknic A4 scanner.

Bob King.

4907. evnt_multi

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: philipt@dial.pipex.com
Message-ID: <7sqa1r$m1k$1@lure.pipex.net>
Source record: 72940

evnt_multi in TOS 2.06 allows me to wait for the left or right
mouse button (among other events); however I want to respond
to _either_ mouse button.
The documentation says "button is ANDed with mask and tested
for equality with state". If I could change the equality to
"greater-than-or-equal-to" then putting mask=3 and state=1 would
wait for either button; while mask values of 1 & 2 would still
work for single left & right buttons.

Despite several days dubugging inside TOS, I haven't been able
to find the AND and BEQ instructions which do the compares.
Can anyone help?

Philip Taylor, Glasgow, Scotland
philipt@dial.pipex.com

4908. Re: RGB Monitor on ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37F0AD4D.42790A9D@online.TAKE.THIS.OUT.fr>
Source record: 72941

Knut Lassmann a ï¿½crit :
>
> Hi Folks,
>
> I have an old RGB Monitor from my Amiga. Is there any way to connect it
> to my 1024 ST. Do I have to confige a special cable for it or is there
> one I can use?

Unless it uses a standard SCART input, then you'll have to build your
own special cable. I don't know the pinouts for the Commodore video
connector, but chances are you'll find find both connectors here:

http://margo.student.utwente.nl/stefan/hwb/menu_Connector.html#Video

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4909. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <938528561.5457.0.nnrp-06.9e98e4aa@news.demon.co.uk>
Source record: 72942

Yes, I am actually.
It's just your attitude to pirating that's annoyed me. I bought MagiCPC a couple of months ago (and thus supported what is already a dwindling software scene on the Atari), and it irks me that someone like you thinks it's perfectly acceptable to pirate something that most other genuine Atari fans would happily pay good money for.

I have to admit, that I didn't think piracy was condoned in this newsgroup at all, but it seems that I am in a minority. If that's the case then I'll keep quiet about it. When companies such as ASH don't bother to create brilliant Atari software anymore because people aren't buying it, then the Atari scene really will be dead and buried.

Oh, and I haven't really forwarded your email to ASH. I don't have their email address, and I really can't be arsed anyway.

Gary

Joshua Kaijankoski <joshuak@isys.ca> wrote in message
news:rv17k7oj3i553@corp.supernews.com...
> You know Gary, you're a really nice guy aren't you?
>
>

4910. Ed Uni connection...

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: David Donachie <geas@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990928160830.21544A-100000@holyrood.ed.ac.uk>
Source record: 72943

Hi,
just to stop me wasting time unecessarily, and it's a long shot, is there anyone out there who uses sting to connect to the University of Edinburghs dail-up. If so if they could email their script (obviously with passwords out!) to the following address then I'd be very very greatful.

p95122@ph.ed.ac.uk

I;ve just got a hard drive for my ste and am messing around with it for the first time in years. It's amazing what you can learn and what you can forget!

Thomas

4911. Re: evnt_multi

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7sqs29$1sq$1@snipp.uninett.no>
Source record: 72944

```
Philip Taylor <philipt@dial.pipex.com> wrote:
> evnt_multi in TOS 2.06 allows me to wait for the left or right
> mouse button (among other events); however I want to respond
> to _either_ mouse button.

You have to add 0xff to the second argument in evnt_multi(). This is
explained in ProGEM by Tim Oren (http://atari.nvg.org/programming/ProGEM/)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

4912. Problem sending files

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: alannelson@zetnet.co.uk
Message-ID: <37f0f8c7$0$25059@news.zetnet.co.uk>
Source record: 72945

Hi there folks,

I am having a problem sending someone an attached file - his emailer can't decode UUE or MIME (he's using a PC), while the editor I am using (Everest) with my emailer (Newsie 0.94) can't load the file I'm trying to send if I don't encode it first. Everest reports that the lines are too long and truncates them, thus presumably corrupting the file.

Has anyone got any suggestions how I can get this poor chap's file to him before I resort to using snailmail?!

For reference, I'm using an STFM with STiNG, CAB 2.7 and, of course, Newsie.

Cheers

Alan

4913. Re: Wanted : MegaST2 or 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: mdreplay@aol.com
Message-ID: <19990928134133.18385.00003733@ng-cl1.aol.com>
Source record: 72946

I am selling a 1040ST.
Let me know your pricerange if you
have not already found one.
Thanks.
Mark
MDREPLAY@aol.com

4914. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <37f1099c1cd1de2@online.be>
Source record: 72947

on Mon 27-09-1999 11:14 Derryck Croker wrote:

>In order to keep this simpler I've linked to the Ghostscript directory on the ftp
>site 193.190.20.128
>

He,I hope you didn't use the address as listed above as it's wrong:-))
The right address is ftp://193.190.204.128 or ftp://chapelie.rma.ac.be

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4915. Re: Wanted : MegaST2 or 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: mdreplay@aol.com
Message-ID: <19990928134406.18385.00003734@ng-cl1.aol.com>
Source record: 72948

I am selling a Atari1040 ST with monitor
and other sequencing gear.

What exactly are you needing it for?

What is your budget/price range?

Let me know. Thanks.
Mark
MDREPLAY@aol.com

4916. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyuxha.qk3hoi15cy1dsN@tnt-10-106.easynet.co.uk>
Source record: 72949

Patrice Mandin <pmandin@caramail.com> wrote:

> > btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's
> > amazing. Is this still being developed? Hope so, as it's the fastest
> > Doom for my Falcon.
>
> This is a DSP version, and is incomplete (lack of monster IA), has many
> bugs. I do not develop it any more (even bugs will remain). I work now
> on the complete engines.

Just read the docs and your web site text now! It was just that we
downloaded it, plugged in the TV and tried it - we where amazed at how
fast it was (plus you can look up/down!). Shame it's not being developed
anymore. Big shame :-(

> Planned work in pm[doom,heretic,hexen]:
> - DSP support on Falcon for sound,music,rendering

This will be awesome!! Forget the music though (imo) :)

> - Music support with sample or MIDI-port output

Well, the sound fx in v0.14 are superb, crystal clear. But I'd hate to
loose frame rate just for crabby PC music! :-/

> - VDI graphic output

In what way? NVDI should come in then! ;-)

How about having options in PMDoom, like being able to drop certain
textures - like the horizon, floor, ceiling, or even animated objects
like the acid pools, etc..? Just a thought as my Falcon and TT really
struggles with Doom.
But here's my main bug with PMDoom - why does it not use fpu? Apple and
PC users know the benefits of fpu power when it comes to first person
gaming, so why does this not apply to Atari Doom, Patrice? I've got a TT
and a Falcon both with FPU chips, just sitting in there! :-}
There are many (Falcon, not TT) demos that use the fpu...
If this is a dumb question then I'm sorry! ;-)

Thanks for replying, Patrice. PMDoom is superb, thank you!

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4917. SV: Cubase Lock-up

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <U98I3.283$1A.398@nntpserver.swip.net>
Source record: 72950

John Garone <swampfax@atlantic.net> wrote:

> Cubase 2.6 was running fine on my C-LAB Falcon030 (a while ago)
but
> now locks up when importing .AIF files. MIDI imports and playbacks are
OK!
> I've tried re-installing from the original disks and in an empty
partition
> on my Seagate hard drive with no accessories (not even the x-control
panel)
> nor any auto folder programs. The result is the same (lock-up or crash
> when importing or loading an .ALL file with .AIFs).

Hi,
Do you have only 4MB RAM?
If so, the problem is very well known (at least to me...).
It's due to the fact that your waveforms take up too much RAM and that
makes CAF hang instead of producing an error message. One of all the
bugs that were never fixed... :(
Try loading a song which doesn't contain much audio and see if it works
better.
Also make sure you don't have many .ARR-files loaded, since the midi
info also takes up your precious RAM space...
Two possibilities to solve the problem:
#1: Get more RAM - absolutely the option I'd recommend.
#2: Delete all .WIF files, as those contain the waveform images. As soon
as you start loading one of your songs, you'll have to abort the
creation of waveforms for each audio file that's loaded - and you'll
have to do it every time you load the song in the future too :(-
which is one reason why I recommend the first option instead.
If this isn't the cause, keep in touch and I'll try to think of
something else.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

4918. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37f1137c$0$25063@news.zetnet.co.uk>
Source record: 72951

On 28 Sep 1999 11:32:24 , Uwe Seimet wrote:
>Stefan Svensson wrote:
>
>> I tried to change my 125 MB internal harddisk in my Falcon030 to
>> a 2.1 GB 2.5" Toshiba IDE disk. However, AHDI doesn't seem to
>> recognize this correctly and can only allocate 50 MB! AHDI
>> formats the disk fine, but when I try to partition the disk, it
>> just says that "boot information corrupted".
>>
>> Is 2100 MB too much for the internal IDE controller?
>
>IDE is such a simple interface that there is no controller at all, just
>a few logic chips. Anyway, there is no limit for the capacity of drives
>you can connect to the Falcon's IDE or SCSI port. Note, however, that
>old drivers might not work. Try the demo version of HDDRIVER:
>
>http://home.nikocity.de/nogfradelt/atari_english.html

I use HD-Driver with a 4.3Gb drive....it's v7.5-something, the driveis a 3.5" IBM DHEA something IIRC, it's mounted into the standard case with an ASP IDE-Burster...it works fine, but I still ahven't figured iout the trick of getting partitions over half a gig....there's sometyhing I'm not doing right...I wish I could cos I use it for D2D and CDR work and I could use the bigger partitions for both ogf them....

chrisc

4919. Re: SV: CD Recording software and drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37f11425$0$25063@news.zetnet.co.uk>
Source record: 72952

On 27 Sep 1999 20:11:34 , Peter Slegg wrote:
>Could someone correct me if I have this wrong:
>
>Anodyne CDWriter Plus with ExtenDOS Gold
>Consists of CDWriter Audio and CDBackup and allows the Atari to write
>to CD-R(W) media. It can Write audio and data CDs and it also allows
>Re-Writing on RW media.
>Reviews: Atari Computing 12 & 13
>
>SoundPools CD-Recorder
>Doesn't need any driver to Write to CDs but needs either ExtenDOS or Spin
>to Read them. Supports ISO9660 and Red Book formats (?)
>Doesn't support Re-Writing of RW media.
>Reviews: Atari Computing 9
>
>Do these products work with both SCSI and IDE CD drives?

SoundPools software doesn't need any driver at all, it will find the CDR
(SCSI only) no matter what....It will woprk happily enough with Metados,
and SOundPool distribute a Metados driver set with it to use the CDR drives
as CDROM readers...It doens't currently support CDRW...it does do PQ
encoding for CD-Audio production master creation, which CDWriter doesn't...

chrisc

4920. Re: Problem sending files

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37f10f1217674c0@tripnet.se>
Source record: 72953

On Tue 28-09-1999 17:20 (GMT) Alan Nelson wrote:

>Hi there folks,
>
>I am having a problem sending someone an attached file - his emailer
>can't decode UUE or MIME (he's using a PC), while the editor I am
>using (Everest) with my emailer (Newsie 0.94) can't load the file I'm
>trying to send if I don't encode it first. Everest reports that the
>lines are too long and truncates them, thus presumably corrupting
>the file.
>
>Has anyone got any suggestions how I can get this poor chap's file
>to him before I resort to using snailmail?!

If the file is anything but a plain ASCII textfile you _must_ use MIME
or UUE, preferebly the former. Try to mail the file to yourself to
check if Newsie can unpack it.

If it is a ASCII file with very long lines use another editor that can
handle them (I'm using QED) and reformat the text.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4921. Re: Falcon030 Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7srap9quu1@plutonium.compulink.co.uk>
Source record: 72954

In message <250919991113575897%macgod@rocketmail.com>, macgod@rocketmail.com said:

>Thanks for your help, everyone... I guess I'll have to do without RGB
>video--the Falcon will be for serious work and I've got my STs for
>games anyhow. <g>

Why not use your STFM's colour monitor on the Falcon? There is a simple adapter for the plug available. I have used it without problems, though you can get a lot of flicker in interlace mode - better to select line doubling.

Regards, /Peter/

4922. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938554071.18666.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 72955

Gary Priest <gary@the-gap.demon.co.uk> wrote in message
news:938528561.5457.0.nnrp-06.9e98e4aa@news.demon.co.uk...

> I have to admit, that I didn't think piracy was condoned in this newsgroup
> at all,

It's not (so far).

> but it seems that I am in a minority.

I suspect not, actually. Though things are a little quiet in here generally
at the moment.

> When companies such as ASH don't bother to create
> brilliant Atari software anymore because people aren't buying it, then the
> Atari scene really will be dead and buried.

You said it.

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4923. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938554072.18666.1.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 72956

Joshua Kaijankoski <joshuak@isys.ca> wrote in message
news:rv17k7oj3i553@corp.supernews.com...
> You know Gary, you're a really nice guy aren't you?

He is. You, however, just want to rip off software and expect to get away
with it. BTW do you know who Gary *is*? I suggest you find out before you
continue abusing him...

I, too, BOUGHT Magic-PC. As have many others. What's so special about you
that ripping it off is OK? If you want to use it, BUY IT!

John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4924. Partitioning and formatting a SCSI disk on an STE

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Ritchie Swann <ritchie@echoes.demon.co.uk>
Message-ID: <37F13468.FE711E66@echoes.demon.co.uk>
Source record: 72957

Some time ago, I picked up a second hand 520STE, promptly upgraded it to 4MB from spare 30 pin SIMMs lying about all over the place, and picked up a 520MB SCSI disk. I then got hold of a Link 97 adapter which allows me to plug it into the Hard Disk port on my ST. So far, so good.

I tried for ages to get AHDI to recognise the disk, and discovered that the only way to get it to work was to partition and format the disk on my PC using DOS <= 32MB FAT format, upon which I can boot AHDI from a floppy, pick up the hard disk, and carry on.

Now, this is alright for a quick fix but hardly practical as it means all my boot files have to reside on a floppy, which I can live with (having a second floppy drive) but it's still annoying.

I can access the hard disk perfectly well at a logical level, just not a physical level. Attempting to repartition the drive, reformat it or installing AHDI it just tells me to go away.

What's going on? I remember there were problems with STEs and hard drives when the machine
was first released....

--
Ritchie

4925. Re: Cubase Lock-up

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <938558058-154307AEicMi@xs4all.nl>
Source record: 72958

John wrote:

> Cubase 2.6 was running fine on my C-LAB Falcon030 (a while ago) but
>now locks up when importing .AIF files. MIDI imports and playbacks are OK!
>I've tried re-installing from the original disks and in an empty partition
>on my Seagate hard drive with no accessories (not even the x-control panel)
>nor any auto folder programs. The result is the same (lock-up or crash
>when importing or loading an .ALL file with .AIFs).

I have a simulair problem, I can't write .ALL files to my Seagate HD.
It locks up and seem to make some kind of SCSI error.
So now I save my .ALL files to floppy.
Anybody having an explanation for this strange fenomena?

Guido

--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------

4926. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: shiuming@system-solutions.co.uk
Message-ID: <37f13a43$0$25058@news.zetnet.co.uk>
Source record: 72959

On 28 Sep 1999 19:14:04 , Chris Crosskey wrote:
>I use HD-Driver with a 4.3Gb drive....it's v7.5-something, the driveis a
>3.5" IBM DHEA something IIRC, it's mounted into the standard case with an
>ASP IDE-Burster...it works fine, but I still ahven't figured iout the
>trick of getting partitions over half a gig....

I'm using HD-Driver 7.71 with 10 960Mbyte partitions on an IBM
3.5" IDE. Earlier versions of HD-Driver (around 7.6, I can't remember
off-hand) only allowed access to the first 8Gbyte, but even then I
had 10 partitions working fine with D2D and CD recording. No special
tricks used.

Shiuming Lai

4927. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37f145e0$0$25062@news.zetnet.co.uk>
Source record: 72960

On 28 Sep 1999 13:52:09 , "Gary Priest" wrote:

| . . . .
|I have to admit, that I didn't think piracy was condoned in this newsgroup
|at all, but it seems that I am in a minority. If that's the case then I'll
|keep quiet about it.

I would be against piracy and I guess many in the newsgroup would be
also. I want to see software and hardware development continuing.

John Logan

4928. Re: evnt_multi

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37f145e8$0$25062@news.zetnet.co.uk>
Source record: 72961

On 28 Sep 1999 11:50:19 , Philip Taylor wrote:
|evnt_multi in TOS 2.06 allows me to wait for the left or right
|mouse button (among other events); however I want to respond
|to _either_ mouse button.

The following was posted in Ictari Issue 10. I hope no-one minds me copying it here but as you will see from the bottom, it has been re-copied a number of times.

John Logan

Using the right mouse button with evnt_multi
==========

You will probably have noticed that very few applications for the Atari make much use of the right mouse button. The reason given was that there was no simple way for a GEM program to do it. It turns out that there has been a legal way to do it all along - Atari finally got around to documenting it a couple of years ago, but only to registered developers.

evnt_button

Normally a GEM program is based around an evnt_multi call, but for simplicity I will stick to evnt_button, which only waits for a mouse button event. The parameters are much the same but because it only waits for one event, there are rather less of them :)

In C it is

int evnt_button(int maxclicks, int mask, int state,short *x, short *y, short *button, short *kstate) ;

It takes three parameters, maxclicks is the number of clicks to wait for, mask is a bitmap showing which buttons you are interested in (1=left, 2=right, 3=both) and state is a bitmap showing what state to wait for. It returns the number of clicks that occurred, and puts the x and y position of the mouse in x and y, the final button state in button and the shift key state in kstate.

The way it is normally used is to pass one in mask so that it ignores the right button.

Using the right button as a shift key

The desktop and some other applications use the right button to select things in windows that aren't topped. You have to hold the left button down at the same time. To do this, or use the right mouse button as a shift key like this in any other way, you still use one in the mask, but you check button afterwards to see if the right button was down

```
evnt_button( 1, 0x01, 0x01, &x, &y, &button, &kstate ) ;
^ ^
| Wait for left button down
Use left button, ignore right
```

```
if( button & 0x02 )
/* right button down as well */
else
/* left button only */
```

```
Waiting for a right button click
--------------------------------
```

It is also possible to wait for a right button click. For example if you want to wait for the right button, and don't care about the left button,

```
evnt_button( 1, 0x02, 0x02, &x, &y, &button, &kstate ) ;
^ ^
| Wait for right button down
Use right button, ignore left
```

If you want to wait for both buttons to be down, or just the left or just the right, you have to use three for the mask (1+2) and the state to wait for in state.

```
evnt_button( 1, 0x03, 0x02, &x, &y, &button, &kstate ) ;
^ ^
| Wait for right down, left up
Use both buttons
```

```
evnt_button( 1, 0x03, 0x03, &x, &y, &button, &kstate ) ;
^ ^
| Wait for both to be down
Use both buttons
```

```
Waiting for either click
------------------------
```

You will notice that you can only wait for one state. There is no way of saying 'Wait for left or right button click'. At least, not if you believe the documentation! Here's where you get the bit not in textbooks :-

First...

```
A historical note
-----------------
```

A method used by some older programs, and in fact recommended in the Lattice C manual, involves some clever messing around with vectors. You use the VDI call vex_butv() to install a mouse button handler, and what you do is that whatever click you get you pretend it is a left click and set a variable somewhere to show what sort it really is.

Playing around with vectors like this is difficult in C and virtually impossible in basic, but there is a more serious problem with this method. What happens if you are running multitos, and one program tries this? All the other programs will also be affected by your routine and will get all their mouse clicks as left clicks.

So Atari announced to developers the official method that had always worked and no one knew about.

The bit you won't find in your manuals

As well as the maximum number of clicks to wait for, the first parameter to evnt_button has another purpose. If you add 0x100 to it (this is 256 in decimal) it means negate the state requirement. For example if the state is zero, it will wait for the button state not to be zero - ie for either button to be down

```
evnt_button( 0x101, 0x03, 0x00, &x, &y, &button, &kstate ) ;
^ ^ ^
| | Wait for NOT(no buttons down )
| Look at both buttons
Negate state requirement, wait for one click
```

If you are interested in mouse up events, then you have to wait for one of the buttons to be pressed and then either wait for the state to be zero, or wait for it NOT to be whatever it then is.

```
evnt_button( 0x101, 0x03, 0x00, &x, &y, &button, &kstate ) ;
/* Right, now one or the other or both is down */
evnt_button( 0x101, 0x03, button, &x, &y, &button, &kstate ) ;
^
Wait for NOT( previous state )
```

Summary

Using the right button isn't as difficult as it's made out to be. Although all the examples I have done are in C, this should work in any language that lets you call GEM directly, such as Hisoft Basic, GFA Basic 3 or Assembly language (see also ASSEMBLY\EVNT_BUT folder).

The information was originally released by Mike Fulton (Atari developer support). Warwick Allison posted it onto the Usenet newsgroup with some accompanying notes, and then Steve Taylor posted a copy of his message onto Turbonet (where I read it).

Mark Baker

Email : mark.baker@mettav.royle.org

Fidonet 2:254/108.17
Turbonet 100:1011/0.17
NeST 90;102/140.17
Atarinet 51:502/100.17

John Logan

4929. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: PATNANNA@PATnANNA.ford-trucks.com
Message-ID: <37f0dee4312bd0@PATnANNA.ford-trucks.com>
Source record: 72962

on Wednesday 29-09-1999 00:03, Gary Priest wrote:

>But I have to say, I'm rather concerned about the lack of support on this.
>Not so long ago, loads of people would have jumped on this guy and told him
>where to get off. But it seems a bit quiet now.

I don't think it's a lack of support, I'm sure that most of us agree with
you. But, those that don't don't listen no matter how many folks jump in!

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Better clean death than dirty life. -- Frank Herbert

4930. Re: Print from FAX program?

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: PATNANNA@PATnANNA.ford-trucks.com
Message-ID: <37f0dee4312bd1@PATnANNA.ford-trucks.com>
Source record: 72963

on Monday 27-09-1999 11:47, Derryck Croker wrote:

>The only problem I've ever had printing from STFax with NVDI was cured by setting
>the NVDI printer CPX to print in the foreground (NVDI5/MagiC6).

Just tried this and it works here, too.

You can also export the fax to IMG and you should be able to print that
from many programs.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
If you haven't time to do it right now, how will you redo it right later?

4931. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: a.berger@jakebox.sax.east.de
Message-ID: <7PkDuZOPpWB@p0000148.jakebox.sax.east.de>
Source record: 72964

macgamer@ukonline.co.uk meinte in 1dyt2ym.1ry21fglkhe5oN@tnt-11-212.easynet.co.uk

> btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's
> amazing. Is this still being developed? Hope so, as it's the fastest
> Doom for my Falcon.

Whats the difference between pmdoom and doom0.8? Is there a website for
this?

Bye, Andreas

4932. FS: Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-09-28 00:00:00 UTC
From: Andrew Irvine <irvin@clara.co.uk>
Message-ID: <37F15571.FE11BC95@clara.co.uk>
Source record: 72965

Mono monitor: ï¿½20

Protar Hard Drive 40 mb (solid German slab, with room for two drives):
ï¿½45

Epson Stylus Colour 200: ï¿½25

--
Andrew Irvine

Quote Of The Millennium: Apple: "We May not have got everything right,
but at least we knew the century was going to end."

Visit my web site at: http://www.irvin.clara.net and tell me what you
think!

4933. Re: Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dywy3y.1im2g651r95dleN@pm-d11.rhein-main.de>
Source record: 72845

> How is possible connect to internet with my Atari 1040 ST ?

Yes.

> What program I need ?

Use StinG 1.20, TCP/IP socket, use a lot of email,www,irc,ftp clients.

> What resolution use ?

What you want. But remember, more color -> slower.. old atari problem.
Normaly 16 colors are ok.

> What modem ? A Trust 14400 modem for PC can be used ?

Sure, but it is slow..
Better to have 33K6, 56K or ISDN.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4934. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Ritchie Swann <ritchie@echoes.demon.co.uk>
Message-ID: <37F274E6.DBA26B8@echoes.demon.co.uk>
Source record: 72846

Steve wrote:
>
> Is there a util/patch what waits for a key press before quitting a TOS
> program?

I think what you're trying to do is run a TOS/TTP program that just uses text mode, and you can't see the output cause it exits to GEM quickly.

Your best bet is to get a CLI program that will let you run TOS/TTP programs in a shell. There's hundreds of them, have a look at http://sunsite.org.uk/packages/atari/umich/Cli/ for a big list.

--
Ritchie

4935. Atari Quake

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywwfd.18kepob1f23tvqN@tnt-3-219.easynet.co.uk>
Source record: 72847

Just downloaded Patrice's Quake application. (v0.3)
The docs are sparce.. Does anyone know how to actually launch Quake! As mine just bombs out.
I'm thinking I may need more ram? I've got 14mb on the Falcon and 6mb on the TT - neither work and bomb out far too quickely to see the error message on screen.

I've copied over the two .PAK files from my copy of MacQuake, but I'm not having a lot of luck atm! :-/

Anyone help?
Thanks, Steve.

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4936. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909290833.a45871@wun.maus.de>
Source record: 72848

Hallo Patrice!

PM>- VDI graphic output

that would be great for my Milan040 :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4937. Re: Partitioning and formatting a SCSI disk on an STE

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909290930.a45872@wun.maus.de>
Source record: 72849

Hallo Ritchie!

RS>What's going on? I remember there were problems with STEs and hard
RS>drives when the machine was first released....

I don't think that this applies for you, as you can use the drive with small partitions. You could give CBHD a try, it's for free an can handle large partitions. AHDI is completely outdated.

You may obtain CBHD (Archive name: CBHD502.TOS) from:
http://home.t-online.de/home/Steffen.Engel/CBHD.htm

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

P.S.: Please, switch off that html scrap! Thank you!

4938. Re: ST Applications and the FaST Club

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <%VuI3.481$Eu.7563@wards>
Source record: 72850

On 20 Sep 1999 16:28:57 , DarkChyld wrote:

> Sure you guys couldn't keep going with a quarterly (1 mag every 3-4
> months) schedule? ;-)

That's probably doable timewise (just!). But the financial side of things wouldn't be right. We're a legit business and have to pay various bills (insurance, company registration, accountant etc etc) even before a single magazine gets printed, and sadly the income from magazine sales, and diminishing advertising revenue wouldn't cover these costs TBH :-((

That aside, I'd personally like to see someone take up where AC leaves off!

:-)))

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
Alternative: mike@railwayman.idps.co.uk - mike@radioman.freeserve.co.uk
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

4939. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <37f278f6$0$25056@news.zetnet.co.uk>
Source record: 72851

On 29 Sep 1999 00:48:16 , Trevor Spencer wrote:
>On 25 Sep 1999 13:20:32 , DarkChyld wrote:
>>On 24 Sep 1999 19:51:38 , Phantomm wrote:
>>
>>->I've looked at that file a little more closely and I think the problem
>
>>
>> then Kobold will fix it no problem...
>>
>
>Kobbold has been mentioned several times in other postings as a problem
>solver, point is, where can you get it from now?

Try System Solutions.

Cheers

Paul

4940. FAST BASIC equivalent ?

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: ken drury <kenneth@drury335.freeserve.co.uk>
Message-ID: <7stv70tfi1@news8.svr.pol.co.uk>
Source record: 72852

whats the best version of PC basic
that resembles FAST BASIC (computer concepts)
I need to re write some old programs.
Can anyone recommend a suitable version of BASIC
ie. doesnt need to be flash
just simply and easy !
any ideas ?

4941. Re: Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938643117.8743.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 72853

Hi,

Carlos Pitt <armandi@tin.it> wrote in message
news:7stgbo$o38$1@nslave1.tin.it...

> How is possible connect to internet with my Atari 1040 ST ?
> What program I need ?

Various people wiill give you different recommendations, but these would be
my choices:

TCP/IP stack: STinG

Email and news: POPwatch/NEWSwatch (mail and news fetchers respectively),
Okami (offline reader)

WWW: CAB (1.5 is freeware, 2.7 is commercial, but worth it IMHO)

FTP: aFTP

STinG also has clientts for IRC, ICQ etc.

> What resolution use ?

ST-high (640*400 monochrome) if at all possible.

> What modem ? A Trust 14400 modem for PC can be used ?

This will be fine, I used one myself on the ST. Faster modems are no use on
an ST unless you have the serial port hardware modified for greater speeds,
something you might consider later once you've been up and running for a
while.

The above assumes you have a hard drive and a RAM upgrade, if not you should
seriously consider both (take the RAM to the full 4Mb if possible). However,
Tony Cianfaglione has drawn up intructions for setting up web browsing using
a 1040 with a single floppy drive. These are at:

http://www.chebucto.ns.ca/Technology/NSACUG/faq/stfsting.txt

I have a page up with general advice on setting up STinG. It's a little old
now, but most of it should still be OK. It's at:

http://www.whalley.demon.co.uk/atari/texts/stingset.html

You should be able to find the above software via the UTSI:

http://www.ping.be/~ping1030/atari/prg-ind.htm

You may find Okami a little daunting to set up, in which case you can substitute NEWSie instead of the POPwatch/NEWSwatch/Okami combination, though I prefer the latter.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4942. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <938643118.8743.1.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 72854

Gary Priest <gary@the-gap.demon.co.uk> wrote in message
news:938559917.18910.1.nnrp-09.9e98e4aa@news.demon.co.uk...

> Cheers John! I was starting to feel a bit of an outsider. I know I've been
> absent for a while from the Atari scene, and there are so many names in
here
> that I don't recognise. Nice to still have friends :-))

Well, as you recently discovered there are a fair few people who are hanging
around in here largely thanks to POPwatch and NEWSwatch, so I think it's
fair to say you've done your bit for the Atari community one way or another
:-)

> But I have to say, I'm rather concerned about the lack of support on this.
> Not so long ago, loads of people would have jumped on this guy and told
him
> where to get off. But it seems a bit quiet now.

Probably because Tony Greenwood hasn't been around for a bit!

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

4943. Re: File transfer from Atari ST to PC

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7su58uovk1@plutonium.compulink.co.uk>
Source record: 72855

In message <37F06AB5.E20A3BC7@online.TAKE.THIS.OUT.fr>, "Nicholas said:

>- Send the disks to someone who own an Atari and have them copy the
>files over to DOS disks. This is a 10 minute job that can be done on any
>Atari with a 720K drive. It's a shame you didn't do it before selling
>your ST.

They don't even have to copy them, just run a suitable conversion program such as DISKMOD.TOS or others whose name I can't recall at present (one was published by Little Green Software), or use a hex editor to change the first three bytes of the boot sector to E9 00 4E or EB 34 90. The latter has the advantage that it doesn't interfere with any boot code that may be present (even though this is unlikely except for games), as the modifier programs write a completely new IBM boot sector. DISKMOD.TOS needs a companion file BLOCK0.DAT that contains the data to be written; one snag is that every disk gets the same serial number, so some machines may not recognise a disk change if two such disks are used in turn.

Regards, /Peter/

4944. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199909291928.a45881@wun.maus.de>
Source record: 72856

Hallo Trevor!

TS>Kobbold has been mentioned several times in other postings as a
TS>problem solver, point is, where can you get it from now?

Kobold is still being sold by ASH in Germany, and I'm sure they will also be
selling it on the upcoming Atari fair in Hannover.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

Date: Friday/Saturday 19./20. November 1999
Time: 11:00 to 20:00 (11 am to 8 pm)
Place: Mehrzweckhalle am Groï¿½markt (Street: "Am Groï¿½markt") Hannover, Germany
Entrance fee: DM 12,- normal, DM 9,- reduced, DM 18,- for both days together,
DM 25,- Family card
Organiser: Ulli Ramps (R.O.M. Software)
Exhibitors: Many, many companies, including Axro with the Milan II
Homepage: http://www.rom-logicware.com/atari-messe.htm

4945. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <938706336-73872AEicMi@NOSPAMcix.co.uk>
Source record: 72857

Martin said:

>He,I hope you didn't use the address as listed above as it's wrong:-)) The right
>address is ftp://193.190.204.128 or ftp://chapelie.rma.ac.be

Indeed it is, blame my poor proof reading of my message! :-)

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4946. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37F2D158.C3D525AC@jps.net>
Source record: 72858

I've used tosexit.prg.

Steve wrote:
>
> Is there a util/patch what waits for a key press before quitting a TOS
> program?
>

4947. Re: Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37F2D200.CBAC4859@jps.net>
Source record: 72859

STinG for your net socket and CAB or Newsie for your browser. On a 1040 you're best to turn off the images. It can take over 3 minutes to format a page even with no images on a stock ST. Newsie also reads news and does email. Check the quickfaq. Flinny's site also has most internet software for downloads.

Carlos Pitt wrote:
>
> How is possible connect to internet with my Atari 1040 ST ?
> What program I need ?
> What resolution use ?
> What modem ? A Trust 14400 modem for PC can be used ?
>
> Thank
> Carlo
> armandi@tin.it
> from Italy

4948. Re: Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37F2D31D.B8A343EF@jps.net>
Source record: 72860

STinG for your net socket and CAB or Newsie for your browser. On a 1040 you're best to turn off the images. It can take over 3 minutes to format a page even with no images on a stock ST. Newsie also reads news and does email. Check the quickfaq. Flinny's site also has most internet software for downloads.

http://bales.online.fr/atari/

Medium or high rez. 14400 is fine, but you need a serial port upgrade to exceed 9600.

Ciao
John

Carlos Pitt wrote:
>
> How is possible connect to internet with my Atari 1040 ST ?
> What program I need ?
> What resolution use ?
> What modem ? A Trust 14400 modem for PC can be used ?
>

4949. Atari-Users.Net's Webring

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@delphi.com>
Message-ID: <7ss1a9$9md$1@nnrp1.deja.com>
Source record: 72966

Hello,

I've had to install a new cgi script for the Atari-Users.Net
Webring. The old one was "Buggy".. So if you are a member, You have to
RE-submit to the new webring. (sorry about that!)

To Join and re-submit to the Atari-Users.Net webring, visit
http://www.atari-users.net/webring/

Rob
Webmaster@atari-users.net
--
Atari Chat, Forums, Links Engine, Webring,
Banner Exchange and FREE web based e-mail.

Atari-Users Network
http://www.Atari-Users.Net

Sent via Deja.com http://www.deja.com/
Before you buy.

4950. [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7ssd3s$h9p$1@nnrp1.deja.com>
Source record: 72967

In article <1dyuxha.qk3hoi15cy1dsN@tnt-10-106.easynet.co.uk>,
macgamer@ukonline.co.uk (Steve) wrote:
> But here's my main bug with PMDoom - why does it not use fpu? Apple
and
> PC users know the benefits of fpu power when it comes to first person
> gaming, so why does this not apply to Atari Doom, Patrice? I've got a
TT
> and a Falcon both with FPU chips, just sitting in there! :-}
> There are many (Falcon, not TT) demos that use the fpu...
> If this is a dumb question then I'm sorry! ;-)

Doom,Heretic,Hexen do not need FPU. All the maths are done with integer values (16,32,64 bits). A FPU is useful only with floating point values (like in Quake). And I do not have a FPU in my Falcon, so I can not test the changes between FPU/no FPU.
If you "grep double src/*.c include/*.h" in the Doom source tree, it will not find any floating point values in the source.
In Quake, all rendering/math are done using floating point ("double" in C language) values. So the FPU is really useful in Quake.

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Before you buy.

4951. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <938559917.18910.1.nnrp-09.9e98e4aa@news.demon.co.uk>
Source record: 72968

John Whalley <news@whalley.demon.co.uk> wrote in message
news:938554072.18666.1.nnrp-06.9e985e5c@news.demon.co.uk...
> Joshua Kaijankoski <joshuak@isys.ca> wrote in message
> news:rv17k7oj3i553@corp.supernews.com...
> > You know Gary, you're a really nice guy aren't you?
>
> He is. You, however, just want to rip off software and expect to get away
> with it. BTW do you know who Gary *is*? I suggest you find out before you
> continue abusing him...

Cheers John! I was starting to feel a bit of an outsider. I know I've been absent for a while from the Atari scene, and there are so many names in here that I don't recognise. Nice to still have friends :-))

> I, too, BOUGHT Magic-PC. As have many others. What's so special about you
> that ripping it off is OK? If you want to use it, BUY IT!

Absolutely! If the day ever comes that people like this guy are in the majority in the Atari scene, then I for one, won't bother supporting it anymore. It's always been a major incentive for me, that the Atari community are by and large an honest bunch of folks, without that 'pirate' element of other platforms!

But I have to say, I'm rather concerned about the lack of support on this. Not so long ago, loads of people would have jumped on this guy and told him where to get off. But it seems a bit quiet now.

Gary

4952. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37fe24ad.317883131@news.demon.co.uk>
Source record: 72969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> eek! Basic! run away - run away! :-)
>
>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>offense punishable by death. {[:-)]

Even mentioning it could warrant a lengthy sentence!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

4953. Re: Strange File on Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <37f161d0$0$25063@news.zetnet.co.uk>
Source record: 72970

On 25 Sep 1999 13:20:32 , DarkChyld wrote:
>On 24 Sep 1999 19:51:38 , Phantomm wrote:
>
>->I've looked at that file a little more closely and I think the problem

>
> then Kobold will fix it no problem...
>

Kobbold has been mentioned several times in other postings as a problem solver, point is, where can you get it from now?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

4954. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7srq0esgv1@zingo.tninet.se>
Source record: 72971

On 29 Sep 1999 00:03:14 , "Gary Priest" wrote:
>
>But I have to say, I'm rather concerned about the lack of support on this.
>Not so long ago, loads of people would have jumped on this guy and told him
>where to get off. But it seems a bit quiet now.
>
>Gary
>
>
>
>.
Hi Gary

I don't think it's lack of support, it's more likely the subject,
MagicPC, I wouldn't think that there are to many users on the PC?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4955. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <280919991931578974%macgod@rocketmail.com>
Source record: 72972

In article <7srq0esgv1@zingo.tninet.se>, Jï¿½rgen Nyberg
<jorgen.nyberg@mailbox.hogia.net> wrote:
> I don't think it's lack of support, it's more likely the subject,
> MagicPC, I wouldn't think that there are to many users on the PC?

Nonsense, I was too busy making arrangements to buy my Falcon and
searching for good deals on a copy of MagiC! :) 'tis quite a contrast
to be thinking about buying MagiC (which does *not* cheap after blowing
a paycheque on a Falcon) and then coming to c.s.a.st and reading
this...

All it takes is one person to permeate the strong vicious circle that
we find the professional Atari software development community in... if
one goes, others will follow. Although it may looks bleak, I'm buying
MagiC anyway...

Cheers (or not),
Derek

4956. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1AE36.7DED@ooc.de>
Source record: 72973

Chris Crosskey wrote:

> I use HD-Driver with a 4.3Gb drive....it's v7.5-something, the driveis a
> 3.5" IBM DHEA something IIRC, it's mounted into the standard case with an
> ASP IDE-Burster...it works fine, but I still ahven't figured iout the
> trick of getting partitions over half a gig....there's sometyhing I'm not
> doing right...I wish I could cos I use it for D2D and CDR work and I could
> use the bigger partitions for both ogf them....

Note that it's not HDDRIVER that is responsible for limits regarding the
partition size but it's TOS. For partitions > 512 MByte TOS 4.0 is
required (or Big-DOS, MiNT, MagiC). To create a partition > 512 MByte
simply enter the partition size in the dialog windows, like for any
other partition size. In case this doesn't work I suggest you send me an
e-mail with a detailed problem description. Please provide your
HDDRIVER's serial number with your mail.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4957. Re: IDE HD in Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1AEBA.28B4@ooc.de>
Source record: 72974

Shiuming Lai wrote:

> I'm using HD-Driver 7.71 with 10 960Mbyte partitions on an IBM
> 3.5" IDE. Earlier versions of HD-Driver (around 7.6, I can't remember
> off-hand) only allowed access to the first 8Gbyte, but even then I
> had 10 partitions working fine with D2D and CD recording. No special
> tricks used.

Yes, that's the way it's supposed to be. Regarding IDE drives > 8 GByte
current versions of HDDRIVER (like yours) are required since support for
the LBA addressing mode is required for these drives. SCSI drives are
not affected since SCSI, as a more professional standard, fortunately
doesn't have the design flaws IDE has.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4958. Re: Partitioning and formatting a SCSI disk on an STE

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1AF64.701B@ooc.de>
Source record: 72975

Ritchie Swann wrote:

> I can access the hard disk perfectly well at a logical level, just not
> a physical level. Attempting to repartition the drive, reformat it or
> installing AHDI it just tells me to go away.
>
> What's going on? I remember there were problems with STEs and hard
> drives when the machine
> was first released....

AHDI might be the problem. It's old and doesn't support all the SCSI
hardware you can connect to the Atari. Current driver software should
better fit your needs, e. g. HDDRIVER:

http://home.nikocity.de/nogfradelt/atari_english.html

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

4959. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7sscvj$sgv@newstoo.ericsson.se>
Source record: 72976

In article <7sq4g9$t0f$1@nnrp1.deja.com>, Patrice Mandin <pmandin@caramail.com> writes:
>In article <1dyt2ym.1ry21fglkhe5oN@tnt-11-212.easynet.co.uk>,
> macgamer@ukonline.co.uk (Steve) wrote:
>
>> btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's
>> amazing. Is this still being developed? Hope so, as it's the fastest
>> Doom for my Falcon.
>
>This is a DSP version, and is incomplete (lack of monster IA), has many
>bugs. I do not develop it any more (even bugs will remain). I work now
>on the complete engines.
>
>Planned work in pm[doom,heretic,hexen]:
>- DSP support on Falcon for sound,music,rendering
>- Music support with sample or MIDI-port output
>- Ym2149, mv16, st-replay sound output
>- VDI graphic output
>
I will be very happy if you include VDI graphic output
so i can use it on my Hades. :-)

/Erik Hall

4960. Re: Problem sending files

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: alannelson@zetnet.co.uk
Message-ID: <37f1ce79$0$25059@news.zetnet.co.uk>
Source record: 72977

>Kenneth Medin

Hi there Kenneth

>>Has anyone got any suggestions how I can get this poor chap's file
>>to him before I resort to using snailmail?!

>If the file is anything but a plain ASCII textfile you _must_ use MIME
>or UUE, preferebly the former.

That's what I'd thought, but chappie insisted otherwise. I assumed he
knew better than me...

>Try to mail the file to yourself to check if Newsie can unpack it.
>If it is a ASCII file with very long lines use another editor that can
>handle them (I'm using QED) and reformat the text.

It's a prg and I've already decoded it successfully. It looks as if
the receipient simply can't (or doesn't know how to) unpack the file.

Thanks for your reply - it's always nice to know it's someone else's
fault ;-)

Now where did I put those stamps?

Cheers

Alan

4961. Re: SV: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dyuvog.12xqimunirc5kN@pm-d06.rhein-main.de>
Source record: 72978

Peter Slegg <peter.slegg@---ANTI-SPAM---zetnet.co.uk> wrote:

> Could someone correct me if I have this wrong:
>
> Anodyne CDWriter Plus with ExtenDOS Gold
> Consists of CDWriter Audio and CDBackup and allows the Atari to write
> to CD-R(W) media. It can Write audio and data CDs and it also allows
> Re-Writing on RW media.
> Reviews: Atari Computing 12 & 13
>
> SoundPools CD-Recorder
> Doesn't need any driver to Write to CDs but needs either ExtenDOS or Spin
> to Read them. Supports ISO9660 and Red Book formats (?)
> Doesn't support Re-Writing of RW media.
> Reviews: Atari Computing 9

Both fully correct.

> Do these products work with both SCSI and IDE CD drives?

Used only SCSI devices here, cani¿½t answer that.
Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

4962. Atari Computing needs your help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <LwpI3.260$Eu.4896@wards>
Source record: 72979

```
THE CONTACT FILE
----------------

Hi all

As most people here know Atari Computing will be closing after issue 16 is
published later this year. However, in the final issue we would like to
feature a mega huge Contact File in which we will list all the remaining
Atari dealers worldwide, remaining bulletin boards, Atari users clubs,
Atari-related magazines and fanzines etc etc.

But in order to make this File as good as it can be we need your help.
Therefore if you are an Atari dealer, are involved in or administer an
Atari club or publication, run a BBS etc etc then please let us know the
details. You can email me (as in sig file) or email me at:
mike@ataricomputing.com, or write to the usual magazine editorial address
(see page 4 in any recent issue).

We're currently working on AC#15 and that will shortly be printed. However
AC#16 won't be far behind, and we need to get The Contact File ready to
roll by mid-October, so please get in touch with us as soon as possible if
you want your club, magazine, BBS, Atari business and mailing list
included.

With your help we can make The Contact File a very useful reference for all
Atari users, not just those online!

Many thanks for your help and co-operation. You don't even need to be an AC
reader to help us!

The deadline for entries into the File will be 14 October, so don't delay
please!

:-)

Kind regards

Mike Kerslake

--------------------------------------------------------------------------
*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
Alternative: mike@railwayman.idps.co.uk - mike@radioman.freeserve.co.uk
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com
```

4963. Re: Atari Computing needs your help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37F22E78.BFC7C055@online.TAKE.THIS.OUT.fr>
Source record: 72980

Mike Kerslake a ï¿½crit :
>
> THE CONTACT FILE
> ----------------

This is a great idea. Such a great idea that actually I had it a few
years back, but never got down to doing it.

What I would like to suggest is, once you have this great big file, to
make it available in some form on the web. This won't hurt any sales for
AC, since you are quitting, and would be a great service to the
community. Heck, I guess someone could even volunteer to maintain it!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4964. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywjm9.4tuggf1livgxqN@tnt-10-208.easynet.co.uk>
Source record: 72981

Andreas Berger <a.berger@jakebox.sax.east.de> wrote:

> > btw Patrice, I've just got your Doom v0.80 (RGB Falcon's) and it's
> > amazing. Is this still being developed? Hope so, as it's the fastest
> > Doom for my Falcon.
>
> Whats the difference between pmdoom and doom0.8? Is there a website for
> this?

Patrice's own. Doom v0.80 is for RGB Falcon's and uses the dsp - it's
fast and you can look up/down too! ;) However, you cannot play the game
proper as the enemies don't move...
PMDoom v0.14 is the latest version and you can play this. It's slow
though and even my TT cannot display decent frame rates. Sound quality
is tops though.

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4965. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywjpi.gfo68v10t0la8N@tnt-10-208.easynet.co.uk>
Source record: 72982

Patrice Mandin <pmandin@caramail.com> wrote:

> Doom,Heretic,Hexen do not need FPU. All the maths are done with integer
> values (16,32,64 bits). A FPU is useful only with floating point values
> (like in Quake). And I do not have a FPU in my Falcon, so I can not test
> the changes between FPU/no FPU.
> If you "grep double src/*.c include/*.h" in the Doom source tree, it
> will not find any floating point values in the source.
> In Quake, all rendering/math are done using floating point
> ("double" in C language) values. So the FPU is really useful in Quake.

Suppose that just goes to show how much I know about coding! :)
Still a shame that the fpu chip is sitting here all nice and cool. Why
not treat your Falcon, Patrice, and get an fpu? :)

I've never managed a successful download of your Quake app. I'll try
tonight though - so does your version use the fpu or not? (if it doesn't
I'd hate to try and imagine the frame rates)

Thanks for the reply - informitive, but wasted on me! ;-)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4966. Re: Atari Computing needs your help!

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywjvo.1gadqof1adre72N@tnt-10-208.easynet.co.uk>
Source record: 72983

Mike Kerslake <publish@cix.co.uk> wrote:

> The deadline for entries into the File will be 14 October, so don't delay
> please!

I know I'm Doom mad, but hey! Slap in Patrice Mandin's web site into the
list. Afterall, this is the only guy bringing Doom to the Atari.
That's me bit done for now! ;-)

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4967. Re: SV: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7stdinmim1@snipp.uninett.no>
Source record: 72984

Peter Slegg <peter.slegg@---ANTI-SPAM---zetnet.co.uk> wrote:

> Do these products work with both SCSI and IDE CD drives?

IIRC there are some IDE-writers on the compatibility-list in the latest
version of CD-Recorder. If you look at Soundpool's CD-Recorder-info at
their homepage (http://home.t-online.de/home/sound_pool/cdr2_me.htm)
you'll also see that they say "IDE/ATAPI writers and SCSI writers are
supported".

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

4968. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <938626368-207905AEicMi@post3.tele.dk>
Source record: 72985

>From: "Gary Priest" <gary@the-gap.demon.co.uk>
>Date: Tue, 28 Sep 1999 13:52:09 +0100

- snip -
>
>I have to admit, that I didn't think piracy was condoned in this newsgroup
>at all, but it seems that I am in a minority. If that's the case then I'll
>keep quiet about it. When companies such as ASH don't bother to create
>brilliant Atari software anymore because people aren't buying it, then the
>Atari scene really will be dead and buried.
>
>Oh, and I haven't really forwarded your email to ASH. I don't have their
>email address, and I really can't be arsed anyway.

Hi Gary,- your not a minority,- I think. Hopefully most in this NG don`t reply to a question like that. I know I never do. If he want the software, he can pay for it, like I do.

The e-mail to ASH is oliver@ash.sww.net. According to the mail address in CAB.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

4969. TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywo1q.k4gcek10euzpoN@tnt-3-42.easynet.co.uk>
Source record: 72986

Is there a util/patch what waits for a key press before quitting a TOS program?

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4970. Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7stgbo$o38$1@nslave1.tin.it>
Source record: 72987

How is possible connect to internet with my Atari 1040 ST ?
What program I need ?
What resolution use ?
What modem ? A Trust 14400 modem for PC can be used ?

Thank
Carlo
armandi@tin.it
from Italy

4971. ITALIANI

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7stgbp$o38$2@nslave1.tin.it>
Source record: 72988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

C'e' qualche utente Atari in Italia ?

Who know any Italian Users of Atari computers can e-mail me

Thanks
Carlo
armandi@tin.it

4972. overscan

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dywqen.1iypzo91b1kcxmN@tnt-6-74.easynet.co.uk>
Source record: 72989

How can I enable Overscan using RGB?
I've changed the NVRAM and it boots up in overscan but when GEM appears
it's back to normal!

btw, it seems to half work in MagiC mode, but I still have top/bottom
borders...

Any ideas on either of the problems?

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

4973. WTB portfolio ramcard 64 Ko

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7stl7r$a35$2@front3m.grolier.fr>
Source record: 72990

welll low price !!

cordialement,

4974. WTB prog for atari <->ti89

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7stl5t$a35$1@front3m.grolier.fr>
Source record: 72991

Do you know something like that ??

cordialement,

4975. Re: MagicPC 6.1

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7stlbv$3rs$1@news5.svr.pol.co.uk>
Source record: 72992

If you had it installed on your hard drive, then that must mean that you own
it on floppy.

Just reinstall it from your floppies. ;o))

All the best,
Keith Lever.

Joshua Kaijankoski wrote in message ...
>Is there someone who could send me a copy of MagicPC 6.1? In my stupidity I
>deleted all the files from my HD. Even if you could tell where to find it.
>I'd really appreciate it. Thanks.
>
>Joshua.
>
>joshuak@isys.ca
>
>PS. I don't want to hear any piracy lecture from anyone...
>
>

4976. Swap Toshiba Satellite 300CDT laptop for Falcon or TT system

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: pmatthews11@my-deja.com
Message-ID: <7su2repnh1@nnrp1.deja.com>
Source record: 72993

Swap Toshiba Satellite 300CDT laptop -

Intel Pentium 166MMX processor
32mb RAM
2.1 GB IDE hard drive
8X CD-ROM
1.44mb disk drive
Yamaha OPL Sound Card
USBt, 2x PCMCIA, external video, PS2
mouse/keyboard port, parallel and serial ports
12.1 TFT colour screen (2mb video card)
In built mouse
Carrying case.
Windows 98 (Linux etc can also be installed)

I would like to swap this superb laptop for a
high specified TT or Falcon system, if you are
interested please contact me on
paul_matthews@yahoo.com

Thanks

Paul

Sent via Deja.com http://www.deja.com/
Before you buy.

4977. Swap Toshiba Satellite 300CDT laptop for an Atari System

Newsgroup: comp.sys.atari.st
Date: 1999-09-29 00:00:00 UTC
From: paul_matthews@yahoo.com
Message-ID: <7su35epqv1@nnrp1.deja.com>
Source record: 72994

Swap Toshiba Satellite 300CDT laptop -

Intel Pentium 166MMX processor
32mb RAM
2.1 GB IDE hard drive
8X CD-ROM
1.44mb disk drive
Yamaha OPL Sound Card
USBt, 2x PCMCIA, external video, PS2 mouse/keyboard port, parallel and
serial ports
12.1 TFT colour screen (2mb video card)
In built mouse
Carrying case.
Windows 98 (Linux etc can also be installed)

I would like to swap this superb laptop for a high specified TT or
Falcon system, if you are interested please contact me on
paul_matthews@yahoo.com

Thanks

Paul

Sent via Deja.com http://www.deja.com/
Before you buy.

4978. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990930191046.15886.00000128@ngol02.news.cs.com>
Source record: 72795

Normal TOS programs don't give me any trouble, so I don't want to have to fuss with pressing a key after each one runs. The utility in my auto folder is called hold_it.prg. It pauses after a TOS/TTP program only if you are holding a shift key down, until the key is released.

>Thanks for (both) replies, but I want a simple Auto folder util that
>does the job. It does exist, but I cannot remember the name.. thought it
>may have jogged someones memory tbh. Don't really want to use anything
>other than TOS, as i want to remain totally compatible (I use MagiC OS
>for my work). Anyways, I'll keep looking.

4979. FA: 3 programs - database, word processor and desktop publisher

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Doug Wing <doug_wing@compuserve.com>
Message-ID: <trUI3.7054$1a1.331297@elnws01>
Source record: 72796

3 programs from Timeworks in one auction. Timeworks DataManager, Desktop Publishing and Word Processing programs for the ST.

Please go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173664224

for more information.

4980. HD Driver for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: mherzig@indiana.edu
Message-ID: <mherzig-3009992342030001@dial-126-29.dial.indiana.edu>
Source record: 72797

Hi

I have a Mega STe 4. An old 44MB Syquest hooked up to it. Works fine but I still use the Hard Disk Drivers that came with my old Supra Drive - Supra HD Utilities. During a recent HD problem I thought it might be good to find a replacement for the Supra Driver. I only have two floppies with it and they are old and can't be copied...

My Syquest came with ICD software (5.4) but it refuses to talk to anything else but an ICD host adapter. The Syquest has one but of course not the Mega Ste.

Anyway, my question is: Is there any HD driver software someone can recommend (preferrably free or very inexpensive)? I have long upgraded to two PowerMacs but still use some of the ST software and would like to keep my ST setup running smoothly.

Any ideas?

Thanks,

Peter

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

4981. Re: Partitioning and formatting a SCSI disk on an STE

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <938760576-55563AEicMi@NOSPAMcix.co.uk>
Source record: 72798

Ekkehard said:

>I don't think that this applies for you, as you can use the drive with small
>partitions. You could give CBHD a try, it's for free an can handle large
>partitions. AHDI is completely outdated.
>
>You may obtain CBHD (Archive name: CBHD502.TOS) from: http://home.t-
>online.de/home/Steffen.Engel/CBHD.htm

Any non-German speakers may like to know that there is English documentation and RSC files for CBHD on my web site - URL in sig.

It's well worth a try, but there's a question mark over its suitability to work with IDE drives. I for one am not going to be the first to find out! :-)

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

4982. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37f2ac4e.15965785@news.wxs.nl>
Source record: 72861

On Wed, 29 Sep 1999 18:16:59 +0100, macgamer@ukonline.co.uk (Steve)
wrote:

>Is there a util/patch what waits for a key press before quitting a TOS
>program?
>
>Thanks
>Steve

I have KAOS instead of TOS in my machine, and it does exactly that.

4983. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7sues2$h69$1@zingo.tninet.se>
Source record: 72862

On 29 Sep 1999 08:33:00 , Ekkehard Flessa wrote:
>Hallo Patrice!
>
>
>PM>- VDI graphic output
>
>that would be great for my Milan040 :-)
>
>
>mit freundlichem Gru&#65533; aus Ahornberg
> Ekkehard
>
>
>.

For my Milan to, I would love to try it!

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://www-pp.hogia.net/jorgen.nyberg/indexe.html

4984. Re: Y2K and Atari Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <37F2D87B.EA91F33A@student.canterbury.ac.nz>
Source record: 72863

Anthony Jacques wrote:
>
[snip]
> module). Incorrect date settings causing files to appear to have been
> created in the future confuse any of these "make" functions to build
> in-appropriate files, or more significantly, not build files when
> modifications have been made.
>

Hmmm, that's something I'll bare in mind. Thanks.

Later,
Karl.

4985. Atari Quake

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <7suvis$de4$1@nnrp1.deja.com>
Source record: 72864

In article <1dywwfd.18kepob1f23tvqN@tnt-3-219.easynet.co.uk>,
macgamer@ukonline.co.uk (Steve) wrote:
> I'm thinking I may need more ram? I've got 14mb on the Falcon and 6mb
on
> the TT - neither work and bomb out far too quickely to see the error
> message on screen.

I have a 14Mb Falcon and the no-FPU version works. I have a report that
the FPU version does not run, but do not know why. I will have to check
this.

> I've copied over the two .PAK files from my copy of MacQuake, but I'm
> not having a lot of luck atm! :-/

The engines must be in the same directory as the normal version:
./quake.exe (pc for example)
./quake.ttp (atari engine)
./id1/*.pak (game files)

--
Patrice Mandin

Mail: pmandin@caramail.com
Web: http://www.multimania.com/pmandin

Sent via Deja.com http://www.deja.com/
Before you buy.

4986. Re: Internet with my 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37F30DD1.726D13CE@online.TAKE.THIS.OUT.fr>
Source record: 72865

Carlos Pitt a ï¿½crit :
>
> How is possible connect to internet with my Atari 1040 ST ?

This is in the Quick FAQ. Yes, you can do it, but more RAM and a hard drive are strongly recommended

> What program I need ?

STinG as a TCP/IP package, and then, depending on what you want to do, CAB for WWW, Newsie or Okami or whatever for email/news, etc...

> What resolution use ?

High res. I wouldn't want to surf the web in 4 colours/mid res, and even less in low res!

> What modem ? A Trust 14400 modem for PC can be used ?

Yes, shouldn't be a problem. More that 14400 on an ST is wasted because the serial port is limited to 19600.

You'll find the Quick FAQ at http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

4987. Re: WTB prog for atari <->ti89

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <95h5BCAL1w83Ewhp@steverosie.demon.co.uk>
Source record: 72866

On Wed, 29 Sep 1999 at 18:18:37 a message from chris was created on the
subject of WTB prog for atari <->ti89.
>Do you know something like that ??
>

Like what????

You've lost me!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

4988. Re: More Hard Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sv2qp$hcv@enews4.newsguy.com>
Source record: 72867

On 22 Sep 1999 17:38:10 , James Smith wrote:

>Let's start with some basic stuff: if I want to try multi-tasking, what
>size partition C should I be looking at ?
>Obviously I would want to try all of the available systems to find out
>which suited me best (read: 'easiest for me'), so would also be looking for
>advice on what size partition I would need to reserve for Mint too. (Space
>is not likely to be a problem once I get this 4.1 gig Barracuda installed.)

My C: partition is 84megs (the Falcon's internal IDE is drive C:)

My 4.29 gig Seagate Barracuda drive is divided up into various size partitions D: through M: (with partitions K: and L: being around 800MB each for use with Cubase Audio recording). My SyQuest EZ230 is N:, my CD ROM is O:.

I use MagiC 5, and with all the AUTO folder, ACC and mutitasking stuff, my C: partition is about 1/2 full.

>Finally; what about backups ?

I have several SyQuest 230 carts for backup purposes, and use Diamond Back 3 at least a couple times a month. Once I get my CDrw drive, I'll probably put everything on CD.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

4989. Re: CD Recording software and drivers

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sv2qr$hcv@enews4.newsguy.com>
Source record: 72868

On 26 Sep 1999 10:34:23 , Shiuming Lai wrote:

>On 24 Sep 1999 01:21:50 , Paul Nurminen wrote:
>
>>I'm just curious, does CDRecorder work with ExtenDOS Gold, or do you have to
>>use another driver? I'm very happy with ExtenDOS Gold, and am about ready to
>>get a CDRW drive to use with my Falcon / CAF.
>
>Yes, it does. I've tested with Yamaha CRW 4460, 4416 and Teac CDR-55S.
>Even a two-drive configuration for real-time CD-to-CD.

Thanks for the information. Looks like I'll have to take a closer look at
CDRecorder. Anyone know if Systems For Tomorrow carries it? (obviously I'm in
the USA).

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

4990. RE Swap Toshiba Satellite 300CDT laptop for Falcon or TT SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: pmatthews11@my-deja.com
Message-ID: <7sv8v6keg1@nnrp1.deja.com>
Source record: 72869

Hi

Further to my message posted to the group yesterday I did forget to mention that I was based in the UK, that the laptop had in built speakers and the usual ports for speaker output, microphone etc. It is in perfect condition with toshiba win 95 and 98 restore disks. There is also plent of good stuff installed.

Thanks

Paul

paul_matthews@yahoo.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4991. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7sv941$89$1@nyheter.chalmers.se>
Source record: 72870

In article <1dyuxha.qk3hoi15cy1dsN@tnt-10-106.easynet.co.uk>,
Steve <macgamer@ukonline.co.uk> wrote:
>Patrice Mandin <pmandin@caramail.com> wrote:
...
>> - VDI graphic output
>
>In what way? NVDI should come in then! ;-)

I added this to PM-DOOM a couple of days ago and Patrice should have the
code by now.
On my machine (Falcon+AB040+Eclipse/RageII) it works fine in 8 bit and
16 bit mode. The 8 bit mode is significantly faster (quite playable),
though.

The code simply uses vs_color to set the palette (in 8 bit mode) and
vro_cpyfm to copy the data to the screen, so it should work with any
graphics card that has the same pixel format for the vro_cpyfm function.
I don't expect any card to have problems with the 8 bit mode, but I'm not
sure about 16 bit.
NVDI won't make any difference since it passes vro_cpyfm calls through
to the card specific VDI (such as the NOVA VDI).

Naturally, a generic VDI version can't do real double buffering (the next
image is built in normal memory and then blitted to the screen), but at
least on my machine it still looks good. New functions will be added to
fVDI/RageII to deal with this and to support some form of hardware
scaling (a 320x200 image is rather small on an 1152x864 display...).

One problem with the VDI version remains (on my machine at least):
It hangs whenever I try to exit the program...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4992. Re: Print from FAX program?

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7svdbucfq1@nnrp02.primenet.com>
Source record: 72871

Pat & Anna <PATnANNA@ford-trucks.com> wrote:

: >The only problem I've ever had printing from STFax with NVDI was cured by setting
: >the NVDI printer CPX to print in the foreground (NVDI5/MagiC6).

: Just tried this and it works here, too.

: You can also export the fax to IMG and you should be able to print that
: from many programs.

Single TOS here. STfax reports the right driver (22) is an unknown
device, loads it, says it is printing, does nothing, forever.
Yes, I can print an IMG file at least six other ways. NVDI is fine,
printing from CAB, so there is nothing mysterious in my boot order.
Caches are big enough, too. Plenty of memory, 128 Megs TT, 10 ST.

Thanks, all.

Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4993. Re: ITALIANI

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9475_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 72872

```
In uno strano messaggio del 29 Sep 99 armandi@tin.it (2:333/608.1) scrisse
al povero All :
a> C'e' qualche utente Atari in Italia ?
a> Who know any Italian Users of Atari computers can e-mail me

Yes sure, it's me, I also run a BBS with an internet gateway all on an Atari,
and I also develop NOS, the Atari Network Operating System.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

4994. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7svgg0$1ve$1@sun27.hrz.tu-darmstadt.de>
Source record: 72873

Hi!

In article <7sv941$89$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:
> Naturally, a generic VDI version can't do real double buffering (the next
> image is built in normal memory and then blitted to the screen), but at
> least on my machine it still looks good.

Well, with NVDI (or the standalone "Enhancer") this should be possible
using offscreen-bitmaps.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4995. [REQ]: FSOUND CPX

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: rpascal <rpascal@atos-group.com>
Message-ID: <37F349B5.F7EFDD0C@atos-group.com>
Source record: 72874
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi !

Got most of my CPX slammed in a HD crash,
I managed to rebuild most from save tape but still one is
deedly missing : FSOUND.CPX (Falcon sound setter)

Could any kind person here mail it to me (compressed if needed)
mailto:l0k1@free.fr

Cheers in advance

*
Salut !

La plupart de mes CPX ont ï¿½tï¿½ perdus dans un crash disque,
j'ai pu en rï¿½cupï¿½rer d'aprï¿½s une sauvegarde mais il me manque
toujours cruellement le : FSOUND.CPX (rï¿½glages sons du Falcon)

Quelque bonne ï¿½me ici pourrait-elle me l'adresser par email ?
mailto:l0k1@free.fr

Merci d'avance

--
/>
/(Loki (Dark Design) mailto:l0k1@free.fr
O[%\%\%\%(O>)==================================-
\(F030 14Mo + x Go SCSI
\> MagX 5.13/ Logic Audio 2.01/ PhotoLine/ Papyrus

4996. [NEW] October Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37F36350.11FC7081@ief.u-psud.fr>
Source record: 72875

Hi all,

A new release of Eureka is available. It's a 2D Graph Describer and
a 3D Modeller. This is shareware. This software is delivered with
a new version of Gem Dynamic Librairies (LDG) writen by Dominique
BEREZIAT and Olivier LANDEMARRE. The whole is on my homepage.

For further informations http://eureka.atari.org

Best regards,

-- Francois LE COAT
E-mail : mailto:lecoat@atari.org

4997. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7svqim$3g4$1@nyheter.chalmers.se>
Source record: 72876

In article <7svgg0$1ve$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>Hi!
>
>In article <7sv941$89$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) writes:
>> Naturally, a generic VDI version can't do real double buffering (the next
>> image is built in normal memory and then blitted to the screen), but at
>> least on my machine it still looks good.
>
>Well, with NVDI (or the standalone "Enhancer") this should be possible
>using offscreen-bitmaps.

Normal off-screen bitmaps are not stored in the memory on the graphics
card, but in normal RAM. They are really only useful when you have VDI
calls that you want to do 'in the background' before blitting the
result to the screen.

What's needed is on-card off-screen buffers, which could then be written
to using the normal hardware accelerated routines (or using direct memory
accesses, if necessary, for something like DOOM). Support for changing
the actual frame buffer address on the card might also be nice, but I
think the hardware accelerated blits should normally be fast enough for
double buffering (modern cards may even give you free scaling).
This has to be done by the VDI that actually knows about the hardware, so
it would be impossible using NVDI on top of the NOVA VDI, for example.
NOVA VDI itself would have to take care of it.

fVDI _will_ have things like this in the future, but naturally only
for cards where drivers are available (currently only Eclipse/RageII,
but the same code should run on mach64 NOVAs with minor changes and
on other Rage variants, such as the RagePRO, without too much work).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4998. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7svsjb$5al$10@sun27.hrz.tu-darmstadt.de>
Source record: 72877

Hi!

In article <7svqim$3g4$1@nyheter.chalmers.se>,
rand@cd.chalmers.se (Johan Klockars) writes:
> Normal off-screen bitmaps are not stored in the memory on the graphics
> card, but in normal RAM.

Mhmm, I don't have the specs handy, but wouldn't it be possible to also
allow them in the memory of the card, as long as it's visible in the
address space of the CPU?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4999. Re: Atari Quake

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyycub.4j2t2d1gs55fmN@tnt-11-40.easynet.co.uk>
Source record: 72878

Patrice Mandin <pmandin@caramail.com> wrote:

> I have a 14Mb Falcon and the no-FPU version works. I have a report that
> the FPU version does not run, but do not know why. I will have to check
> this.

On the Falcon (14mb ST Ram) I get this problem -
Upon launching the TTP the screen clears and displays some text, but two
bombs appear just after "host_init" is displayed.

On the TT (2mb ST Ram, 4mb Fast Ram) I get an error message but the TTP
program bombs out to quick to read it. I think it is reporting that
there is only 1.7mb ram detected... (fast load flags are set)

> The engines must be in the same directory as the normal version:
> ./quake.exe (pc for example)
> ./quake.ttp (atari engine)
> ./id1/*.pak (game files)

So how does this work for MacQuake then? I've copied over the
application from the iMac (but this ain't PC code...!)

If all I need is the PC exe file, then any ideas where I can find this?

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

5000. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyyd90.xzcsut19iur0gN@tnt-11-40.easynet.co.uk>
Source record: 72879

Ernest R. Schreurs <ernest@wxs.nl> wrote:

> I have KAOS instead of TOS in my machine, and it does exactly that.

Thanks for (both) replies, but I want a simple Auto folder util that does the job. It does exist, but I cannot remember the name.. thought it may have jogged someones memory tbh. Don't really want to use anything other than TOS, as i want to remain totally compatible (I use MagiC OS for my work). Anyways, I'll keep looking.

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

5001. Re: Atari Quake

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyyejd.1gaen1wt4ce6N@tnt-11-40.easynet.co.uk>
Source record: 72880

Steve <macgamer@ukonline.co.uk> wrote:

> If all I need is the PC exe file, then any ideas where I can find this?

btw, cannot get PMHexen to work either.. guess this could be the same
problem - I'm using Macintosh Hexen Wad file.

This loads the game, but crashes out after about ten seconds :(

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

5002. ma-ST-o-don't - next 14MB ATARI ST games

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Arek Staworzynski <atarist@kki.net.pl>
Message-ID: <5JLI3.45908$n4.731316@news.tpnet.pl>
Source record: 72881

```
[this is unique info about site updating]

New games on ma-ST-o-don't page:

http://www.atarist.w.pl
And please: click banner! Thank you very much!

--
nosty
------------------------------------------------------------
Arek Staworzynski atarist@kki.net.pl
------------------------------------------------------------
```

5003. Tos 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Jeroen Brand <jbrand@casema.net>
Message-ID: <37F3A3D8.A8223B56@casema.net>
Source record: 72882

Hi,

Could anybody tell me the difference between Tos3.01 and Tos 3.06.
Are there many errors in 3.01?
Is 3.06 still available?

The main reason I ask this is because I had some serious trouble
installing some HD's.
- one is 730MB AV disk (fixed sector=512byte)
..this is not gonna work on a TT, I know.
Tos 3 can only oparate with 8Kb sectors on large partitions.
- the other is a Conner 540MB
The TT claims there are bad sectors, but I doubt it.

I can add a Fujitsu MOD (540MB) to my current drive (48MB) on that
driver.
But if I swap the 48MB disk for a bigger one I can't get the driver on
the disk.
All kind of crazy symbols in my window message '(3#3*))556 bytes used in
45 items'

Greetings,

Olaf

5004. Repost:Cubase Lock-up

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <LINI3.5$M92.2012@news1.atlantic.net>
Source record: 72883

Hello all again,
I'm reposting this in case someone who knows what's going on with Cubase
locking up (and or crashing) missed the first post.
I've been running Cubase 2.6 (leagally baught with key and DSP plugs)
for a good while. I stopped for a bit and found now my Falcon crashes only
when importing an AIF file (through Pool or embedded in an .ALL file).
I've re-installed all on an empty partition with no Auto folder or CPX's
with the same results.
Any ideas?
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

5005. Re: Tos 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7t07msonl1@news1.xs4all.nl>
Source record: 72884

```
On 30 Sep 1999 18:54:33 , Jeroen Brand wrote:
>Hi,
>
>Could anybody tell me the difference between Tos3.01 and Tos 3.06.
>Are there many errors in 3.01?
>Is 3.06 still available?
>
>The main reason I ask this is because I had some serious trouble
>installing some HD's.
>- one is 730MB AV disk (fixed sector=512byte)
>...this is not gonna work on a TT, I know.
>Tos 3 can only oparate with 8Kb sectors on large partitions.
>- the other is a Conner 540MB
> The TT claims there are bad sectors, but I doubt it.

How about the harddiskdriver you're using ???

gtx, Rein

--
```

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
ISO-8859-2 ��dz�Ö�� ����□

5006. Falcon030 (beginner) user needs help connecting CD-rom drive (SCSI)

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <938713827.12077.0.pluto.d4ee0f47@news.demon.nl>
Source record: 72885

Hello,

I have a FALCON030 and I have connected a Toshiba CD-ROM drive to it. When I boot I see that it's detected and my system boots from internal IDE (80Mb). I can access the CD-rom player, because I don't have an icon for it. Install device doesn't do anything... Must I load a CD-rom driver for it? And where can I download one?

Gtx,
Rene

5007. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyyjrb.14y2cl91jhg76aN@tnt-3-46.easynet.co.uk>
Source record: 72886

John Kolak <jkolak@jps.net> wrote:

> I've used tosexit.prg.

I'll look for this, thanks! :)

Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

5008. Re: TOS/TTP util

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7t0aj9bb1@news1.xs4all.nl>
Source record: 72887

On 29 Sep 1999 18:16:59, Steve wrote:
>Is there a util/patch what waits for a key press before quitting a TOS
>program?
>
There is software that catches all output of tos/ttp programs (VT52
screen) and some can be installed with a switch set to: 'wait for
keypress'.

I always forget the name: something like Win2Tos or Tos2Win or
Toswin2 or maybe simply the THING console!

Met vriendelijke groet,
Ronald van der Kamp

5009. SV: Falcon030 (beginner) user needs help connecting CD-rom drive (SCSI)

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <4rOI3.810$HX.1521@nntpserver.swip.net>
Source record: 72888

Hi!

Try Spin! Think it works with both IDE & SCSI. Don't know where to get
it....

/Pep

Rene de Bie <Rene@underground.demon.nl> skrev i
diskussionsgruppsmeddelandet:938713827.12077.0.pluto.d4ee0f47@news.demon.nl.
..
> Hello,
>
> I have a FALCON030 and I have connected a Toshiba CD-ROM drive to it. When
I
> boot I see that it's detected and my system boots from internal IDE
(80Mb).
> I can access the CD-rom player, because I don't have an icon for it.
Install
> device doesn't do anything... Must I load a CD-rom driver for it? And
where
> can I download one?
>
> Gtx,
> Rene
>
>

5010. SV: overscan

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <ZsOI3.811$HX.1344@nntpserver.swip.net>
Source record: 72889

Hi!

Try deleting your NEWDESK.INF. It might still be using an un-overscanned
resolution.

/Pep

Steve <macgamer@ukonline.co.uk> skrev i
diskussionsgruppsmeddelandet:1dywqen.1iypzo91b1kcxmN@tnt-6-74.easynet.co.uk.
..
> How can I enable Overscan using RGB?
> I've changed the NVRAM and it boots up in overscan but when GEM appears
> it's back to normal!
>
> btw, it seems to half work in MagiC mode, but I still have top/bottom
> borders...
>
> Any ideas on either of the problems?
>
> Thanks
> Steve
>
> --
> http://web.ukonline.co.uk/macgamer/
> ---------------------------------------
> Apple iMac | Atari TT + Falcon + Mega ST

5011. Spin CD driver

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: macgamer@ukonline.co.uk
Message-ID: <1dyypef.16gorzp1lh4qaqN@tnt-10-85.easynet.co.uk>
Source record: 72890

Hi, can someone give me a little help trying to set up Spin to work on my TT with a Lacie/Teac 12x CDR drive? (as a reader only of course)

I've downloaded the latest version and the english docs too, but am still struggling. I've configured the Config.sys file correctly but it still cannot see the drive.

Config.sys =

*BOS, C:\AUTO\SPIN_SD.BOS, A=14
*DOS, C:\AUTO\ISO9660F.DOS, Z=A

I have SPIN.XFS & CONFIG.SYS & METADOS.PRG & the two drivers mentioned above all inside the AUTO folder.

I've got it on SCSI ID of 6. (SCSI ID 5 is taken up by the ZIP, and the CD is next in the chain). But I've tested all this with ZIP on the SCSI chain and also without. Neither works.

All I seem to get is device not responding... The set up works perfectly under Extendos Pro, but because I want to access Macintosh CDs I need Spin. Anyway, does anyone know what's going on here? I'm pulling my hair out - I guess it's either something real dumb or perhaps Spin is incompatible with my drive. <?>

Thanks
Steve

--
http://web.ukonline.co.uk/macgamer/

Apple iMac | Atari TT + Falcon + Mega ST

5012. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <37f3c111$0$22554@znews.zetnet.co.uk>
Source record: 72891

You've lost me.

I downloaded PM-Doom a couple of days before I picked up this thread
and have been trying to get it running on my Milan with Patrice's
help.

At the moment the PM-DOOM start-up looks like this:

```
Atari DOOM port by Patrice Mandin v 0.13 5 / IX / 1999
based on Linuxxdoom-1.10
DOOM Shareware Startup v1.10

I_AllocateScreensAtStart: Reserve memory for screens.
Reading hardware configuration...
Machine : unknown
Video : unknown
Sound : YM 2149, Xbios DMA functions, OK
Joypads : off
M_LoadDefaults: Load system defaults.
Z_Init: Init zone memory allocation daemon.
8192 Kbytes allocated for zone
W_Init: Init WADfiles.
adding ./doom1.wad
===========================================================================
Shareware!
===========================================================================
M_Init: Init miscellaneous info.
R_Init: Init DOOM refresh daemon - [...................]
P_Init: Init Playloop state.
I_Init: Setting up machine state.
I_InitSound: pre-cached all sound data
I_InitSound: sound module ready
D_CheckNetGame: Checking network game status.
startskill 2 deathmatch: 0 startmap: 1 startepisode: 1
player 1 of 1 (1 nodes)
S_Init: Setting up sound.
S_Init: default sfx volume 8
HU_Init: Setting up heads up display.
Error: You need a TT or a Falcon video chip
```

So it doesn't like my "standard" graphics card. Has anyone got this
working on the Milan. It would be excellent to have a real game
available on this machine.

Once again, thanks Patrice.

Peter

On 30 Sep 1999 14:37:31 , Thomas Binder wrote:
>Hi!
>
>In article <7svqim$3g4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) writes:
>> Normal off-screen bitmaps are not stored in the memory on the graphics
>> card, but in normal RAM.
>
>Mhmm, I don't have the specs handy, but wouldn't it be possible to also
>allow them in the memory of the card, as long as it's visible in the
>address space of the CPU?
>
>
>Ciao
>
>Thomas
>
>
>--
>Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
>PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
>Vote against SPAM: http://www.politik-digital.de/spam/
>.

5013. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7t0hml$8iq$1@nyheter.chalmers.se>
Source record: 72892

In article <7svsjb$5al$10@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>Hi!
>
>In article <7svqim$3g4$1@nyheter.chalmers.se>,
> rand@cd.chalmers.se (Johan Klockars) writes:
>> Normal off-screen bitmaps are not stored in the memory on the graphics
>> card, but in normal RAM.
>
>Mhmm, I don't have the specs handy, but wouldn't it be possible to also
>allow them in the memory of the card, as long as it's visible in the
>address space of the CPU?

Theoretically, yes, but as I said earlier this is something that must
be done on the hardware level to be of any use. The enhancer has no
way of handling that, and NVDI could only do it for the cards it
supports natively.

Speaking of off-screen bitmaps, by the way, does anyone know of a
program that uses anything except monochrome ones?
It seems you can open an OSB with just about any kind of pixel layout
using the latest NVDI, but why would anyone want to? One in the same
format as the current screen might possibly be useful, but I've never
seen that done either.
The reason I'm asking is that I want to know how much OSB functionality
I need to implement in fVDI.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

5014. Re: [GAMES] Doom v0.14

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7t0i3b$8me$1@nyheter.chalmers.se>
Source record: 72893

In article <37f3c111$0$22554@znews.zetnet.co.uk>,
Peter Slegg <peter.slegg@zetnet.co.uk> wrote:
>
>You've lost me.
>
>I downloaded PM-Doom a couple of days before I picked up this thread

Back then there probably wasn't a VDI version anywhere.
Even now my hard drive may contain the only one (but Patrice may have
built one himself by now, I guess).

>and have been trying to get it running on my Milan with Patrice's
>help.
...
>So it doesn't like my "standard" graphics card. Has anyone got this
>working on the Milan. It would be excellent to have a real game
>available on this machine.

I'd expect the next version to run on your machine. If it's OK by
Patrice, I could make mine (based on v0.13) available in the mean time,
though. I'm reasonably sure it would work in 8 bit mode on the Milan.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

5015. Re: PDF viewer

Newsgroup: comp.sys.atari.st
Date: 1999-09-30 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7t0iceavn2@news6.svr.pol.co.uk>
Source record: 72894

On 27 Sep 1999 11:14:58 , Derryck Croker wrote:
>John Kolak said:
>
>>I checked your page and clicked on the Ghostscript link. It took me to Christian
>>Felsch's page just fine. Clicking on his gemgs link took me to a page that had no
>>link for binaries, but had a lot of other good Ghostscript information
>
>In order to keep this simpler I've linked to the Ghostscript directory on the ftp
>site 193.190.20.128
>
>>archive. Then I went back to your home page and got the English docs/rsc files.
>>Thanks for the links Derryck. I really appreciate it.
>
>We should also thank Peter West of the TransAction team who did most of the
>translation work for this.
>
>> distribution. I hear it's tough to install, so we'll see how it goes!
>
>It's not nearly as difficult as the versions distributed before Christian took it
>on, but the fontmapper file will repay close inspection if you want to change or add
>fonts.

Thanks Derryck.I will go and download Ghostscript as soon as I feel a
bit better.I have found that a few websites I have visited have docs
in *.PDF format...hopefully I should be able to read them with
Ghostscript.

Gordy.

E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
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Oxford,England. Tel 07887 910616